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## OnsenVR Activation Crack



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### About This Game

First of all, please take off your clothes and get naked before you start playing.

This is a VR to experience of a Japanese style outdoor bath, "Onsen".

Take a bath in the Onsen relax your tiredness.

By the way, this Onsen is looking for a strong employee.

The work content is an easy job to eliminate the mob that attacks and to protect the safety of Onsen.

Money earned here can be used for strengthening player and weapons, unlocking new weapons and mixed bathing.

Never play with clothes on.

\*Features include

You can choose two modes "bathing" and "Work at the Onsen".

-Bathing

It is a simple mode in which bathing Onsen freely as a bathing guest, and relax yourself.

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-Work at the Onsen

It is in action game mode fighting enemies invading Onsen.

Four types of missions (Intercept, Defense, Rescue, Special) occur in this mode.

The money got in this mode can be used for purchasing weapons, upgrade weapons, upgrade player, unlock player actions and unlock Onsen settings.

Include 14 kinds of weapons and 41 kinds of unlockable elements.

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Title: OnsenVR  
Genre: Action, Casual  
Developer:  
qUATERNIon  
Publisher:  
qUATERNIon  
Release Date: 1 Dec, 2017

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 10

**Processor:** Intel i5-4590

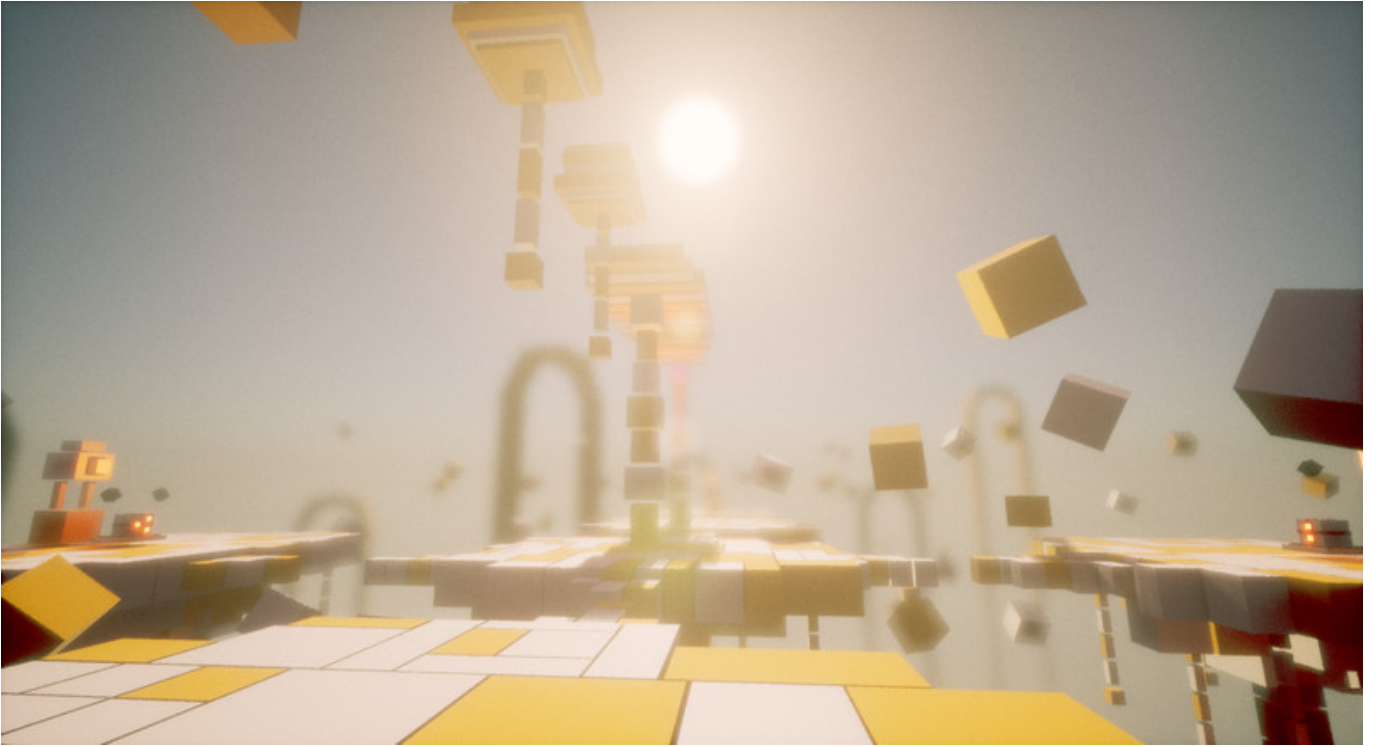
**Memory:** 8 GB RAM

**Graphics:** NVIDIA GeForce GTX 970

**Storage:** 2 GB available space

English,Japanese







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If you haven't already played this on a PS3 (say, by not having one), this is a fun twin-stick action puzzler, with cute visuals and good audio production.

Supports PS3 controller on OS X flawlessly.. WHOOOAAAAAAA, DUDE!

Awesome game, fun to play when bored.

sometimes very frustrating because its pretty challenging.. itas žaidymas primena labai apie agurkinių gauja kai kelis nušovė prie durų grc zajabys buvau kraujas lėjosi visur. Great game for the price!. This is not bad. Kinda has a similar dreamlike quality to Rememored albeit without the off-screen-level-shift effects. You wonder round some small surreal environments with splashes of the reality we know and try to trigger the necessary level advancement. Nothing is spelled out, though it generally always involves inserting cubes into wibbly-wobbly white vortexes. It took just over an hour to complete (rest of time was for card drops). I was quite disappointed when it ended so suddenly as I had just really started to settle into the unusual world. But you have to give the game praise for the fact there is no handholding and the player has to figure things out for themselves, yet what they have to do can be figured out relatively quickly through trial and error so the player feels challenged but not frustrated. So in short, a nice, surreal puzzler that could have been longer, but for the price you can hardly complain.

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So this game could be a lost gem in the retro gaming world but due to \u2665\u2665\u2665\u2665\u2665\u2665 programming it's not.

The game is actually really fun, you travel around space, beat some aliens and other opponents, completing various missions, buy new spaceships ect. ect. it could be a very fun game if there was no darkside.

The darkside of the game is that the programming is really bad and here is why:

- The mouse programming ( which is absolutely not needed in this game) keeps the game crashing over and over again. Till you figured out that keeping the mouse on the middle of the screen solves the problem.
- The resolution options of the game dont work properly. If you change the resolution the screen gets off center so you cant see things like health or shield
- Sometimes for no reason you cant board spacestations or planets. The game keeps you on your ship and you can try it over and over again with no chance to board anything
- Sometimes the game gets stuck in a loop of spaceshipfights. That actually happend only once and leaded me to glitch the hell out of the game. Because everytime you try to scan a space object a fight with an enemyspaceship breaksout. In my case the enemy was a puny little ship that didn't match mine in any aspect, so it took me no time to defeat it foor about 50 times, but you got always new loot from it. After that i got bored and made some missions and broke the stuck loop.

So if there is any update wich would fix the problems above than it will be a gem in retro gaming but actually its not.. I love this route, comes with varying scenarios (passenger, cargo and shunting).. EZ Game :))

PLS new update :D. It looks good and it shows what can be done on an indie budget with Unity, Adventure Creator, and some skill. But it is a pretty bad game. It makes no sense. You wander around in the dark with some murderer out to get you. If he sees you, you're dead. You can't hide; he'll get you. And he must have night-vision goggles. He can see you before you ever see him coming. And the only way to stop him is to find a couple of boots and give them to him??? WTF? How is anybody supposed to figure that out? Poor game design. Poor puzzle design. Great atmosphere. I'm sorry I wasted money on it though. Another game for the trash bin. Put the 3-5 bucks toward a decent horror game like Outlast or SOMA.. I liked the game until the last part where the jigsaw puzzles were suddenly no longer an option, and the ending was really abrupt and didn't solve anything. Still, I had fun for 80% of the time.



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