## VR Battleship YAMATO Download Mega



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## **About This Game**

Full Scale Restoration of the Japanese battleship "Yamato" in VR.

Battleship Yamato was constructed during the World War II in 1941, and it was the biggest battleship ever built. Unfortunately, Yamato didn't last through the war, and it sank to the bottom of the sea.

Now, battleship Yamato is completely restored in full scale in VR. It is based on the blueprints and the recollections of the actual crew who are still alive.

In this app, you can actually get on Yamato and walk across the deck, climb up the bridge, and go inside the ship. See the Yamato crew taking command. View the explosions of the gun fire from a close distance.

The list below shows what you can actually see in the first edition of VR Yamato.

☐Deck
☐Inside the first bridge
☐Inside the main gun
☐Scene of the crew practicing firing the gun
☐Fire control center
☐Captain's cabin
☐Pilot house
☐Hangar
☐Ship's kitchen



Title: VR Battleship YAMATO

Genre: Casual Developer:

Kanda Technologies

Publisher:

Kanda Technologies Inc. Release Date: 17 Aug, 2017

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## Minimum:

Requires a 64-bit processor and operating system

**OS:** Windows 7 64-Bit or later

**Processor:** Intel i5-4590 equivalent or greater

**Memory:** 8 GB RAM

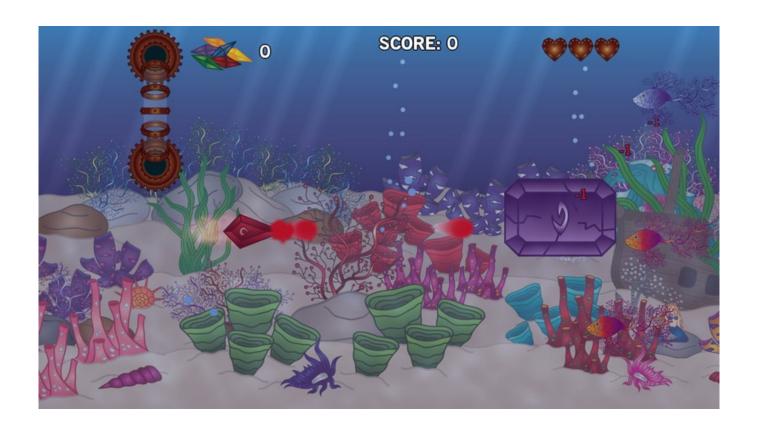
**Graphics:** NVIDIA GTX970

**DirectX:** Version 11

Storage: 8 GB available space

English, Japanese







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This game combines great visuals, fast-paced and easy to learn but hard to master gameplay and a good synthwave soundtrack into one awesome experience, highly recommended!. it doesn't work. This should not be paid DLC. I played "7 Grand Steps" before, so I kind of knew that Mousechief-Games are rather unique. While I think that DHSGIT is way more elaborated and less repetitive, it didn't make me stick around for very long.

I only played the game for about an hour. Propably I would have gotten the mechanics, if I spent a little more time with it. I liked the idea of it and the dialogues are written really good. The bread and butter of the game are its "minigames", and they just didn't click.

There are insult battles, similar to Monkey Islands. You just need to take some hits, possibly even lose some fights, to gather the right responses.

Then there is a game where you have to complete sentences and fill in gaps. That's quite fun, but if you're fairly competent in english (it's only my 2nd language and I failed once), it's not that huge a challenge.

Then there is FIB, a kind of poker-style game ...that I just couldn't understand. For whatever reason I always had to raise my bid and couldn't call the opponents bid... Which meant, that at some point I lost after preposterously claiming to have 5-of-a-kind, allthough I would surely have won with my 2 pairs. If I knew how to do that.

The most irritating game was "flirting". I am not going into any details, let's just say, that I am not quite sure if it was really a win, to get a one-eyed guy with a shovel as a boyfriend...

So, yeah... I'd really like to give this game a thumb up. It's not like I had a bad time playing it. ..but it wasn't fun either, and I am pretty sure, thats what you are looking for.. Gather puzzle, kill zombies, earn achievements.

I'm really glad they included Strategy Mode in a recent update, because while I'm not that fond of RTS clickfests, I had a good time with the turn-based mode. Not that long game, got all the achievments in less than 2 hours.. A great time waster! I love this game so much. I rarely finish any games 2 times but this is one of those games!. Crashes. Freezes.

Hang ups.. Totally OPAC winshield from cab view.

I have referred this to the repair shop....will give it 5 stars if fixed..

OK, I have attached 3 sets of views one inside the cab and the other outside (sorry can't post here). You can see the difference in clarity of each set. This was the Koblenz=Glasco QD from Glasco

This happens on all scenarios and routes: others are observing the same views.

I think the problem is that the whole inside win shield is OPAC instead of just the view outside the wipers range were the rain drops are. This area should be opac but were the wipers operate it should be clear.

I have used other engines were the win shield wiped area is clear but the area beyond the wipers range has rain drops and is opac.

What say you????

PS: It is a very nice engine!. Where do I start?

A single game developer soon embarking on his second I believe. I can't say I'm that hopeful after attempting this one after several tries. Anyway he can be found here... <a href="http://www.outergridgames.com/">http://www.outergridgames.com/</a>

Graphics overall is set out to be charming and won me over. Sound and music always fitting and adds to the overall atmosphere. Light hearted humor throughout the game bringing the odd smile or two to my face. Game play consists of a turn based RPG which records your history of your numerous attempts which is always fascinating to glance over. All this revolves around a paper thin story involving your customized friends being kidnapped and needing to be rescued. The settings take you to a school yard and then a cemetery creating a very quirky style backdrop for the simple to understand story. So if all these things are a plus why do I give it a solid thumbs down?

It's ROGUE as rogue can be. (Sad face) and the developer seems adamant to keep it that way regardless of the countless throngs of customers which have already requested an easier progressive mode to be added to the game. SERIOUSLY... the game apparently takes 4 hrs which I have never seen, because after two hours in I come across an unfair room while I have nothing left to defend myself with and unable to back out, I die. No saves once your dead. No chapter reloads. No progressive leveling with your next character having slightly higher stats. No siree your back to the start to have to grind through the whole thing again just to get back to the same bleeding spot and die. After 10 hrs of game play and several psychiatric visits (self admitted) and several correspondence with the developer, your left with shrugged shoulders and the puzzling question as to why on this planet would a game developer who wants to be recognized pick a niche market (turn style rpg) and further limit its appeal by making it COMPLETELY ROGUE??? Who has time for that? Gamer's have lives! Jobs! Family! Why would you not ALSO add an easier mode???

But alas he does not believe in the golden principle of 'Customers are always right!'... So while hundreds camp outside the developers fortress brandishing pitchforks and torches, over turning cars setting them alight and shouting give us what we want or we will start storming the walls. He lies with deaf ears in the bowels of the dungeon creating another....

I think someone else said it best with their review of the game and I wholeheartedly concur with this statement that they made. It is as follows...

'If it comes across i'm bitter. I am. I wanted to enjoy this game. I cannot.'. This game is absolutely lovely,

It hits you in the heart and I really feel connected to the main character.

If you're not sure if you should buy this game; watch this video it's a play through of the first chapter.

https://www.voutube.com/watch?v= gkIYNEm\_d8&t=25s

. Before a great review, I have to say this: I was playing with an invisible mouse (and yes, I tried almost everything to fix this) and instead of giving up (because you know you don't want to) -> it gave me more of a challenge and it is doable: if you don't play full screen and you approximate your mouse point and click - you can actually get through the game pretty well. The small

elevator button will take some time though, but that's okay. I am glad that Match 3 and some other options have highlights on them, if you hover over - this way you can also get an estimate on your mouse location. That said... it all led to an extra challenging gameplay, BUT it was FUN and worth it!!!

I like and super enjoy these type of games and find them interesting. This one definitely fits the category. The musicVOST is amusing as well (this includes the crisp card sound effects and spooky theme and special effects). You get to find out more of what happensVwhere you are going to escape from "you know who" (many of them). Along the way you face card battles and at times: Match 3 games. Match 3 were the hardest. They require the most luck (in my opinion V based on skill level). Sometimes you find a pretty sticker and you feel excited! You also get a scenario with an event. I could never figure out what will happen, depending on the answer...which was great!!! And yes, lots of fun was had and will happen again.

I truly and greatly appreciate all of the games and content the Team creates. Keep it up and we will be here to enjoy it all and support ya!!!

I don't know what cons are, because even the bad can be amusing and interesting if you use your imagination.

The only thing is (apart from the invisible mouse) - I couldn't get two achievements to work: "The undo button one" and "The 12k gold one\ Zombie Broker".

Now onto more games!!!. I liked it a lot - more for story & the art than the crafting - but defintiely one of the best Aravorn games.

The gameplay did get a little bit grindy towards the end (nowhere like Queen of Thieves), but there is a pure storyline mode for replays thankfully.

The dark and light mechanic is a little misnamed I think, looking out for #1 vs selfl sacrificing would often be the better way of putting it.

But for me those are minor quibbles, I liked all the characters, and that their plotlines actually intersected, and the art was really lovely. I really want to like this game but untill the same thing happens every time I hit run I cannot recommend it. Each time you press play the simulation does something different.

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