
PAPERVILLE PANIC VR Download]

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About This Game

As the fire departments newest firefighting recruit, it's up to you to save Paperville in this all-new FPS.

Built exclusively for VR fight fires, shoot water pistols 5d3b920ae0

Title: PAPERVILLE PANIC VR
Genre: Action, Adventure, Casual, Indie, Simulation
Developer:
Ultimerse
Publisher:
Ultimerse
Release Date: 19 Sep, 2018

English

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I enjoyed the game I have a few gripes about the controls but other than that I have no other complaints was certainly worth the full price to me.. Grabbing this game ended up being a welcome late-night distraction after a longer day at work. It's short, as many Unity VR titles are , yet sweet, as many indie VR shooters are . The small selection of levels each offer distinct scenarios centering on a different weapon. Gunplay feels great and, as always, I wish there was more of it. As a silly America, I love how Australian the game is in its outrageous dialogue. It's easy to tell that the team behind Paperville Panic had a good time crafting the game. It should also be noted that this game is surprisingly vulgar and features many crude innuendos. It's all fun and games, but I'm still concerned about the kid-friendly cardboard/paper visuals reeling in a younger audience. I really suggest playing the demo. While it spoils some of the best bits of the game, it's a riot and fits into a short session thats worth experiencing or even sharing with friends locally. G'donya Ultimerse.. Well, The style is fun, the gameplay is. also quite fun. The dry humor guiding you through the mission is good aswell. sometimes a bit cheesy.. My Initial Thoughts: I loved the concept, the aesthetics and the immersion which is why I am giving this a recommendation. However, I did experience some ground breaking issues playing on the Oculus Rift. To refill the water pistol featured for fighting the fires I had to jump into th games menu each time. This was a

major problem for me on reaching the 1st Boss. I have told the devs about my issues and I have faith they will be sorted.. TLDR; This is already is a pretty good game with a LOT of potential, that needs a bit more content, but worth it in its current form. Game has around 2-3hrs of story levels, Each being different on its "mechanics", i was expecting at least 2 or 3 levels like the demo/1st level (run around in a building saving people and putting out fires) but only the 1st one was like that, after that each level works different, as in you need to do different things, this kinda screwed with me because some levels you walk until you reach an "action" point where you cant move, and enemies start coming in waves and you had to take cover within your designated play area. but then other levels once the "presentation" was over you could teleport and move way more freely around the VR playspace. The last level is the best by far imo, the most "campaing like", when it was over i STILL WANTED MORE! that obviously is a good sign, but it also means it felt unfinished, sure the last mission does feel like a final mission. but id absolutely would have loved to have at least a couple more "pure" firefighter levels, instead of almost immediately going from fighting fire, to to fighting the evil cronies of a mad man in a conspiracy that goes to the highest place in the government. The guns feel like 1 use and be done with, way underused. Different types of guns i recall: auto turret that has to be aimed and reloaded, double barrel balloon shotgun, pump action pistol, automatic reload pistol, the axe and the semiautomatic pistol and grenades. so, a decent ammount of guns, that basically you once on 1 level and never see it again. There are a few different enemies, like the ones that rush towards you, the ones that shoot missiles from afar, and the ones that shoot at you, and of course the level bosses. If "weapon selection" was a thing, it would be obvious to make each weapon extra effective against a different kind of enemy. and having the player change them on the fly depending on what wave the game is throwing at you, obviously not forcing the player to change, but adding extra damage because affinity or something. (i dont get why getting the paper enemies wet with the gun wouldnt work at least a bit, why it HAD to be with a grenade or viceversa) A couple more indicators would be welcomed, like with the final boss i wish it had an indicator that my bullets where not doing anything as i spent like 10 minutes avoiding him and shooting him without it doing anything until realizing the "slap attack" was meant to be kind of a queue for me to slap him. with the axe :/ so it would trigger his move where i could actually damage him. Dialogue is pretty funny (Subtitles should be added!) and i liked all the voices, the 4th wall breaking was great! I feel the settings had very little to choose from, and of course, there is only Teleport movement, which is a bummer, but being the kind of game it is, its fine imo. (but having more movement options would be better) I dont know the "roadmap" for this game, it feels unfinished, BUT it already has a respectable amount of content and it truly shows potential! I bought it on a 60% off sale, and i feel it was more than an adquate price! 3hrs of gameplay, good graphics, good performance, nice audio (voices music and sounds), funny dialogue and a LOT of potential. Recommended.. Seems like a fun idea but lacks execution. I had difficulty with the teleportation. Sometimes it didn't seem to work, and when it did work it made me feel a little sick. It uses teleportation style movement, which is fine, but it zooms you there instead of blanking the screen and teleporting you there. For some reason that just bothers my stomach. It may just be me, or that I was distracted by the movement, but I also had a bit of a hard time knowing where I was supposed to go next, and the announcer in the game is not impressed.. Fun little game from what I've tried so far.. The game is heaps of fun. Love the characters and world building. Although I am new to VR it was a wonderful experience and challenging for me. Teleporting didn't make me feel sick compared to some other VR titles.

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