One Of The Last Torrent Download [crack]



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About This Game

"One Of The Last" has been built upon the best features of those games that inspired us, creating a unique Virtual Reality experience that is NOT another "wave shooter".

Spread over four maps, the game allows you to experience immersion on a whole new level with physics based zombies - push them around, knock them over and watch them react to shots and explosions. Whether your removing limbs to create crawlers or going for head shot glory, they get quicker and stronger as you buy and unlock your way through complex maps with puzzles and paths to follow. With fantastic machines to enhance and gamble your gun, your quest to enhance your body with powerful soda tins will see you through.

Supporting 4 player co-op multiplayer you can hold back the dead through sharing your weapons, protect your team mates, build barriers and work collectively to unlock new areas and machines.

Over 14 weapons; including the M32-GL RPG Launcher, Ray-Gun and CF-3 Lightning gun. Distraction items such as flares, grenades, noise / fire cracker grenades and smoke bombs allow you breathing room but just don't forget the boss rounds... they just want you...

We are highly active development team, releasing major updates every few weeks and work actively with our community to build an exciting, deep and explorative game. Come chat with you and see if you can help shape our game.

Title: One Of The Last

Genre: Action, Adventure, Casual, Indie, Strategy

Developer:

Deep Voodoo Gaming

Publisher:

Deep Voodoo Gaming Release Date: 4 Nov, 2016

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Minimum:

OS: Windows 7+

Processor: Intel Core i5 4590 or AMD FX 8350 or greater.

Memory: 4 GB RAM

Graphics: GeForce GTX 970 or AMD Radeon R9 290 or better.

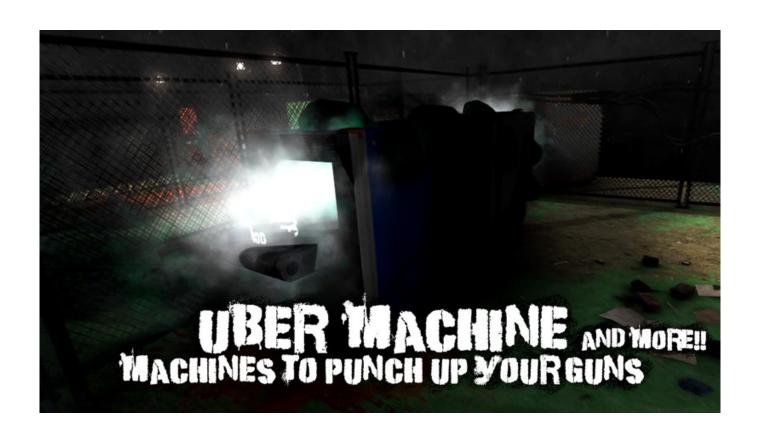
DirectX: Version 10

Network: Broadband Internet connection

Storage: 4 GB available space

English







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very gooooooooood!!. Awesome game! A good taste of what COD zombies would be like in VR. Guns are kind of generic right now but I believe new guns, or at least gun upgrades, are in the games EA roadmap. Overall, I've been having a lot of fun with my roommate! As of this review, you get one large map with a good varitey of guns and perks to claim and one smaller map for a more fast paced experience. The mechanics are very classic arcade style mechanics with no manual reloading or two handed weapon handeling but I hear there could be plans to revisit this. Traditional movement, which is my prefered method, is supported as well as the motion sick proof teleportation system, so YAY FOR OPTIONS! You'll be helping the dev fine tune the game for a little while being that it's EA but It's currently got a lot of replay value as is so yea, get it! With a bit more polish and bug fixes it will be one I revisit every day.. If you have any interest in CoD zombies, this game is definitely worth a buy. If you are looking for a coop game to play with friends it is definitely worth buying. Currently the player base is small so it is hard to find a coop game if you dont know people, unfortunately but that can only be fixed by more people buying the game.

The game is a little rough around the edges right now, but at its core it is really good. Some of the assets could use a little work, a little more realistic sound for the guns, and there are a few bugs, but it is early access. The important thing is that the core gamplay and concept is very solid. Once these things are ironed out this will be a really good game, and I have high hopes for that happening based on how interactive the devs have been since I have owned it.

When I first bought the game, I had a game breaking bug where i was unable to pick up any weapons. I didnt see anything about it when looked on the forums, so I posted about it. The devs responded the next day, and put out a patch in an attempt to fix it, but it didnt work. The devs then started working with me to get more info, and after talking back and forth over a few days, they were able to figure out what my obscure problem was and implemented another fix, and I was able to play!. this game is by far the worst iv ever played in VR.

u have to keep the weapons high with oculus. u didnt see ur own character or hands. the sound is terrible. automatic reload. fkn lame and boring.

give me my money back :-<

not even for free this game will worth to play!!!

ARIZONA SUNSHINE still the best Zombie game!. The zombies are terrible, their walking animations are way too jittery and combined with the games movement can very quickly become sickening.. Decent but I encountered several bugs in my short time of playing. I'm going to play more to get my money's worth.. Very fun. Play exactly like CoD Zombies but in VR as the

description implies. Has a lot of potential cannot wait to see more maps more area to explore and harder faster zombies and maybe a boss.

Keep up the good work! I feel like I was robbed? Maybe it will get better, but for now - this games is joke.. So I originally gave this game a thumbs down due to some technical issue and I was shocked to hear back from the dev who is very eager to improve the game. This is a game made by a small team of two. The game is a labor of love and those who are fans of the wave based zombie survival games such as COD Zombies will see that. I hope the dev continues to work on the game as there are some issues. Overall, I would say it would be hard to go wrong if you were to snag this game and tackle it with a buddy or two or three. It really is a cool game and takes the genre to the next level with some of it's implementation.

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ARIZONA SUNSHINE still the best Zombie game!. Dev is a great responder and really wants this game to be a great success. Please give feedback to help them out. the map layout is pretty good, they are working on the Z's being better at attacking also. They definately have taken the idea of COD zombies.. anyone who wants to play this add me, i want people to play this with. Awesome game that has lots of gameplay to keep coming back for! Large, Progressive, unlockable maps give this game some freedom and exploration witch adds a good amount of depth. The Multi-Player really adds a good dynamic to the game. Good value for the content. Developers are also active in the community.. COD meets Vive. Nuff said.

Obviously, the game is buggy as H*LL but thats understandible. I literally couldn't go on top of side walk edges and kept glitching out wherever there was even a slight change in floor elevation. Hopefully this all gets sorted out. Nonetheless, well worth the price.. Alright so we tried the game in single player and here are our thoughts about that part at least:

We played like 45 minutes of the game.

It has a cool concept of "constant going forward" in the game, where you earn money by killing zombies and buying new weapons and unlocking new areas. It's a very active game and the flow of zombies is pretty constant and scaling. Graphics are good and yeah, def a game you can play with a couple of friends, even if you go single player.

We play a lot of horror on our vr gaming channel so we wouldn't say this game is super scary, but it has it's moments. Especially when they start getting close and you forget to buy ammo.

This game has potential! So sure, try it out. 12 bucks isn't the whole world and the devs seem serious so this game is a keeper. Now every game in VR has its flaws and we thought the teleporting was a bit off, especially in the first map with the alleys. But, nothing that cant be improved.

In general, a good game. In our clip you can see the waves of zombies, if you like fast forward 1/4 into the clip. Basically it's like that throughout the game (at least for the time we played it).

https://www.youtube.com/watch?v=j86t8Mh9098. I really want to play this game... unfortunately with oculus you can't hold the gun the right way because it will be aimed into the floor... for the price this game seems to have a lot of content and a fun time... they need to add snap turning and fix the controller and then I will repurchase this game!. Awesome game that has lots of gameplay to keep coming back for! Large, Progressive, unlockable maps give this game some freedom and exploration witch adds a good amount of depth. The Multi-Player really adds a good dynamic to the game.

Good value for the content. Developers are also active in the community.. fun game just needs more players. Ran on Oculus Rift, 1080 Ti card.

Three major bugs that made the game unplayable.

I don't know what it is, but people need to stop shipping games that are this broken.

I'm sure you could lure your 13 year old neighbor to play your game for 10 minutes and find this stuff.

Posted to the 'bug forum' and the devs didn't even respond within a week. Would've stuck it out, but if the devs don't care about their game, I'm not sure why I should.

- 1: When playing single player, the knife doesn't work. It swings right through everything without doing any damage. Slow, fast, stabbing, doesn't matter. I've just been playing with guns at this point.
- 2: I'm experiencing a crash. I believe, but am not sure it revolves around my third bug. All I know is that if I play single player,

at the end of the round after the board, the game crashes. I can't tell because 3 happens every time I play.

3: My guns can lose their viewable texture. I'm walking around shooting zombies and suddenly my guns remain suspended in the air and I can still fire, but I can't see my guns. I believe this has to do with the grip (drop) being accidentally pressed, but am not sure as this doesn't happen every time the grip is pressed at the same time as the trigger.

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