
Talos VR Crack By Irfan Doggar



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About This Game

After the difficulty in the exploitation of the petrochemical resources, the human beings developed the solar energy, and developed the solar engine--Helios and the robot based on this design--Phaethon. In order to deprive more of the ground to build solar energy mining devices, Mr.Kreimir creates an unprecedented tactical system - Talos, Talos can quickly imitate, learn and analyze the behavior of the opponent, in order to achieve the purpose of rapid occupation of resources, exploitation and protection. In order to compete for more resources and territories, conflicts broke out. Although the Convention did not use nuclear bombs during the war, all countries turned their Phaethon into semi-automatic military type and entered the war. The ongoing war led to Talos's internal artificial intelligence that wanted to keep a permanent guard and exploitation of the resources, so that human beings should be cleaned up, so Talos was constantly sending out robots--Golem, to destroy humans.

Title: Talos VR
Genre: Action, Adventure, Casual, Simulation
Developer:
GUANGZHOU HUANTEK CO.,LTD
Publisher:
GUANGZHOU HUANTEK CO.,LTD
Release Date: 1 Jan, 2018

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Minimum:

OS: windows10

Processor: Intel i3-3220

Memory: 8 GB RAM

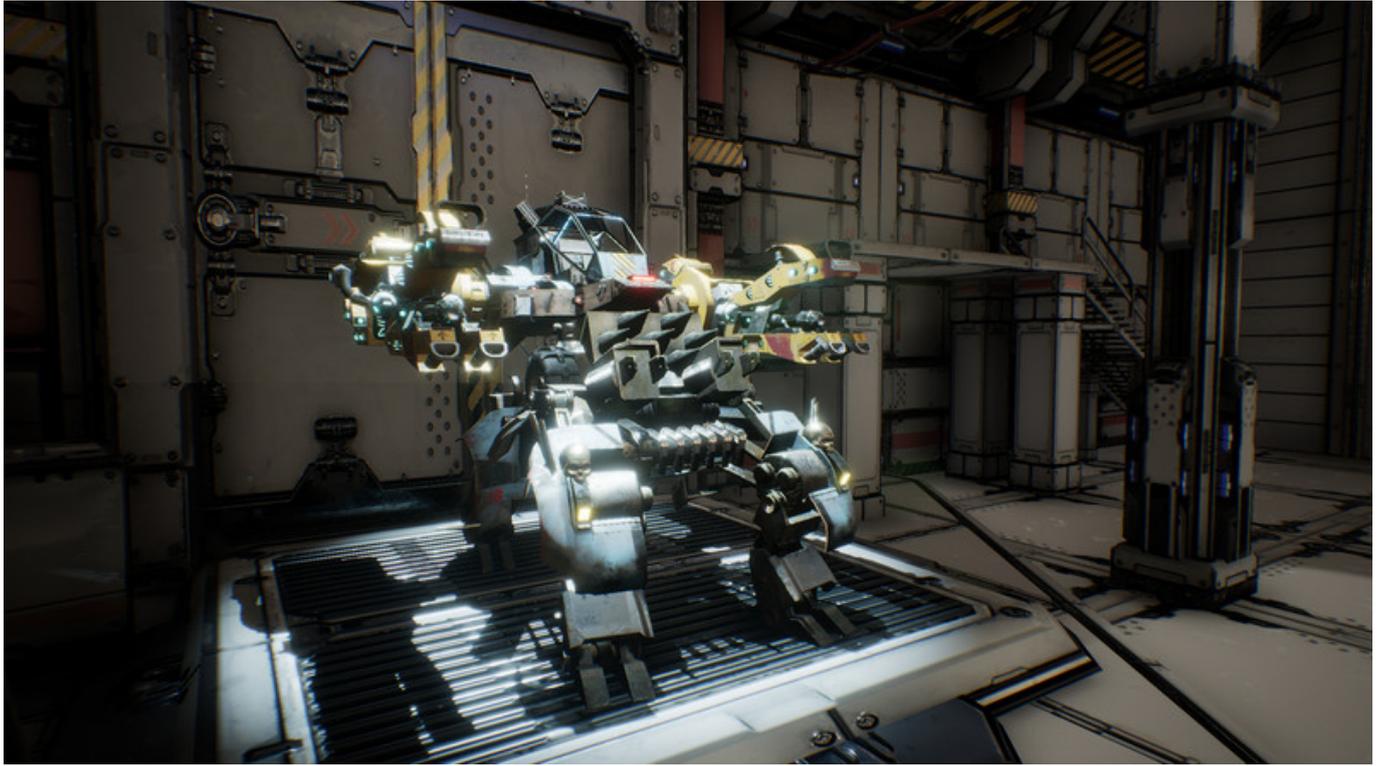
Graphics: Nvidia GTX970

Storage: 70 GB available space

English







First of all, hi everyone, I got this game for 2.40€ just out of curiosity.
Now about the game...

I'll start with the misleading installation size. Its not 70GB, its 0.7GB. The content is as expected.

Fun fact, the game shows compatibility with oculus only, but in the menus it shows the controller's functions on a vive controller.

Now the touch controllers... are used as buttons. Oh and center the view.

The movement control is non-existent, sort of railed shooter type.

The targeting is done with the head. There is an always out of focus crosshair to help you shoot and give you a headache in the process, as a bonus. Also, if you shoot with both guns (one controller, one button), the projectiles hit each other before reaching the enemy, so you have to pull the 2nd trigger with a small delay.

The sound in the game, I cannot tell because there wasn't any. For some reason everything was silent.

I ONLY played the first level, fighting some pathetic walkers with glitching legs, and once I reached the imaginary finish line, the game froze displaying "victory" on the top side of the hud.

IMO, keep away. I'm uninstalling.. I guess the game is good, just not for me. I have to downvote the game because it's on rails while being very rough around the edges. After having played the awesome War Robots VR demo which wasn't properly funded into the full game I was curious in trying this that I became disappointed once I found out it was very rough around the edges as well as on rails.

The whole "on rails" killed it. I could have tolerated the aiming from the head and the shooting, yet the linear gameplay.... So annoyed by that. If you're going to keep updating the game I may come back to change my negative into a positive.... Until then I'd rather suggest War Robots VR. Sorry!

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