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About This Game

Now support Both HTC Vive and Oculus Rift+Touch!

Be a giant **MONSTER!** Moving around the city in REAL ACTION and DESTROY everything to release your anger!

Story:

In the world of "Simplicity", monster "Somnilla" was accidentally awakened by a submarine in oceanic trench. Somnilla was extremely angry and immediately targeted human cities for revenge!

You will act as Somnilla in first-person perspective with the assistance of VR device. You need to approach specific destination and destroy the city buildings and vehicles under the pressure of enemies attack. You can hit, grab or throw objects with actual body actions through headset and controllers. You can also cast powerful skill after collecting enough power from ruins. Enjoy acting as a giant creature and destroy without any responsibility! Punish those people in the world of Simplicity who woke you up from nice dream!

Features Highlights:

- Modern City: Human city with buildings, vehicles and frightened citizens are waiting for you! Break them down and EAT THE CITIZENS for your own good! Follow their screams
- Active VR Combat: Utilize your body to dodge attack, hit, catch and throw objects while moving around with hand

movements. You are a real monster!

- Power Release: As a giant monster, BEAM SHOOTING is indispensable! Feel your true power running through your mouth!
- Various of Enemies: Human armies including normal soldiers, rocket artillery, armored personal carriers, tanks, armed helicopter, etc. will try their best to defend their home city. No mercy for them!
- Threatening BOSS: Fight against the human latest technology in the final stage of arcade mode mission. Destroy their last hope!
- Great Party: 3 different party mode games provided and challenge your friends to see who can earn a higher score!
- Free-Style Mode: No pressure at all and just enjoy destroying everything!

We are in Early Access stage and more interesting game contents & features will be added and updated regularly. Don't miss the chance to provide us your precious feedback and input! For now...Enjoy the SMASH!

Translation credits:

- Japanese by Kristine Chan
- Korean by Stella Ng
- German by Ray Li

Title: VR Monster Awakens
Genre: Action, Indie, Simulation, Early Access
Developer:
FIGHT4DREAM LIMITED
Publisher:
FIGHT4DREAM LIMITED
Release Date: 22 Dec, 2016

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Minimum:

OS: Windows 7 - 64 bit

Processor: Intel i5-4590 equivalent or greater

Memory: 8 GB RAM

Graphics: NVIDIA GTX 970 / AMD equivalent or greater

DirectX: Version 11

Storage: 800 MB available space

Additional Notes: VR Headset required, 2x USB 3.0 ports

English,Simplified Chinese,Traditional Chinese,Japanese,German,Korean,French,Dutch







vr monster awakens

for 12 bucks.. no. not worth it. its a bright and colorful environment, but thats about it. there is only one arcade level and a couple mini games to play. the game could be more fun. but the building destruction is very bland. just a couple taps and it is gone. it is kind of lacking. i like the movement mechanics. its better then just teleporting everywhere. if you could get this for like 5 dollars then it might be worth the investment that this game will actually get finished and the other levels opened up. but we shall see.. I like to think I have a pretty good sense of my RL surroundings when in VR, so when a game gets me involved enough to whack furniture several times with my controlers I feel it is doing something right.

In its current state it isn't a long game, but the experience is satisfying enough that I feel it has decent replay value. This also feels like a good title to have if you enjoy demoing VR to friends.

Worth keeping an eye on at the very least.. I thought I would get bored with this game fast, but I was wrong. The party mode is great for showing off VR to groups of people. My kids love smashing buildings, cars, and eating people. The breath weapon is fun. I look forward to updates that have you fight other Kaiju.. I had so much fun playing this game. I hope to see more content in the future but this has got a big thumbs up from me.

Game plays alot like playing old school Rampage in VR. Buildings and cars to smash and throw around, people to eat. Tanks and helicopters come to attack you, and will kill you if you dont deal with them.

The boss fight was unexpected and very cool! Using room scale to try to defend and counterattack the tank was great fun. I even got top spot on the leaderboard.

I made a video of my gameplay if you want to see how it plays.

<https://youtu.be/VG7zApOzXnJ8>

[Wishlist](#)

[More levels](#)

[More bosses](#)

[More explosions haha \(gas station?\)](#)

[. I saw this game from a Youtube video. I caught and threw a missile to bunch of people! BOOM! they all gone!](#)

[THIS game has great potential! My girlfriend turns into a real monster after playing 15mins and she LOL a lot. Overall, I enjoy this game and it's really fun. Thanks developer making this enjoyable kaiju simulator game.](#)

[The buildign collapsing way is decent but can do it. It's a bit short now. I need MORE!! PLZ~ and. where is other monster?](#)

[. This might be my new favorite VR Game!](#)

[I grabbed a person. used my radiation breath to turn him into a skeleton in my hand. then ate him.](#)

[Only one arcade mode and a free play mode so far. but I love it. and played it multiple times.](#)

[Cant wait to see what comes next!!!!](#)

Unfinished, with no update in almost a year.

Avoid.. OMG! I almost missed a great fun vr kaiju game which I dreamed about it for long. I was a bit hesitant about buying this game after reading the reviews and bad comments of this game.

Smashing around, throwing vehicles against people, blocking\grabbing missiles and throwing. Oh man! It is so much fun to experience the details of this game.

As a big fan of Godzilla who played all Godzilla games on PS3 and Ps4, VR monster awakens does have room for improvement in current version. Comparing an indie early access game with a Godzilla series on console is not fair, but I hope the developer can keep improving this game with great potential.

Recommend this game even it is an early access title, worths 12 bucks for those details. Would love to see how this game goes when get finished.

Pros:

- VR Godzilla game which you can walk\run naturally, good job!
- Feedbacks of throwing and punching things are great
- Can see the developer put much effort on the details such as reaction of people and AI soldiers
- Video tutorial, simple and easy control schemes
- I love the Minecraft like artstyle
- Boss fight is cool! The tank crashed on me and blew me away

Cons:

- Only one map in current version
- Gameplay is short if you only want to pass the mission, in the current version there are random missions apart from destroying buildings which is a great improvement. Yet, more will be better.
- The props like tree are not durable at all
- The way of building collapsing may need more works

Suggestions:

- Monster vs monster!
- This game will be sick if there is a co-op mode or any multiplayer mode. I would recommend not buying it right now because there's limited content, there's almost nothing to play. And when you do play as the monster, for some reason you have a border between you and the next seaside town. It's almost as disappointing as the 2014 Godzilla game. Which is basically what you're playing : Godzilla, he even has the atomic breath and all.

I think it has lots of potential but currently, that potential is not being tapped into enough. And now, a list of cons and pros :

Pros :

- It's basically a GODZILLA game in VR.
- when you hit a building with the atomic breath it catches on fire which is superb attention to detail
- You actually have to move your arms in a running-like motion to move which is once again, superb attention to detail.
- Controls are easy to memorize without the tutorial.
- fire and explosion FX are pretty decent I guess.
- A cartoony artstyle which easily convinces you that this isn't real life, which'll lead to you not punching the PC.

Cons :

- As of now there are only 3 modes and 1 map, the arcade is pretty lackluster.
- You don't even fist fight other giant monsters.
- buildings don't realistically collapse section by section, instead you jab em' 3 times and they'll phase through the earth.
- What's the point of even throwing trees and dumpsters if you can barely destroy anything.
- buildings aren't very varied at all, most of 'em are cubes with words on them. Why not add a ferris wheel?

- there's a orange wall halting you from other towns which is a failure of game design since it's basically an invisible wall.. Q: When does looking like an idiot and screaming like a monster become something a grown man does?

A: When playing this game.

This game, while lacking in length of game play, is still fun as heck! This is the only game I find myself having to remind myself that I do have neighbors. No sure what they make of me yelling out that I am going to eat people and tear down buildings.. but so far,.. no cops. :) Anyway.. for some serious stress relieving fun and the chance to be a monster... this game rocks.. Instant purchase for my Vive!

A perfect VR game for my Christmas party. We laughed out loud so hard watching each other walk and roar. It is so much fun to be a monster, we all love EATING people! Shooting beam to smash all the buildings!

Party mode is a plus to this game, 3 modes with time limit are perfect for party! Please give us leaderboard.

The way to 'walk' in game fits what you expect as a giant kaiju.

It's a bit buggy in the boss fight in current version, have room for improvement.. A fun game. Very short and at the moment I would value it at \$5.

This games destruction needs to be improved dramatically. I feel this part let's the game down way too much. At the present destruction is handled by a building destroying in stages based on the amount of times you hit it. So you end up running through destroying buildings and not really taking it in or getting involved too much in that phase. The physics on destruction needs a massive overhaul if this game is going to stand the test of time. I'm still waiting on that Godzilla game where if I throw a car at a building it will smash through it for example.

I'll keep it on my watch list but in its current form it's a no from me

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