
Free Download Loading Human: Chapter 1 .exe



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About This Game

Loading Human is the adventure game of the future. Your dying father, an esteemed scientist, has summoned you to his Antarctic base to undergo an intensive interstellar quest: retrieve the Quintessence, an elusive energy source that will help reverse the aging process.

Built exclusively for Virtual Reality, Loading Human takes full advantage of VR hardware and motion controllers to create a completely immersive experience. With unparalleled freedom to move and explore as you wish, Loading Human pushes the boundaries of VR, placing you directly in an emotionally charged story that makes you feel like you are truly living the game.

Title: Loading Human: Chapter 1
Genre: Adventure
Developer:
Untold Games
Publisher:
Maximum Games
Release Date: 14 Oct, 2016

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English,French,Italian,German







This is a very cool atmospheric game and is really well polished, I find that the controls for the VIVE motion controllers is a bit uneasy to use and I think this is because they have limited the way you maneuver in this game to meet the requirements for individuals with Oculus. This is my main complaint with it I think that if they were to use VIVE to its fullest potential it would make the experience that much better. Maybe they will implement room scale and use other methods for turning your character for VIVE users.....Other than that the game itself is really nice.. I have been playing in VR for a couple of years now, since DK1 Days. So naturally I was very curious about the game

Loading Human. Of course the locomotion used is far from optimal, But the devs clearly said they wanted to eliminate vr sickness. And I do think they are successful with that task. However I wish we could have the option to choose between a free roam mode, or the sort of teleportation/Snap turning. Cause not everybody enjoys this way of movement and it is a big immersion breaker. But once you "Start" to get used to the controls, the game is actually very interesting. has a great story, making you curious to find out how this evolves. All in all the game has great potential.

Here is my Gameplay video, playing with Ghetto Rift, Oculus Rift + Razer Hydra. (cause I'm waiting for Oculus Touch)
<https://youtu.be/vbTGmdtnMi7Y>. Great little game which literally left me wanting more. played it on the rift and in all fairness the controls could use a bit of work but its something that comes with more dev time with the VR tech imo. the story, characters and environment are all fantastic and really add the immersion. even as a 4-5 hour experience it had enough of an impression on me to leave me wanting to see the next chapter of these characters unfold and had fun variations in gameplay that keeps you entertained for the entire experience.. Despite the negative comments from other Vive owners. I decided to take a gamble and bought it. Personally, I love the intriguing story a lot and graphically it's very beautiful. Voice acting and music are good too. This is clearly a very well-made production. On the other hand, it's obvious that the developers have chosen for a one-size-fits-all solution for PSVR, Oculus and Vive, and this means : a seated vr game with less refined control and movement than Vive owners are used to. A seated game has its advantage though : you can perfectly play it when you feel lazy or tired. But, to be honest, you own this incredible room-scale capable piece of technology with these advanced controllers, and yet, while playing this game, you feel like you are forced to use a primitive system of moving, and of picking up and using things, and this doesn't feel quite right. On the other hand, it's not all that bad : once you get used to the interface and start focusing on the story and the game itself you can enjoy it a lot. Like someone else wrote : maybe we should stop complaining and be glad that it was released for Vive as well, instead of being a PSVR exclusive for example. :) Anyway, bottomline : game and story are really great. I'm going to keep playing this one, no doubt, I'm far too curious of what's going to happen during this game and how the story will evolve, but... potential buyers that own a Vive will have to be sure that they can overcome that feeling of having to use a limited system of movement and control. But for me, being able to play a beautiful full-blown adventure, is a welcome change from the many simple demos and wave shooters for Vive.. I hate to say that I can't recommend this at the moment, although there is a great game underneath it all, the controls whilst not great I could of got used to... but for me the reason I can't refunding is through the headset the game runs in a low resolution and cannot be changed, there are no graphics settings, such a shame as the art work is excellent.

I will be buying this again IF they add some graphics settings in to increase resolutions, the Devs dont seem to respond on the discussion page.

The hand interaction is also not great.

I would have to say wait a bit and see if they do any updates, then purchase it, as it has potential to be a great VR game.. Click-turning is forced on the player.

No option for free locomotion with stick/mouse turning.

No teleport option for those with room-scale.

Your view is blacked out with an "out of bounds message" if you try to turn around without click turning.

Strafe keys have been "dimmed" so you only move very slightly to the right or left when strafing.

The game itself looks really good and it has some very interesting things going for it especially with how it co-ordinates your HMD movements to the actual character body - like leaning the torso in if you move your head forward. There's some good stuff

here but it is marred by absolute garbage controls with no customizability for either convenience or comfort.. 1V10
This has the most appalling locomotion system possible. It is completely unplayable. Other than trusting us players to turn the character by turning our bodies (the thing VR was made for). The developers expect us to turn our bodies using a controller and move our head using HMD. The result is grotesque.
DEVS: at least play your game just once before releasing it. It doesn't matter what's good in a game if you can't get the basics right.. This game is an amazing VR experience. The developers really tried to make this like an interactive movie. You do develop some emotional ties to the characters. As long as you can look past the sometimes awkward control methods. Loading Human has a great story and I can't wait for the future chapters.. The couple good reviews (and the promo materials) suggested a good story and immersive experience if one played long enough to "get used" to the awful controls. I played to the end and they were totally wrong. It reminds me of the 1st episode of The Gallery or Pollen, some object interactions and background info but no real story. Except implemented horribly (see below). In the Gallery, the devs stayed engaged and Ep 2 brought real story and meaningful interactions. Not so here. Oh there's hints of a true plot and some of the story telling mechanics are kind-of interesting. But ultimately: weak dialog and voice-acting, an over-wrought dystopian setting, awkward pacing and events, and a plot that seems to have been based on a techno-babble generator. And gameplay that's a combination of hidden object (HOG) and assembling IKEA furniture.

Gfx are OK but not great. And the human visuals are decidedly off.

So, most of the reviews complain about the bad controls. And they were totally right and I should have listened. It's not the usual teleport vs free-motion debate. It's a "VR" game that requires you to set rigidly place and look directly forward. A ridiculously slow sidestep and lack of positional headset and body movement means you have to walk on a grid at angles with your true objective. While the Touch controllers are positional in the game, the avatar has an insanely narrow body and short arms. Even telling it I was 8 inches taller than I didn't get more than 75% of my actual arm length. And the trigger points for interaction were small and not in the natural place but above or to the side. And devs clearly abandoned this shortly after release.

by far the WORST vr game i have ever played. and that includes the free ones. so let's talke about the pros and cons.

PROS

1)the graphics are nice

CONS

1) this game was NOT made for VR. i swear they just slaped together the worst movement and controll system posible and think it is fine. to look left more than 45 degrees you MUST point your controller left and click. seriously, what was the point of VR if you can only look froward? on top of that if you so much as lift your head up or down 5mm the whole ***** screen goes white till you move back.

2) slow. well the controlls make it\u2665\u2665\u2665\u2665\u2665\u2665to even proceded. worse directions are never very clear.

i know the VR games are limited. i know a lot of people are looking for something new and good to play and might be desperate. this game IS that bad. just do not get it. go buy a magnifine glass and roast small insects, much cheaper and 100X more intertaining.. Right I have had to revise and change my negative review it seems I rather foolishly tried to play this game standing up and moving about on the Vive, I should have remained seated, so I ended up with all sorts of problems and crashes. I am going to thumbs up for now, try the game again and confirm if I like it, after playing it in the proper mode seated!! No wonder my head kept detaching from my body!!! D`oh!!!. I really liked this game a lot. The price tag is alittle too high and the controls are far from perfect but I loved the story and I really felt connected to the characters in a meaningful way. The music is also fantastic. I highly recommend this game.

. This game has PSVR launch game written all over it. It requires you to stay facing one direction and use the trackpad or analog stick to turn and even press a button to crouch down. If you are "standing" in the game and crouch down in real life it actual says you're outside of the play area. It feels so claustrophobic.

To give you an example, imagine there's a switch 70 degrees to the right and 5 feet away that you have to flip. You turn to face the switch, the screen goes black and tells you to look forward. you hit the rotate button, the screen is still off center and you have to walk 5 fietet to the switch. You walk forward and you are now too far to the left of it because you didn't rotate to perfectly align with the switch. you rotate again and you're now looking perpendicular to the wall with the switch. Moving forward, you run into something in the environment and the switch is just out of reach. you step forward in real life to be able to reach the switch, the screen goes black and tells you you're out of the play area. This happens for every little thing you have to do in the game. It's infuriating.

If they added 360 roomscale movement it might be a great game. The story seems pretty interesting so far and it runs well and the character models are pretty good.. The locomotion in this game is really bad. There's a button to move/turn and it usually does the one that I didn't want. For example, I want to walk forward a bit but my controller is pointed in slightly the wrong direction so I turn instead. It wasn't what I wanted or expected to happen so it breaks immersion (and gets very frustrating). The game looks good but locomotion is so bad that you can't ever believe that you are there. If I lean forward in my seat, it says "Out of Bounds". If I swivel in my chair too far, I get an error. There even a button to crouch! I think the developers don't understand the "reality" part of virtual reality. Why can't I just turn to turn and crouch to crouch?! We don't need buttons for these and when the game inhibits natural motion to enforce the use of buttons, it's really bad. There is no immersion and no presence in this game and it's all thanks to the really bad locomotion. Such a shame because it does look like a good game.

Based on the "Chapter 1" in the name, you'd think they'd be cooking up more chapters in the series. I personally won't have anything to do with any more "Loading Human" chapters until the locomotion is fixed for Chapter 1. This game feels very broken as it is.

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