
Singing Stones VR Ativador Download [Crack Serial Key]



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About This Game

Singing stones VR is a quiet walk on the path of a beautiful rainforest.

The game Singing stones VR from the Chingis.VR company has one goal - to immerse you into the virtual reality, to give an opportunity to relax and have a rest in a beautiful, lonely place. Just forget about all the problems that make you accelerate every day to keep pace in life.

By putting on your headset, you isolate from the outside world and its hustle and bustle. A quiet stroll through the picturesque, a bit mystical forest with the relax music in the background will help you to slow down and relieve stress after a hard day's work.

There are no missions, no problems, you do not need to compete and fight anyone. You will not face any surprises like popping up monsters. Only you, nature and a slow walk in the most beautiful virtual reality possible.



The game has two modes: Exploration and View.

The Exploration mode let you travel along the great territory, collecting magic crystals and getting bonuses, or trust us, and we will guide you to the most beautiful places in the magical forest.

The View mode is a 10-minute walk, designed for meditative contemplation of Nature. With the help of advanced VR technologies, this world lives its own life. Flying butterflies, rain, a ray of sunlight filtering through the foliage of trees -

everything is subject to unique rules. You can come back here again and again, and each time the world will be different.

BE CAREFUL: the game mode session must be no longer than 5-7 min

Features

- HTC Vive support;
- Simple gameplay;
- High level of comfort during long stays;
- Unique wildlife landscapes;
- Regular updates - new locations each month.

Title: Singing Stones VR
Genre: Casual, Indie, Simulation
Developer:
Chingis LLC
Publisher:
Chingis LLC
Release Date: 16 Dec, 2016

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Minimum:

OS: Windows 7, 8, 8.1, 10

Processor: Intel Core i5

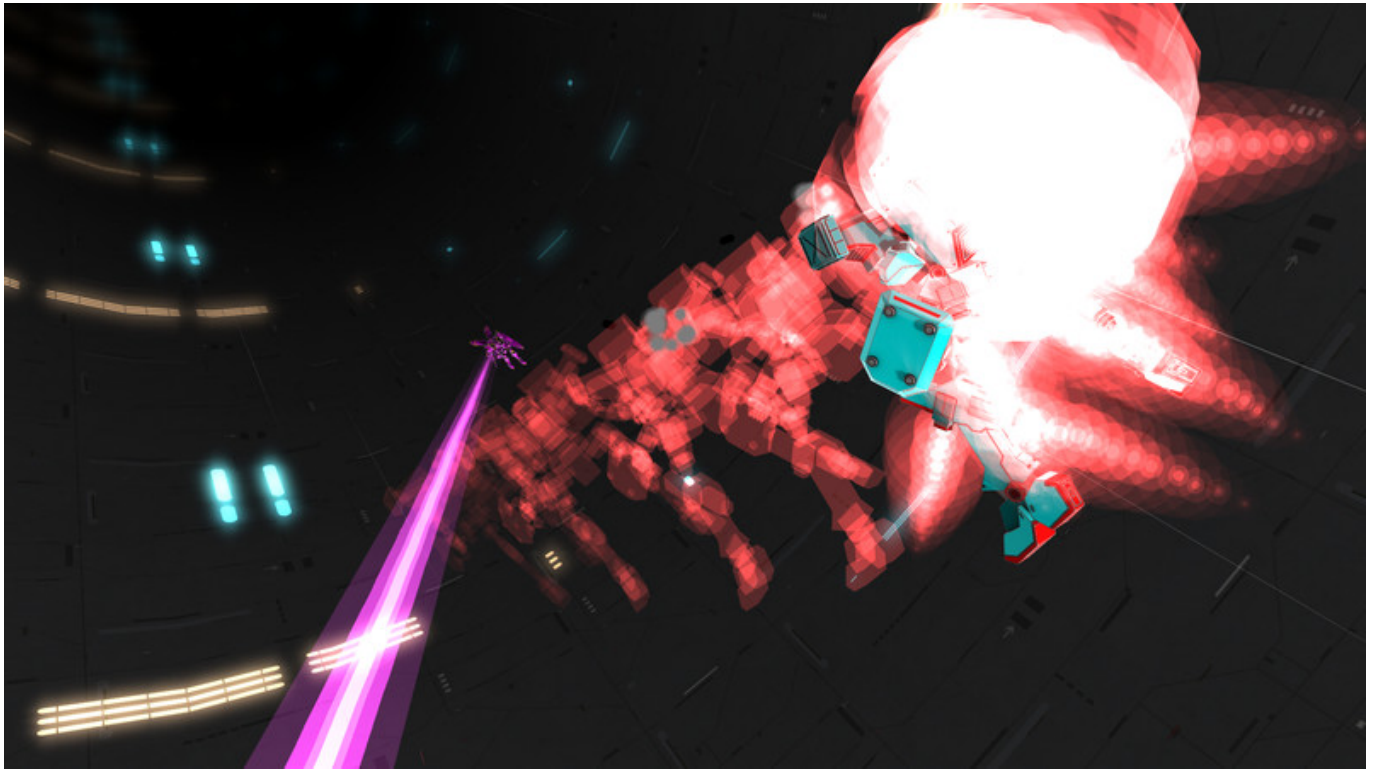
Memory: 8 GB RAM

Graphics: NVIDIA GTX970

DirectX: Version 11

Storage: 1030 MB available space

English







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Honesstly, it's a really good game. probably even better using a controller. Only had a short bit of time to give this a try tonight so i'll just review based on what I've seen and update as needed after I get more time to play. Overall I liked what I played so far. The game quickly loaded up without any issues at all so I was able to play immediately without any bs (sadly not always the case it seems these days). The artwork looks solid and definitely gives off a creepy vibe while playing. I'm pretty sure i'll have some fun with it once I get more time.

Only criticisms that I came across (all minor) are:

- Not able to rebind controller/keyboard mappings (their defaults are perfect though, and re-mapping with steam controller would have been easy if needed)
- Controller uses the D-pad to move instead of the controller joystick which isn't mapped to anything. For this one I switched over to the steam controller to map the D-pad controls to the joystick. I can't use a D-pad on an Xbone controller anymore whereas on keyboard it feels more natural so I had to switch since I was in the mood to use a controller.
- Character movement is always mutually exclusive to the x or y axis, which is reflected in their strict use of the D-pad. So even with my steam controller, I still couldn't move diagonally at all which isn't ideal when walking down windy trails trying to run from a murderer. This was still a minor criticism but it's the one that bugged me the most. Of course, it's possible that this may have been part of the classic style which they were trying to achieve.
- Character dialog seemed a little unrealistic. It just didn't feel too believable to me in some conversations. Also, the main character's first words to a few people weren't "\$**#&\$*# I JUST FOUND A BODY!!".. well brother, i just found my beloved games,even there is some bug like "stuck at the rock or jungle" but it's early access so i hope the developers will fix it.i'll play this game every hour if you made asia server dude.overally really perfect ! i love so much this game .just make asia server first ! this game totally insane !. Ok racing game. Controls seem a little clunky, and the helath system is weird. Pickup items are hard to see what the effect will be. Level selection is not intuitive and there is not tutorial / menu options to see or customize controls.. I bought it thinking it'd be a fun survival horror game with crafting and base building. Instead, the game is about surviving for 30 seconds and respawning to do it again. If you get lucky and don't meet any zombies for a while, you might scrounge up some useless stuff, but you won't survive long enough to gather enough to make anything useful.

If you enjoy a minecraft graphics ripoff, dying every minute or two before you can build or craft anything cool, and not talking to anyone in-game, then this is the game for you. For everyone else, this game will be like pulling out your fingernails one at a time.

If they fixed it so that players could survive long enough to gather and craft and build, then it could be decent for the price.. dungeons that are instant. Three letters- WTF?! The graphics were glitchy, the menu is crap, the cars are impossible to control. I can understand how I got this game for 14¢.. Fun game, remind me of Populous. It can be unforgiving especially without save function. Either complete the mission or start over.. This is a really great game, especially considering it was done by one person. It has some issues with translation but nothing that really disrupts that game. The story kept me guessing too. I can usually figure out where the plot is headed but I couldn't catch on to till the end.. very ragey

This lovely little game is that rarest of gems in the flood of so-called edu-tainment: it's a game which is fun as a game, and which also does a great job at teaching the skills it's supposed to teach. My 5- and 6-year-old love it and fight over who gets to play it.

Here's hoping there will be more in this vein from these developers!. I wasn't sure what to expect getting in to this game after reading through the reviews, but first time playing I really, really enjoyed it. Growing up playing lots of SNES games, for some reason it reminded me of SmashTV and I love that game to death. Aside from having to stay in just one area and fortifying yourself against zombie hordes, it has that SmashTV feel to it: you kill a whole bunch of things and collect useful items. The only major difference is instead of toasters, microwaves and money you're collecting scrap metal and grenades to survive the massive amounts of zombies.

Overall I really recommend this game. It has that feeling of a throwback while also capturing some elements relevant to modern games, especially the ever growing zombie survival genre. Don't be fooled by its pixel graphics either - to me that's probably one of the most enjoyable aspects of this game, and they're really well done in a way that's both enjoyable but also nostalgic.

As a side note, it's just a great damn game to run around and bust up some zombie. I love the game I just wish there was an online feature so I could play with others even if I'm not near them. I felt sad just watching someone play. mMmmMM, taTES liKE THinKING

I love this game so much already. This game could have been so much better, and it has alot, but it's missing alot too.

The concept of the game is great, collecting resources to survive and managing the colonists.

And yet, the game fails to do this in a way where it doesn't drive you insane. It's almost a vicious cycle:

You introduce colonists in your specialized domes, and yet even if you put in all the effort in specializing them, new colonists arrive and mess everything up, the buildings that give boots to colonists with specializations are pointless as the corresponding colonists don't work there, most of the time, and if you filter it to only specialization only 1 or 2 work there even if there are plenty of colonists with the specialization nearby. Then the resources don't get produced enough because of this, so everything that requires maintenance (practically everything) breaks down, and then you melt whilst thinking why didn't those damn enginners just work in those factories already! Instead you find them in the spacebar, even though there are other non-specialized colonists nearby. These bugs (and a few more that further dampen the experience, such as the grids not working properly (or showing in the first place)) ruin the game for me, even though i so desperately want to play it.

I hope these types of bugs gets resolved, and perhaps a clearer way on how to fix the issues with the game :/

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