

## Hindenburg VR Download For Pc [PC]



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### About This Software

Hindenburg VR

“ The virtual window to the past “

Slightly colorized by imagination but still the detailed and genuine 3D reconstruction of largest flying machine ever built - LZ 129 Hindenburg.

Immerse yourself to the virtual reality and explore the exterior and interior of the airship, read the story behind, enjoy the experience of flight and soak up the atmosphere on board.

Meet the history using the technology of the future, educate yourself through play.

80th Anniversary of the last flight of Hindenburg LZ -129 (3-6 May 1937).

Be prepared to know everything about its design.

Features:

4 Experience Modes - Explore, Disaster, Night and RC

1. Explore Mode:

Exploration of exterior and interior of the airship

Voiceover of the Hindenburg story

Titles

Blueprints, Drawing

Aim Teleport, Free step, Layers toggle, Mini map, Direct Teleport

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2. Disaster Mode:

Observation and experience of the crash from all angles  
Aim Teleport, Free step, Mini map, Direct Teleport

3. Night Mode:

Exploration of exterior and interior of the airship in the dark  
Aim Teleport  
Flashlight

4. RC Mode:

Flying with small remote control airship

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Title: Hindenburg VR  
Genre: Animation & Modeling, Design & Illustration, Education  
Developer:  
Michal Bárta  
Publisher:  
3DA  
Release Date: 14 Oct, 2016

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**Minimum:**

**OS:** W7, W8.1, W10

**Processor:** i5

**Memory:** 4 GB RAM

**Graphics:** NVIDIA® GeForce® GTX 970, AMD Radeon™ R9 290 equivalent or better

**DirectX:** Version 10

**Storage:** 500 MB available space

**Additional Notes:** HTC VIVE Headset

English







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this is magic!!! very recommended for indie gamedev!!!. "Morph Girl" exemplifies the primary reason why I don't bother with Visual Novels.

Now, let's be clear on one thing before going any further: As a dramatist myself I LOVE Interactive Drama and FMV games. However, I am also under no illusions that these games come in many different levels of quality. Sometimes, the game can be deliberately poor in quality to give it that trashy appeal. A perfect case in point being "Press X To Not Die". However, there are some FMV titles where you look at them and just think that maybe the idea would have worked better if the developers had just made a short film and had done with it.

This is definitely the impression one gets when playing, or rather watching, "Morph Girl". The whole purpose of interactive drama as a creative concept is to give players the same level of emotional engagement with the action on-screen as one would get watching a fiction film. To this end, the game is a spectacular failure. The production values are so cheap they feel like someone's high school student project, which could be forgiven if the drama was a little more...you know...interactive. Unfortunately, players will spend about 95% of their gaming experience watching events unfold rather than influencing them. Compared to superior titles like "The Bunker" and "The Infectious Madness of Doctor Dekker", where players have a far greater amount of consent over how the story develops, this game does feel like it needs some major redevelopment.

A shame, really, given that the story itself is quite well put together with regard to its emphasis on the self-imposed imprisonment and isolation brought forth by bereavement. However, even here, the emotional effect is stunted because the developer have insisted on using a non-actress for the lead character. Her reactions are so wooden and her expressions so forced that it is difficult to empathise with her on any real level. Consequently, audiences are left feeling disgruntled, and even mildly annoyed, at times when they should be gushing with sympathy.

I was foolish enough to pay money for this game, so I'm going to bite the bullet and see "Morph Girl" through to the end. Do I recommend it though? Survey says: Save your money for one of the far superior titles listed above.. bunch of kiss\u2665\u2665\u2665\u2665\u2665reviews here. this game is not good enough to me to recommend. buggy teleport system, and the game is slow enough paced to have a more normal movement system. weapon handling system is wonky they never seem to stay in your hand. combat is borderline awful as weapons ghost quite a bit and a weapon connection with ai send them back 10 feet out of your range. i will redo my review if this gets fixed.. **This is the most horrifying and entertaining thriller i played so far.**

**10/10** . Trz1000 posted a good review, not much needs added past that. Very klunky and the mechanics and balancing are flawed. You end up getting to the point of saying "Why am I doing this? There's no real competition and there's no challenge to making money." The fact that I came to that conclusion in < 10 hours... 'Nuff said.. i really like this game, and recommend it.

but be warned despite being playable it is still in early access so it will not be perfect.

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but i really like and and i hope that you do to. okay, so imho the first thing you should do before trying out the game is to watch the gamerguides for it on youtube:

[http://www.youtube.com/watch?v=vx\\_yxJUfNiY&list=PLEfSbSAv08ZogHeK5b1gS7NXyhWw5nT7s](http://www.youtube.com/watch?v=vx_yxJUfNiY&list=PLEfSbSAv08ZogHeK5b1gS7NXyhWw5nT7s)

if those vids tickled your fancy, best join the sh!t on the balls group

(<http://steamcommunity.com/groups/AirBuccShitOnTheBalls> - dont blame me for censored group names btw...) and be on during one of the sunday matches - ofc you can join those with the demo: <http://www.airbuccaneers.com/download/>

if you've done those 2 things, feel free to get the game - but beware: some of the perks of veteran players are totally unbalanced and it's really hard to find populated servers at any given time (except for the sunday matches, as mentioned above)

I still recommend it though, cause with the right teammates this can be so much fun ;). Since there aren't many movement based games, this one is okay. It's quite short though, took me around 90 minutes to finish the 25 levels.. It physically pains me to say that I think this is one of the most disappointing games I've ever played in my life. I came into this believing that Bloober Team could do no wrong. Layers of Fear and Observer were absolutely amazing (although the DLC for Layers of Fear was subpar, I still believed that was just a slight mis-step. It wasn't absolutely terrible or anything, it just wasn't as good as the main game). Heading into this, I believed this would be a contender for my game of the year. However, it became clear after less than an hour, that this was not going to be a great game. It wasn't even going to be a good game. I would argue that aside from the fact that it runs really well from a technical standpoint, it's one of the least interesting (and most frustrating) horror games I've ever played.

The first game was constantly playing with your head. Whatever you expected to happen (usually) didn't. I still remember all the times I'd turn around and jump from whatever had changed or suddenly appeared in front of my face. There were rats everywhere. We followed a man's descent into madness and we understood. We were there every step of the way through him going completely insane.

This game, doesn't play ANY mind games at all. In fact, other than a few really minor places where it attempts to surprise you, it was quite boring. The parts that aren't boring, are so ridiculously frustrating that I had to stop playing the game multiple times and go away from it for a while and then come back to it. If a game is good, you don't walk away from it. You keep playing it over and over and over again. I couldn't wait for this game to be over. It's so frustrating because two weeks ago I KNEW this game would be one of my favorite games. I really don't understand how they managed to screw it up this bad.

The writing is so unbelievably bad that I have trouble believing ANY of the same writers that worked on Layers of Fear and Observer worked on this game. It's on an entirely different level from those games. It's so bad that if I had been on the team that worked on this, I would reconsider my career. And that HURTS to say. Because before this game, I really believed they could do no wrong. I knew they would hit this out of the park.

Looking back at my time with the game, it's hard to pinpoint exactly what went wrong. I think it's a fundamental issue. The game at it's base, is just not good. The clever mechanics from Layers of Fear are gone. The excellent storytelling, pathing, and observational nuance are completely absent in this game. The story makes no sense - they just threw together a ridiculous story and then tried to tack on some of the mechanics from Layers of Fear 1. But they don't go together. It's like trying to mix oil and water. They don't mix. It's not meant to be. One of the environments in this game repeats like 11 times. It's some of the laziest design I've ever seen in a game. It's like they wanted to get the game out as fast as possible and they just threw a bunch of stuff together and hoped it worked. It didn't.

I'd love to go into more detail but I don't want to spend any more time thinking about this game. It's one of the biggest disappointments of my entire life. I LOVED this studio. I will always cherish Layers of Fear and Observer. But I have no desire to ever play Layers of Fear 2 again and if I had played it for less than 2 hours, I would have refunded it. And that's coming from someone with over 1000 games on Steam.

If you do like this game, that's fine. People will always have a difference of opinion. I love Silent Hill: Downpour. Everyone else hates it. We all like different things and that means we all like different games. However, if you've seen my other reviews and you know that you like the same kind of games as me (and you are thinking about picking up Layers of Fear 2), I would strongly urge you to reconsider.



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Although time based games and platform games are normally not my forte, I really like this game.

It is easy to play, quickly addictive and has some nice original twists to it.

Also love the look 'n feel.

Keep up the good work!. amazing game

. It is indeed fascinating to say that the effect of fine arts is not to mention the content of the game.

Especially driving that section, let me deep impression. The game's experience design made me feel a tourist's enjoyment of the dinosaur world.

I saw Some people say that the price of the game is too high. I think this is similar to the price of Disney's theme park.

. This is great, although there are only six songs right now, they are awesome and challenging. 3 difficulties for each one, the game is super polished and the controls feel really tight. Highly recommend for how cheap it is.. Lots of fun playing co-op. Probably wouldn't play too much on my own (sort of like Castle Crashers in that way), but spent two nights over a weekend smashing away with a friend. Did two full playthroughs on the easier difficulty! Gambling is surprisingly fun. Chopping heads off is oh so satisfying. Really enjoyed the music too. Reminded me a bit of Volgarr the Viking.. Well i made it to level 5 , is that good? if it wasn't for those two possessed chests coming to life and feasting on me , plus F U little blue gnome guy you were too spooky for me and made me prang out and get eaten by the chests

This game is splendid , absoulety splendid. waste of money. This game is same like Capitalist 2 but with more improvement and the AI pretty realistic, makes this game intense for balance of products.

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