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## RAYGUN COMMANDO VR Free Download

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### About This Game

Looking for some arcade style shooting action? Try this Sci-fi style on-rails shooter in room scale VR today!

Average play session length: 14 minutes 5d3b920ae0

Title: RAYGUN COMMANDO VR  
Genre: Casual, Free to Play, Indie  
Developer:  
Chun Y.  
Publisher:  
Chun Y.  
Release Date: 23 Jan, 2017

English

raygun commando vr

Retard game of the year. No explanation of what to do, no saves, and ends in like 1 minute with a level where some bot runs at you and no indication of what needs to be done to complete it. Waste of download time.. Huh. For a free game I'm actually thoroughly impressed. I picked this up thinking it would be the dumb usual shovelware for Vive, but considering it's free, it's not bad. Having taken only 15 minutes to beat, I definitely wouldn't pay more than 2\$ for it. However, the gameplay is surprisingly solid enough that if it were more than an hour long, I'd actually pay upwards of 5-10\$ or so for it, which really isn't bad. The game runs remarkably smoothly compared to many worse-looking VR titles, the action is nice and responsive, and I felt immersed in the action. The game plays almost exactly like a classic arcade shooter. And I don't mean "arcade" like a steam "arcade" game- I mean this actually feels like one of the classic rail shooters that you play with friends at an arcade, paying tokens and being rewarded tickets. Surprisingly, very (VERY) few VR games actually take advantage of this type of game mechanic, clearly making the false assumption that it's not worth making it less immersive. The action makes you feel badass enough that it's borderline silly (similar to arcades- as long as you have good aim, you can see all the opponents collapse in

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almost an instant). Between the aesthetics, music, and action, this game feels \*exactly\* like a traditionalistic early 1980's sci-fi classic vibe. There are only two cons that I'd say are substantial: 1. There are things that appear as fun, intimidating boss battles, of two kinds: A giant exosuit, and a powerful shielded knight. Apparently, the giant exosuit isn't implemented in the game yet, since shooting it immediately brings you to the next area without any fight. Although the shield knights would otherwise be badass, they go down in almost a single hit. 2. The reloading system feels a bit dumb. It's interesting- when you run out of ammo, a clip automatically appears in your non-dominant hand and you have to slap it into the gun. This actually feels pretty cool. However, seeing as how bare-bones it is, I'd rather just press a button. I like it when vive games let you use only one controller. In this game, you need to use the second controller, but solely for this one purpose that isn't even necessary. Overall, I've gone on too long seeing as this is a free game. I'd say it's 1000% worth downloading and playing. It's not spam, and I promise that it actually gave me a wholeheartedly FUN experience for a solid 20 minutes or so. It doesn't even take up too much disc space.. Urgh. I thought I'd add this into my games library during the Steam Sale to prop up the VR-games library for my Vive with some other games, and I finally got around playing it. I guess I should quickly review this game and describe what you are signing up for if you install this game. I am pretty sure this is the game that they play in Hell for all eternity. The game consists of rooms and corridors. You spawn in the middle of a "scene" where you have a second or two to look around before the enemy turns around and shoots your dead at point-blank range before you have to start from first level to repeat the procedure. The enemy placement never varies, it is the same every time. There is no cover mechanic, as you spawn in the middle of the corridor and you can not move more than your static room-scale play area you set in room-scale setup. There is only one anaemic-sounding weapon in the game. You can fire a few shots before a new magazine appears in your hand and the old one disappears. Of course there is no indication of this other than there is no (weak and anaemic) pew when you pull the trigger. When you take a hit the view flashes bright red and the obstruction stays there for a second or two, making it incredibly difficult to see anything. You can take a few hits before you are thrown to "tutorial room" that shows a slideshow of instructions and then teleports to level 1 again. If you look at the teaser video, it literally shows you the first two "levels" of the game. Yes, that is right, you are a floating gun that shoots a few enemies, screen fades out, you shoot a few more enemies in a slightly different setting, screen fades. That is literally all there is to the game. This gets incredibly boring about 30 seconds. It does not help that the projectiles look like green tennis balls that take around 3 seconds to reach the target. I did not waste my time for more than a few levels, fighting against the urge to fall asleep. I could not recommend this game to anyone with a good conscience. Please, don't encourage shovelware developers.. Lots of fun. short game. Great if you need wave shooter fix and have 10 min to kill. Gun feedback would be a nice touch.. 80% FPS, 20% puzzle, this game keeps on giving as more rooms are added. Spoiler : If at first you find the game too hard, you can unlock the shield after dying 5 times. But as you improve it's more fun to dodge the bullets then to block them.. A nice feeling arcade shooter. Basically, you stand your ground (or duck) and shoot laser beams at robots while hiding behind your shield. The robots come from all directions (including above you and below you) and you have to take them out while avoiding the humans. The game is very short (maybe 15-20 mins of gameplay to complete it) but easy to pick up, and best of all - it's FREE.. Simple yet interesting reaction shooter.

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