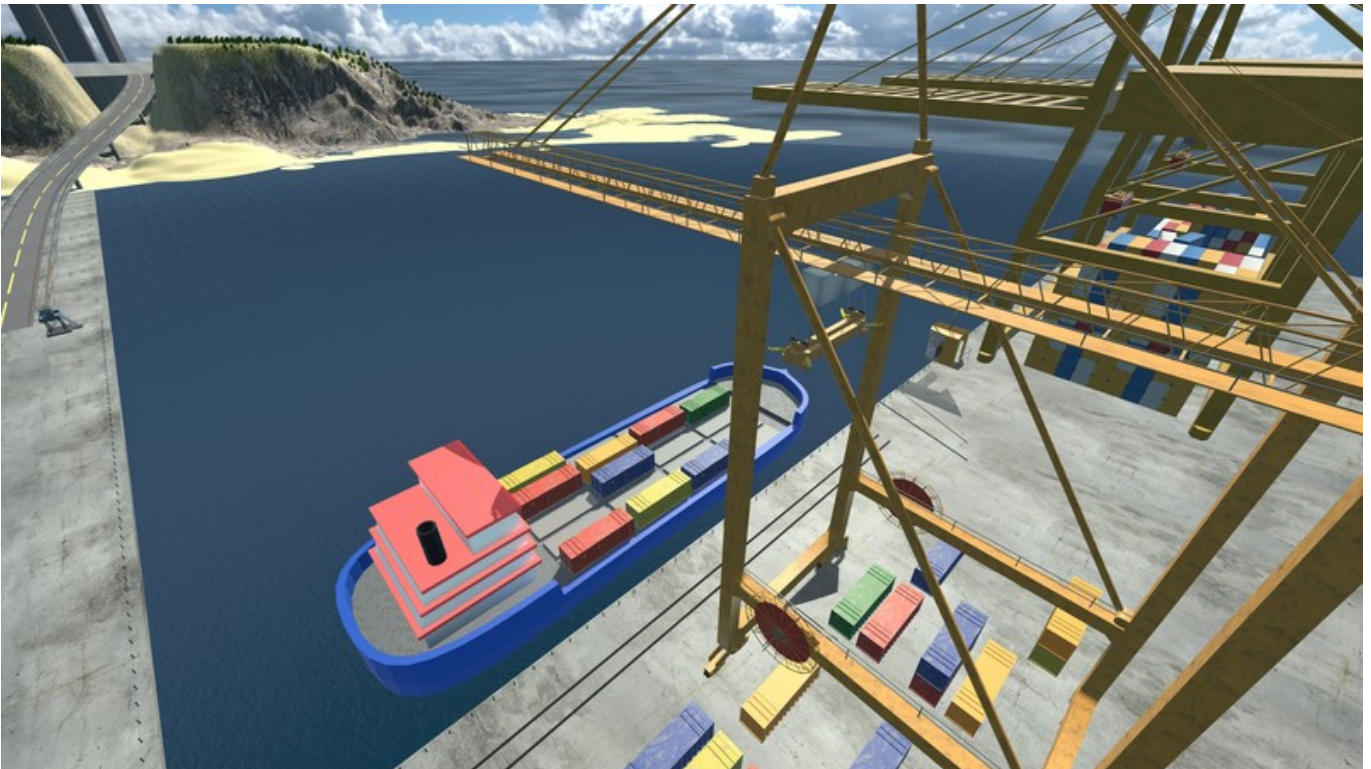

VR Crane Master Crack Highly Compressed



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About This Game

Be A Crane Master

Have you ever seen a crane operator and thought that you would have done the same, seeing the world from bird's eye view and touching the clouds? Now you've got such an opportunity!

Play as a real crane operator and put the container in the appropriate place. In each round you will have to put one container in the indicated place. You don't have much time! The higher level you achieve, the faster time goes and the less time you have to move the containers.

To make a bigger impression on you, we've decided to move our game to virtual reality. You will have an opportunity not only to experience what the crane operator normally does but also to look at the world from the perspective of 72-metres machine. If you have a fear of heights, be careful - you can feel a little bit dizzy.

Use Vive controllers to control a crane and an elevator that will take you to the top of the vehicle. Be precise and try to not fall - in virtual reality losing can be very painful!

Ready to Start? So... Let's Play A Game!

Title: VR Crane Master
Genre: Indie, Simulation
Developer:
RealityBusters.co
Publisher:
MoreFromIT Sp. z o.o.
Release Date: 9 Aug, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Microsoft Windows 10

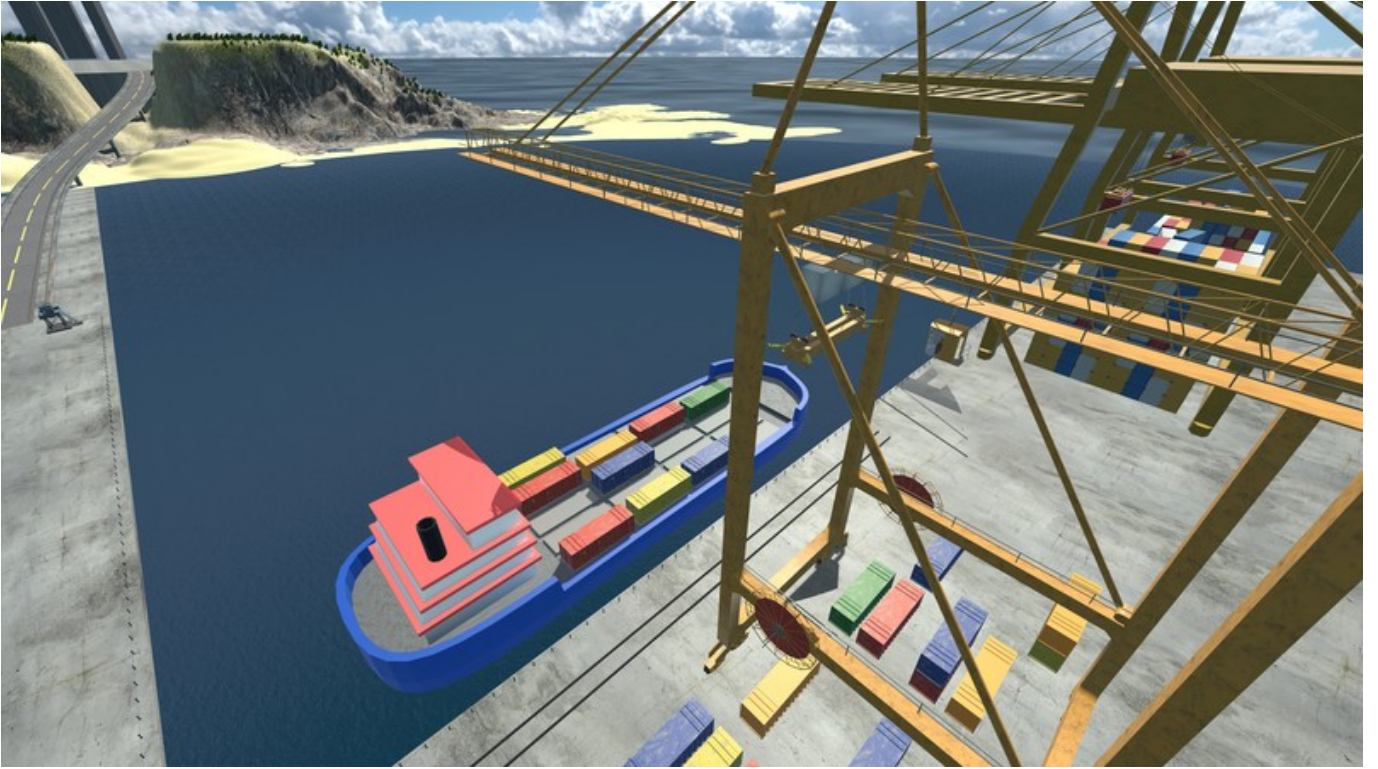
Processor: Intel Core i5

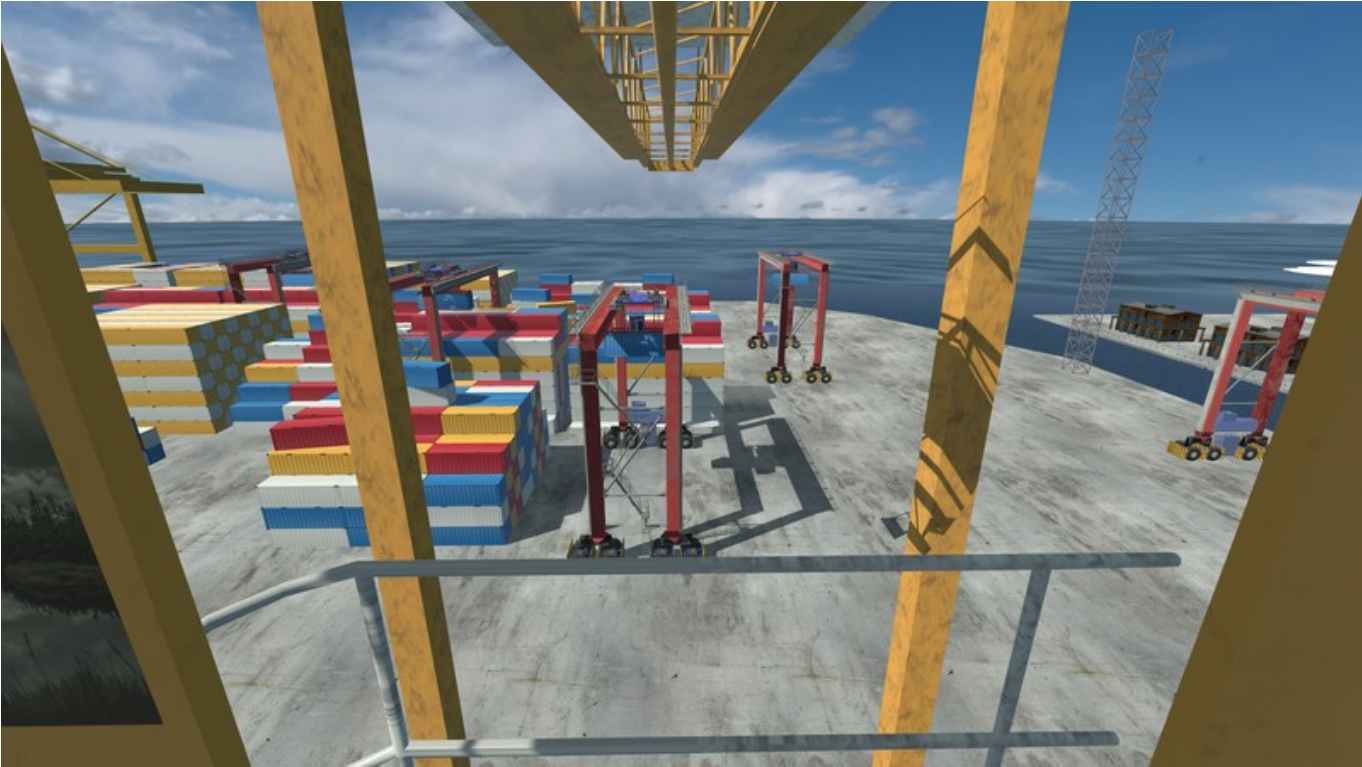
Memory: 8 GB RAM

Graphics: GeForce GTX 970

Storage: 1 GB available space

English







It does work with the rift CV1 and touch controllers! Nice. Now I need to get a beanie!. Simple Graphix Simulator. Simple Graphix Simulator. Simple Graphix Simulator. It does work with the rift CV1 and touch controllers! Nice. Now I need to get a beanie!. It does work with the rift CV1 and touch controllers! Nice. Now I need to get a beanie!. I have a demo video uploaded on my youtube page here: <https://youtu.be/V0Gmfo0KGLzc>

To me, this is a fun simulation to play or demo to others. Although the graphics are simple, it works for what it is. The controls are easy to learn and you can just jump in and play, but the tutorial portion of the game is always there in the begining which can be a little anoying wwhen you already know the controls, it makes you go through them each time. I hope the developer adds some really tall skyscrapers or bridges with construction, like lifting I-beams or equipement. Inside the platform of the crane is very basic with no other interaction besides controlling the crane itself, would be nice to be able to use some of the buttons on the fuse boxto say start up the crane, or the elevator, maybe some alarms or safety switches, I dont know, make you have to start it up etc. There is a constant musical beat repeating in the background that gets very repetative quick, would be nice to be able to mute or change, perhaps add your own tracks from steam library. Also no way to end the game inside the game, no menu. Thoese are a few things that I would say needs a little work, but the fun factor for me is the job simulator kinda game, your a crane operator loading and unloading containers on a cargo ship, with a time limit and money earnings...what can you buy with the money...not sure yet, maybe the developer will figure out something, but for now the money is your score :) So if you've ever wanted to be up in a crane picking up containers and moving them into position, this game is for you. As for replaying, sure I will try to beat my score with better precision and less damage and will continue to play if more areas are developed. I have a demo video uploaded on my youtube page here: <https://youtu.be/V0Gmfo0KGLzc>

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