Whack-a-Vote: Hammering The Polls Download Winrar

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About This Game

Do you have opinions? Do you like to tell people about your opinions till their ears bleed? Wonderful! It sounds like you're ready to exercise your constitutional right to vote!

Now, as 2016 has seen such an unprecedented election cycle, it only seems fitting that our cutting-edge new voting machine technology is revealed to the world to decide between some very colorful candidates!

Complete the sign-in form before entering one of our delightful booths and choose carefully your voting implement. Voting is very important, but also very expensive. A slot machine, with a direct feed straight from the IRS and the Federal Reserve, has been provided to dispense taxpayer funds to power the amazing new Whack-A-Vote machines.

Vote with care, electorate! Every single vote counts, maybe!

About the Team and our Goals:

Back in September a post on r/vive was made asking if people were interested in making VR content. Within hours we had several people respond to it and we further organized ourselves in a discord channel. We had people from all skill levels present but we all shared the same goal, to create content for VR in order to further support the VR community. We organized into smaller teams with each team pursuing a small project. Whack a Vote is the first title to reach completion. We quickly realized that releasing a game as a group would require a legal entity backing us which meant we had to start a company. With that said we hope that this title will provide us with enough funding to establish ourselves as a legitimate company that will be solely VR focused. We understand that this title is small in scope and quirky but we did put our heart into it. If anything the project is

providing us with a stepping stone for bigger and better projects to come.

Title: Whack-a-Vote: Hammering the Polls
Genre: Casual, Indie
Developer:
Subreality Studios LLC.
Publisher:
Exforsys Inc.
Release Date: 2 Nov, 2016

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English

Nice challenging game with just right difficulty. Not impossibly hard nor ridiculously easy.
You can cheese some of the boss fights, but of course, that wouldn't be fun.
The level design is good.
The JP voice acting is great.
The controls are great, you can remap your controller.
The optimization is great.
The combat is flashy, a bit of eye candy.
The cutscene will drop some fps when the scene is changing.

There is branching in the story that leads to 4 endings. 1 branch leads to bad ending and the other 1 branch leads to 1 new area and 3 endings (you can do the missions to reach these endings in 1 playthrough, though you can only see 1 ending depending on what you choose after the final boss unless you do savescum).

Speaking of dark souls, I found sekiro is much easier than dark souls.
No need to manage stamina because no stamina bar, continue blocking actually regens your posture faster and deflect won't break your posture even if your posture is already full, very large deflect window, and this game provides lots of tutorial\/instruction.

I didn't feel long grinding really important unless you want all trophies because only early skills are really useful for me.
You can't grind exp to increase attack power and hp, you need to defeat bosses and mini bosses for those.

You can equip 1 combat art at the time, and there are many combat arts but I only use 3 at most which are ichimonji double, senpou leaping kicks, and whirlwind slash.

There are 10 prosthetic tools that might help you and 3 can be equipped at the same time. My most used are shuriken and firecrackers, while umbrella shield, axe, and flame vent are optional and I almost never used the other 5 (did not find those really helpful).

Prosthetic tools and some combat arts cost spirit emblem(s) to use.

My only complain is the horizontal camera auto-adjust that cannot be disabled. If you're moving not parallel to the current facing camera, your camera will slowly turns according where your character is facing.
When running to the right, the camera is turning to the right, so if I moved camera to left, then camera speed to left is reduced while if I tried to move camera to right, then camera speed to right is increased making the camera speed is inconsistent while moving like that.. I guess if you're drunk and you have a big group of friends, this might be a recommendable mini-game VR title. If there's something notable about this game, it is how it's already setup to play with a group of friends. You can easily create multiple player accounts in the same game and the game will keep progress for each person. So that's very cool and something that other mini-game titles should also do.

But that's the extent of my praise for this game. It's not very good. Up to this point, I thought Super VR Trainer was the worst paid-for mini-game collection. Well, we now have one that's substantially worse. Luckily, the price point is not very high on this game. It's only $11.99 normal price and $3.59 sale priced on Black Friday. So because of the low price, some people might overlook its shortcomings.

I could probably recommend this title at like $1.99 or less where my standards are very low for liking a title. But at $3.59 this game just doesn't bring enough of a fun factor. I didn't have fun in any of the mini-games. I think probably the best mini-game was the clay shooting. Maybe javelin throwing a close second. But several mini-games here were just plain stinkers. Including the boxing (worst mini-boxing game ever) and the laser sword (which played very similar to the sword and shield mini-game except even more dull). Even bow and arrow was subpar compared to other mini-game versions. The game totally crashed on me in the main-menu as well in my short play time. I played each mini-game at least once (after each game, you have to go back to main menu instead of letting you retry right away!)

I could forgive the poor graphics and sounds if the gameplay was exciting. It's just not. I wouldn't ask my friends to play this

with me in VR. They would probably never come again to visit me unless I had copious abouts of booze. Then they probably wouldn't mind playing this hot garbage and they'd probably forget soon thereafter.

Sale Price Rating 4\/10 and Normal Price Rating 3\/10. Buy on sale if you just really love party mini-games and can't get enough... some people rated this game positive for some reason ....

Contrary to other reviewers, the game works fine on Oculus Touch, best played with roomscale setup . I'm a pro photographer and videographer, and most of my work revolves around things that typically happen in big indoor or outdoor venues. I say "pro" in that I'm paid. I am obviously not the best in this business, even by a long-shot. Take my opinions with a grain of salt.

I subscribe to the Adobe Creative Suite. It's essential for me, even though, for the most part, I just take the images. I rarely ever get stuck in post, though sometimes I wish I would. Unfortunately, that just isn't our workflow. I'm just a guy taking pretty'ish pictures.

I don't like Lightroom. I find it to be poorly laid out and in general, it's workflow just doesn't work out for me. Everyone else likes it and loves it, but with Adobe CC, I adore Bridge and Photoshop. I augment that package with quick colour edits, correction and grading, in Camerabag 2.

CB2 has served me well since it was released. It's quick, snappy, and intuitive, and everything is a mask, so it's easy to deal with. If I had problems to pick with it, it'd be that it hadn't really been updated in sometime. To that regard, Camerabag Photo has been released, and while it shares a lot of the GUI of CB2, it helps it along by feeling even more snappy on lesser hardware, like my recently purchased Zenbook with 8Gb of RAM and an i5 proc. Further, CBP has arranged things in a way that makes just a bit more sense, as well as dealt with some issues of smaller, high-density pixel monitors. For instance, scaling of fonts and UI was an issue when I still owned a Surface Pro 3.

CBP and CB2 seem adequtly priced for what they are, but honestly, if it wasn't for the deep discount I got 4 years ago, I wouldn't have purchased CB2. If it wasn't for my steep Steam Card discount for already owning CB2, I wouldn't have purchased the license for CBP. That being said, if you want to avoid big branded Adobe products or if you get these things on sale, they are good, solid applications. I truly enjoy them. Just remember that if it wasn't for the discounts, they are non-essential purchases for a photographer.. Gorgeous art, fantastic character designs, interesting story.
Absolutely recommend this one!. It's a cute little game with some heart put into it.

It plays best with a controller since there's some extra attacks I didn't immediately find with keyboard + mouse, and the game doesn't lock your mouse so your mouse will end up on your other monitors.

Mine's got a bug where it thinks I've completed the stage after the one I just completed. Not that achievements are important.

Otherwise, it's fine. It's not difficult, and the graphics ain't georgous, but those are nitpicks.

Oh, and to "reply" to the other review, the dragon looks at nearby treasure.. Overall, not worth the money, considering it has been ported from a free mobile game. The graphics are okay at best, in-game sounds are horrific and the FOV is vomit inducing alone. HOWEVER the premise of the game is well thought out, but have been better executed by other games like Rust, Raft or The Forest. Do NOT recommend this to anybody.

[Graphics]
\u2611 Bad (FOV is horrendous)
\u2610 Fine
\u2610 Pixel Art
\u2610 Good
\u2610 Beautiful

[Difficulty]
☐ Braindead
☐ Easy
☑ Average (No options to change the settings)
☐ Hard
☐ Extreme
☐ Savage

[Game Length]
☑: Really short (0 - 5 hours)
☐ Short (5 - 15 hours)
☐ Average (15 - 30 hours)
☐ Long (30 - 60 hours)
☐ Very long (60+ hours)
☐ Endless

[Audio]
☐ What is Audio?
☑ Bad
☐ Average
☐ Good
☐ Fantastic
☐ Masterpiece

[Gameplay]
☐ Monotonous
☑ Very Repetitive
☐ Average
☐ A Little Repetitive
☐ Not Repetitive
☐ Never Gets Boring

[Bugs]
☐ Unplayable
☑ Game Breaking
☐ Occasional Crashes
☐ Lots of Bugs
☐ Few Bugs
☐ Nothing. Jolly Rover is a good point-and-click adventure game that is similar and even makes references to the Monkey Island series. It's fairly straightforward, offers Steam achievements and allows you to kill time. Unfortunately, it is best run in windowed mode as it only supports one resolution.. It may seem odd to have this amount of time in a game I am not recommending, but it's because it's nigh impossible. 5 out of the 6 endings are bad and you constantly get locked into death spirals. Having to note every response to make it to the good ending was more than a little tedious and frustrating. I can't speak to whether it's possible to improve DID by counseling in this manner, but achieving the good endings was WAY too hard.. Will re-download once I see the full version up. I am excited and hope to see SCP done well in VR!. @FISTING GURU is wrong by giving this game thumbs down, this game has exemplary display options: it allows you to select from wide range of resolutions, it runs in full screen, it allows to play on pivoted screen (the only way one should play shmus actually = on tilted screen) and it does also something what NO other shmup does (not even CAVE) : instead always displaying some kind of wallpaper , it usees 100% of screen area ! Best options ever !

This game is great, it really does what a description says = "ties old memories to current tones and techniques". It goes

back but not too far back which is a good way. You see, between an oldshool game era (where bullets were sparse but fast and deadly) and manic shmup era (where bullets are plentiful but slow) there was a wondrous albeit short period of time which allowed for transition to manic shooters but retained the philosophy of older generation. There was no indie studios and graphics were powerful so every sprite was top notch hand-drawn, the bullet patterns of that era were a "perfect" mix of manic shooter overload and oldschool deadly gameplay but developers did not have to use cheap "i got you" patterns and could experiment with much balanced and intelligent gameplay. One of the pinnacles from this time would be Raiden Fighers Jet from Seibu Kaihatsu (especially the last HUGE True Battle level 2 with incredible level design, enemy placement, blood pumping bullet paterns and soundtrack, and enormous multi-staged bosses).

This sort of game style is my favourite shmup , and games like these are scarce and in between. Ghost Blade is one of these shmups and make no mistake, it is among the best. I would like to make a comparison to a "modern" manic shooter Bullet Soul from the acclaimed 5pb games studio. Bullet Sould is heavily inspired by games made by CAVE who was absolutely the best in the shmup business. How do you beat excellence in department graphics, music and gameplay? You simply can not, but you can try reaching the ideal.
Bullet Souls soundtrack is guitar-heavy typical for late Cave games, but is rather bland and forgettable. Apply the same to bullet patterns, boss designs, backround (which was scrolling in circles like mad) and you have a picture of a pretty forgettable production. Oh, it was also easy. Not the thing you want to hear about manic shooter. The player ship can slow down and have stronger bullets OR accelerate and have weaker bullets. However the option felt redundant as one never felt compelled to use faster movementt unless there was a super specific and very rare pattern which explicitly forced you to use faster movement.

Now compare the same things to Ghost Blade: the gameplay does not copy anything , it is unique and refreshing, comparable to the Raiden FIgters games era. The soundtrack is crisp and super energetic without being overly repetetive , it also perfectly ties to the music of late 1990 which was rave √techno √dnb era. Bullet patterns force you to think , think , think! The lure you into traps and try to hunt the unaware you. You have to be on your toes, but it has nothing to do with the unfair and stupid bullet speed of new Raiden V IV III games from MOSS. This game also reminded me how important and great the sound effects could be , everything from explosions to player ship bullets have very distinct sound that conveys punch and force of attacks. Ghost Blade is truly beautiul and unique game with tons of character and is a great diversion from the bland modern CAVE copy cats.

Both games (bullet soul and ghost blade) have one big disadvatage over old titles: ugly stuff on the screen. The old games as well as manic shooters from CAVE had been for the most part lovingly hand drawn and used animated sprites which have the immortal beauty aspect to it. Nowaday games made in some 3d program are so ugly and lack any basic detail it is absolutely cringe inducing. Ghost Blade is nicer than Bullet Sould, but still i have to mention:
- dead backgrounds which are just huge still pictures
- enemies look like some handy java games sliding on the pictures, nothing EVER is animated on them, wheels of tanks dont move, they dont even look distinct from other part of a model , everything looks like a one mould toy.
- Enemies closing in backround which are suposed to have jet engines trails have just a FAT line behind which is not animated in any way. This looks totally embarassing. i guess these are Dreamcast limitations.
Still, accepting the fact that absouletly no other shump has hand drawn sprites nowadays, the aforementioned graphic is ok.

At the end i want to mention something what can not be easily conveyed. Namely , Ghost Blade really does a good job in recreating the pondering technological army world sluggishness of old shool games. Remember me saying the Bullet soul had fast and slow shot and both were meaningless? Ghost Blade has it too, but the proper use of it is absolutely essential , you can not ignore it, the use of these 2 modes are one of the keys to survival. It is great! No naked lolitas, no emo, only oldschool technological war machines battling for supremacy in this superb recreation of the best shmup time: between aerofighters from TECMO (1992) which marked the new era after the old school Truxton from TOAPLAN (1988) and before the manic shmup era of raizing√8ing and later CAVE games.

Highly recommended. It really is "just" an animated movie, but the crew understand how to use the potential of VR. It is a bit hard to explain, without giving too much away, but this goes sooo much further than most (all) of the other VR shorts I have seen so far (most Oculus Studio ones, Invasion and the google studio ones) in making use of the 360 degrees room to tell a story.

at 5$ it is really a no-brainer.. Imagine Quake Live and Unreal Tournament having a baby, then imagine it being top-down 2D, that's when you get Daedalus - No Escape.

This game is, like the announcer often says in-game, wicked sick. It's an arena shooter played from top-down view, with great AI for single-player and also with multiplayer although I haven't really played with people yet so I can't say much about that. I was really enjoying myself playing the single-player challenges which pretty much consisted of beating high scores on maps with a fixed timer, made it to the first place on quite a few of them today!

Totally hooked, very addicting, so I'll just talk about some aspects of the game that I've explored so far and give feedback which will both be positive and negative. I will often refer to Unreal Tournament and Quake Live because I have quite some experience in those games, they will be abbreviated with respectively UT and Quake.

Gameplay:

You spawn, run around picking up guns, and blast your opponents with them, like in every other arena shooter. There are health pickups, you can pick them up even if you have 100 HP, but it will only stack up to 125, where health rot will occur like in Quake (slowly drops to 100). There are also big power-ups, such as shield (can be compared to the shield belt in UT) and "Power Charge", which is basically the equivalent of the Amplifier\/Quad-damage in UT and Quake. There's no ammo or armor, you get ammo from the weapon pickups themselves.

There is only one issue: no spawn-protection. This means that you will be\u2665\u2665\u2665\u2665\u2665\u2665\u2665if you get a bad spawn, which often happens in the harder maps. It makes the game rely more on randomness like this, which is something that should be addressed imo. This will definitely cause issues in multiplayer once people start playing in large quantities.

On the challenge maps, your scoring is determined by the damage you deal, the kills you make, the times you die, the damage you receive and the skillshots you make with the rocket launcher and the railgun. I think skillshots are shots you make either from a great distance (railgun), or one-shot kills with the rocket launcher while the enemy is still in the fog. I could not immediately understand how to make them, so I'll look that up some time. Would be cool if the game explained this somewhere before starting, or if it had hover-tooltips on the scoring screen!

EDIT: I found out that you can access the high scores via the little icon at the upper right of the map screenshots on the map selection menu, it will display all scores and stuff, very nice :)

Haven't tried multiplayer yet, so I can't tell much about the CTF mode that is in the game yet, will add to my review once I go through that :)

Graphics:

The game looks great for a 2D game, for me these type of games don't need to look better than this. Some of the environments tend to be a little bit too dark, where it becomes hard to distinguish other players\/bots, but maybe this is intentional so I don't mind it, adds some difficulty. I love the occlusion, which is basically the equivalent of not being able to see enemies behind a wall in 3D - shooters, it looks and feels natural and even gives you hints when an enemy is nearby (you'll see some lighting changes).

Power-ups and weapons look clean and are clearly visible, health pick-ups strangely deviate a bit from this and can be hard to see on certain maps, maybe they need some glow or maybe they could be iconized like every other pick-up as far as I know.

Weapon FX are really awesome, and enemies gib as you frag them, definitely making the game very appealing to play.

The HUD and menus are very nice, clean and readable.. And I think that's about it. Great stuff!

Weapons:

There are nine guns in the game that are pretty well balanced in terms of ammo, damage, fire-rate and spread (one is a super-weapon). I only think that rocket splash damage could be decreased slightly, and railgun fire-rate could be increased. I also have trouble using the shotgun effectively, but I have this problem even in Quake and UT (with the flak cannon), so it's probably personal.

I think they could use even more variety though, I haven't seen anything like a grenade launcher or a mine-layer in the game yet, and a more powerful version of the machine gun would be also pretty cool to have.

On larger maps the weapons tend to become spammy, especially the "Hot Stuff" gun is powerful at both short and long range despite the spread, given that there's plenty of ammo for it on the map (which is thankfully not the case usually). The railgun becomes harder and harder to use on busy maps, to the point where it slowly becomes useless because it won't kill things as fast as the other guns anymore and with the punishing charge-time on the weapon it will only be good for very close range encounters while walking into new rooms (where it becomes the more powerful equivalent of melee), or for camping long hallways.

Bots:

The bots seem slow and predictable at the start, but you'll discover that this is not true once you try the harder maps. They do however have some scaling issues. In the first duel map, bots are extremely good with the rocket launcher (the Disperser) and also are very annoying with that spread gun called "Hot Stuff", but they can't aim at all with the railgun. They also seem to have almost instant reflexes with the melee attack when you get in close range, and they seem to be very powerful with the shotgun as well (or maybe I just suck with it). Other than all this, these are some sneaky and smart bots that will definitely surprise you, great challenge!

Sound and music:

The game has solid sound effects, nothing mind-blowing but they definitely do the job and they do it well. The weapons sound punchy and satisfying, killing enemy players as well. There's positional sound, so you can predict where your enemy spawns on the map by listening to item pickups and footsteps, which is a huge plus in my book.

The music.. When I first heard it I knew immediately that it must've been a French composer because of the typical style! Turns out that the French dev himself indeed composed it. The music serves its purpose as background music that fits with the game, but is nothing too special or memorable like the music in the UT series.

Announcer:

The announcer sounds a bit weak-sauce, but I think this was done intentionally. I'd love to hear some voice-over of it with a more powerful sound. Also, for people coming from UT this game might confuse you a bit with the reward system. The announcer rewards you for making kills after each other without dying, so it doesn't depend on how quickly you kill, see it like a "killing-spree!" for every kill you make, different message for every number up to 20 or so I think. Once you die, it resets again.

Options

The game has a good options menu with plenty of customizability. You can change graphical settings like resolution, quality, fog of war, occlusion, particles, etc. You can also change things related to your view and crosshair, gameplay settings and such. Sound settings are in there, and you can also adjust mouse settings, smoothing (I hate that so I turned it off immediately) and properly rebind everything the way you want in-case you're somebody that likes to play with convenient binds.

Conclusion

Fantastic game! Did I mention that it's made by one person? If you love arena shooters this will definitely be a refreshing experience. It might have less depth than full 3D shooters, but we've seen plenty of those by now. :)

I really hope the game will continue to receive updates even though it is out, maybe addressing some of the things I mentioned in this review.

Go buy it, especially at this price tag.. LA Noire, one of the best detective games out there that still remains unmatched due it's technical advancement in facial animation which no other game has been able to replicate.

You're put into the shoes of Cole Phelps, a young brash police officer who was formerly a marine, looking to prove himself and to rise to fame in a brutal, gritty world that pulls no punches. This is a game that is meant to be taken and played seriously, sure it's an open world sandbox game but playing it how it's meant to be played is the best and in my opinion, the only way to do so for an unforgettable experience.

The first half is admittingly unappealing and personally took me a lot of tries to get into it but looking back, I'd say that it's very important for the story as it establishes Phelps as a character and the story that revolves around him quite subtly.
Speaking of Phelps, he's one of the most realistic protagonist ever seen in a video game, and I was glad that he wasn't some cliched hot headed fool that's basically an angel and untouchable. His actions and emotions are all as realistic as they get. Overall a solid performance by Aaron Staton.
Even the supporting cast is quite immaculate and carries the story forward.

The game consists of 21 cases (including DLC) that are all unique and challenging in their own right, you'll want to explore every option as you start collecting clues.
However, despite being a good game it has one simple flaw. That flaw being the fact that it's locked to 30fps, nothing that can't be fixed with a simple wide-screen fix app.

Overall, I'd rate this a 9.5\/10.. The game is essentially unplayable on WASD and Play Station controllers don't work. For now this is a thumbs down for me until it has proper support.. it only gives you the DLCs for extra chapters or so, the weapons and other things are NOT included, maybe the devs should think about it and change it in the future.