OrbusVR: Reborn Download Code

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About This Game

OrbusVR: Reborn is a ground-up rework of OrbusVR, which was originally released into Early Access December 2017. OrbusVR is the only MMORPG designed exclusively for room-scale virtual reality. It features everything you love about an MMO: a huge open world, over a hundred hours of quests following an intriguing story, interesting lore and characters, dragon pets, five-player group dungeons, world bosses, voice chat, player trading, fishing and crafting, and more! Plus you'll be part of a world brimming with thousands of other players.

- 100+ hours of content, including new weekly missions in addition to Main Story quests

- 8 unique classes: Ranger, Musketeer, Warrior, Runemage, Shaman, Paladin, Bard and Scoundrel

- NEW dynamic scaling system, allowing veteran and new players to quest together

- 4 major five-person dungeons, each with unique enemies and bosses with interesting mechanics

- Improved monster AI for more challenging combat

- Revamped open world PvP and NEW Battlegrounds

- In-game voice chat, dungeon finder, fellowships, private messaging, and other socialization features to keep you connected to the world

- Dedicated collaborative development process with a hands-on development team that cares about your feedback

- Dragon pets, cosmetic capes, achievements, and much more!

Buy Once, Play Forever

OrbusVR does not have a required monthly subscription fee! Once you've bought the game, you are able to play it as much as you'd like without paying us another dime. We don't have any "Pay 2 Win" in-app purchases or loot boxes, either. Ongoing revenue is provided via an in-game cosmetic with items such as mounts and cosmetic pets for sale. Our ongoing business strategy is to release yearly expansion packs that will cost an additional fee to unlock that new content, similar to other "Buy to Play" MMOs.

Combat

The combat of OrbusVR has been designed from the beginning to take advantage of room-scale VR. That means instead of just mashing buttons on an ability bar, you actually have to hone your physical skill to become more effective at combat.

For example, there's no tab-targetting for Rangers, who have to actually aim and hit targets with their bow. And for the Runemage, your ablity to cast spells is determined by how quickly and precisely you can draw the ancient symbols of runespeak. Whether you're looking for an up-close-and-personal, physically demanding melee role, or a more planned-out approach to combat via the musketeer's orbs, you'll find that combat in OrbusVR is unlike any other MMO you've ever played.

Relax

When you're ready to put down your sword for the day, you've got some great options available to kick back and relax. Fishing is a great way to pass the time and earn a little dram while you're at it. Just pull up a chair and see what fish are biting at Kingsport Lake. Maybe you'll break your record?

When you finish with that, you can enjoy your own personal Player House, where you can craft potions and age them in your cellar, patiently waiting for the right moment to use (or sell) them. Finally, be sure to spend some time enjoying the company of your pet dragon, who's always interested in what treats you might have for them to munch on.

VR Support From the Beginning

OrbusVR has been designed from the ground-up for desktop VR systems. As such we have full support for 180-degree (front facing) and 360-degree tracking setups. We've also got all kinds of great options for locomotion, including Teleport and Sliding, as well as the ability to customize your forward direction, smooth and snap turning, and even dual-joystick support for strafe/move and turn at the same time!

Note that for the absolute best experience, we do recommend a 360-degree tracking setup.

Title: OrbusVR: Reborn
Genre: Indie, Massively Multiplayer, RPG
Developer:
Orbus Online, LLC
Publisher:
Orbus Online, LLC
Release Date: 23 Apr, 2019

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Minimum:

OS: Windows 7 64-bit

Processor: Intel Core i5-4950 or AMD FX 8350

Memory: 8 GB RAM

Graphics: Nvidia GTX 970 or AMD Radeon R9 290

DirectX: Version 10

Network: Broadband Internet connection

Storage: 4 GB available space

English

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I might like this just a little more than I like hotline miami, APE OUT is one of the most stylish and stupidly fun games I've played in a very long time with tons of replayability and an absolutely killer OST to boot. I sincerely hope this gets more attention in time, this is the sort of absurd creativity that should be encouraged.. This game is great, and it's outrageous value for money. There are only two buttons, left and right (initially just to move in the corresponding direcition, but you can eventually double tap them, and hold them both at the same time, for new abilities as you unlock them).

The game thus has one of the easiest control schemes in PC gaming, but the perfectly tuned difficulty curve quickly makes sure that you will be tapping those buttons like they're going out of fashion. By the end of it you will be pulling off maneuvres that you will look back on in awe, occasionally while being chased by an angry fireball that makes sure you're not getting too comfortable.

It took me around 4 hours to complete the main story (I'm now working my way through the DLC) and according the credits I died 1200+ times trying. But that's not a problem, because the checkpoint placement is great, so even though you will occasionally scream at your screen with rage, you never have to repeat more than necessary for a given section as you try to master it.

Only downside would be that beause there's no map, I did occasionally struggle to work out where I was meant to go next, especially when going back to earlier areas to find some previous obstacle after I received a new ability that would let me get past it. But that's nitpicking, the game is fantastic.

Buy the bundle with the DLC as after you complete the main game you will be wanting more, and the DLC ups the difficulty curve even more, but in line with where you finished the main game.. Not all that strategic or thoughtful, but fairly entertaining. I might reccommend this to someone new to RTS games. Kind of fun, not bad. Simple game.. Achieve 95% of every possible help, still get pummeled. Nope, the system is broken and unbalanced -in a text based game!.
. My only criticism is that the default binds aren't great but they're easily remapped. Some levels have questionable layouts and some have strange lighting that sometimes masks enemy placements but overall it's a great platformer. I'll probably update my review when I beat the game but for now the great art style, music and pacing is a joy to play through exam season while I procrastinate my revision time until I hit full panic mode.. I bought the game in hopes that there would be more implemented from the previous gamers review. Unfortunately that was not to be had. The mapping system has enough issues where I could not even find the end point of the first mission. I do think that the game is very nice looking and I like the feel of it. But I could also not recommend this game with its current development status.. Bug in game that I have that pretty much renders the game useless is that I cannot for the life of me get my character to stop freaking moving forward. either idk what im doing or this game is useless.. Very fun game. Relaxing. Excellent Workshop support. Has a wide variety of skill level puzzles. Kind of like connect the dots but with puzzle elements. It has a lot of achievements for those of you into that. To earn the aforementioned achievement you must finish the puzzle within a certain time and without backtracking your connections. The timer and the amount of backtracks is totally optional if you just prefer to relax and draw in the puzzle. In fact, you can hide the timer if you don't feel like seeing it.

One of the modes has a small puzzle that you draw together to get a simple pixel picture. And then their is Jigsaw which has you draw together numerous pixel pictures together with the goal of forming one large image. I would like to see more people playing this so that we could get a more workshop items. Easily worth the full price. Fully Recommended.

New Zup, new levels, new achievements and more of the same relaxing, bomb exploding game play that we love! And it's cheap too :). This story was okay. I had fun reading it, but it was really short. I felt there was a lot more that could've been done with the characters. I still enjoyed the read though. I'd give this a 6.5\/10.. This game is really awesome in my opinion.
I especially enjoyed the story of this game.
The forced relationship with Chloe is weird.
I wanted to go with Warren, but you can't.
The game felt really linear because of that.
But that is pretty much The Only Negative.
I'm just going to give this a positive review.
All episodes felt equally fun and enjoyable.
And all of them deserve the positive review.. Not a bad game at all. The controls are simple and work well, wouldn't mind having a shield in the beginning or dual wield. Hit detection works relatively well although it gets a bit choppy when the characters crowd you. A few swings at their shield or sword will force them to backstep though. This will give you a really good workout swinging your arms around and stepping around in your box.. It's a very simple and fast game. With the new update, it got waaaaay better. The Strategy Mode is a nice twist. The harder plants got...harder, which is nice. I like the idea of the bees, but I wish they would spawn in different spots on the scenery.
Keep in mind that it's very short. In less than 3h I had bought all seeds and upgrades and had all the achievements before the last update. I got it on sale, so I think it was worth it.. I'm a huge ship enthusiast, and this is definitely a grab! I couldn't get myself to stop playing after 14 hours, no game has ever done that for me in 7 years!. *Update Dec 2016: Now that Google Earth VR is out for HTC Vive users FOR FREE, there is almost no need for this software's current build unless you want high-res textures for a handful of buildings of downtown S.F.*

Original review before Google Earth VR was released:

I've lived in San Francisco for many years. This is, on a macro level, a somewhat accurate VR rendering of the city. However there are two great disappoinments - first being that an entire half of SF is not available for viewing, including the iconic sunset district, half of ocean beach, the famous twin peaks, south San Francisco, as well as the San Francisco International Airport are all missing. Shouldn't this game be called "CityVR - Half of SF"?

The second disappointment is the lack of more detailed textures or volumetric rendering for objects such as trees, vehicles, signs, poles, and other such urban objects commonly found in any city. Adding to that, there is absolutley no lighting or option of lighting at night (not even a moon shine). If so, why bother making "night time" even available as a viewable time frame?

Once the above two issues are fixed, then it's a buy even at full price. For now, this is at best a low-res demo of the arbitrary HALF of the city that was claimed or implied to have been rendered in full.. Game showed promise. Short, buggy, uncomfortable in general it still felt a bit somewhat like the great old Clive Barker's Undying. At the end of the game there was clearly a hint for continuation. Then the developer disappeared. The forum's dead, noone's answering. If there's ever going to be the second part, if it will be at least not worse than the first one, this review is gone. Until then-it's an abandonware.. Very well writen story that continues the saga of Exile/Avernum. Exile 3 was introduced me to this world and Avernum 3 does not disapoint.

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