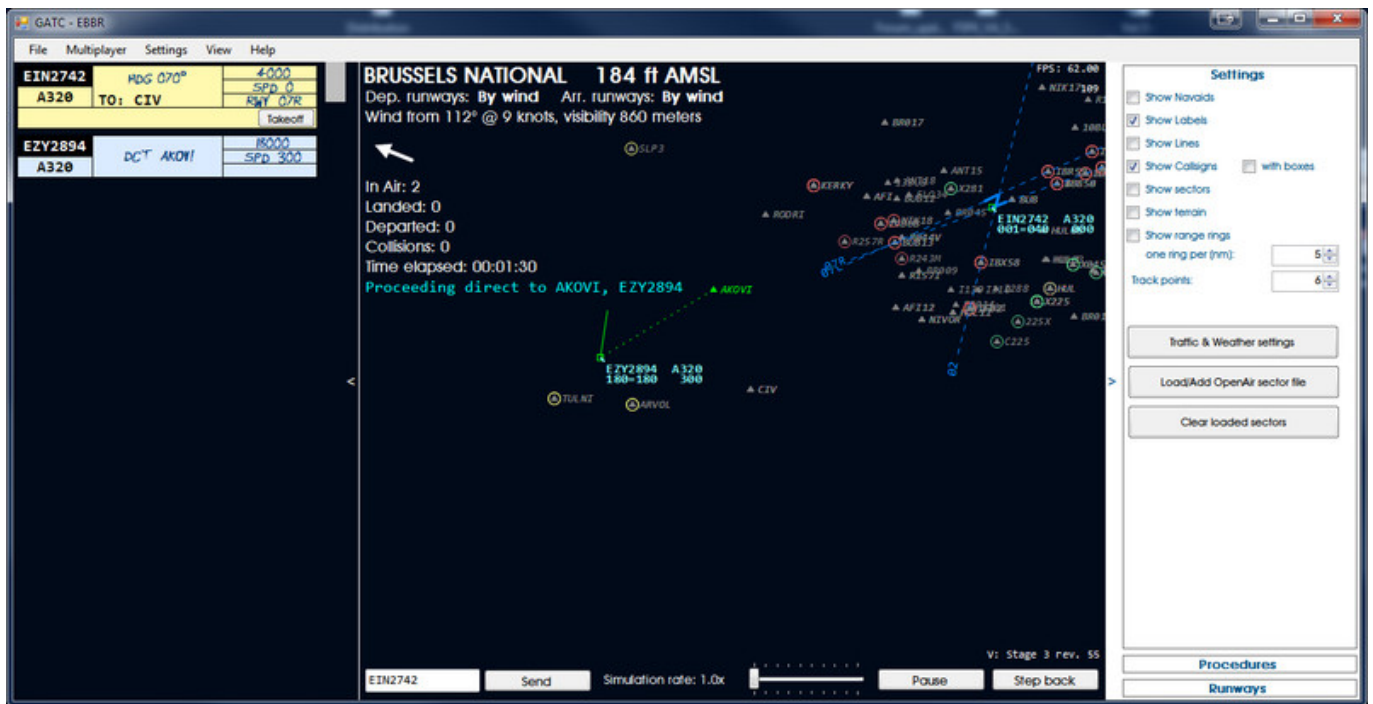


Uizuno Blade VR Download By Utorrent



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About This Game

Uizuno Blade is an action Sci-Fi game designed for Virtual Reality. Fight with laser guns and energy swords against hostile soldiers and monsters. This version contains five levels of action and will be updated with more levels in the coming months.

Features :

- Four levels of action.
- Fight with one or two guns in the first level.
- Fight with one or two Energy Swords in last three levels.
- Return lasers to your enemies and fight in melee mode with monsters, robots and soldiers.
- Once you finished the game with two swords, you can retry it with one for a more challenging experience.
- Steam achievements
- Challenger mode with a leaderboard

Context :

Welcome to Apollon, a hostile desert planet known for uizuno, the most precious natural resource in the galaxy. This rare ore is the base material used to release the energy channeled into the fabulous energy sword known as Uizuno Blade. The power of this weapon is such that many rebel groups struggle to take control of its unique source based on Apollon. The army of Apollon, led by General Kenjiro, is constantly looking for new recruits across the galaxy to protect the Ore Cavern where the Uizuno source is located.

This game does not contain any in-app purchase or advertising.

Title: Uizuno Blade VR
Genre: Action, Early Access
Developer:
Simon Bissonnette, Raphaële Halimi
Publisher:
Uizuno
Release Date: 26 Dec, 2017

a09c17d780

Minimum:

OS: Windows 7

Processor: Intel Core i5-4590

Memory: 8 GB RAM

Graphics: Nvidia GeForce GTX 1060 3GB or equivalent

DirectX: Version 11

Storage: 1 GB available space

English,Simplified Chinese

NEW EDGES

- ⊖ Arcane Background (Gourmancy)
- ⊖ Arcane Background (Miracles)
- ⊖ Bishop's Acolyte I
- ⊖ Bishop's Acolyte II
- ⊖ Bishop
- ⊖ Twisted Mind

⊖ Arcane Background (Miracles)

Arcane Skill:

Starting Power Points:

Starting Powers:

Those who... their powe... presences.

⊖ Arcane Background (Gourmancy)

Arcane Skill:

Starting Power Points:

Starting Powers:

Some indiv... Alice creat... her imagin... who know... gives these... miracles.

Magic in Wonde... within edible ite... her size change... she had recentl... (practiced by go... Background that... items to be cool... specific magical... which the ingre... cooked is know... For the purpose... The Egg of Seve...

BISHOP'S ACOLYTE I

[Edge]

Requirements
Novice, Pawn, Spirit d8, Knowledge (E...)

Description
Your Pawn grows larger and takes on the... gaining +1 Size (this cancels out the Sm...)

The newly ordained Bishop gains +2 Ch... other Chessmen.

Drawback: Spiritual Code - all Bishops g... Spirit of Conflict and as such may not p... Bishop, if such an act is perpetrated, t... all bonuses from any Bishop Edge until... may be as simple as healing any wound... extreme case, he may even be require... slain Bishop.

Folder: Store

IMAGES AND MAPS

- ⊖ Attack the Jabberkin
- ⊖ Children and a Tove
- ⊖ Field of Flying Elephants
- ⊖ Heroes in the Real World
- ⊖ Humpty Dumpty and the L...
- ⊖ Map - Looking Glass Lands
- ⊖ Map - Monarchy of Hearts
- ⊖ The Dismal Mire
- ⊖ The Siege

GM

Modifier

0

x1

A-1 A-2 A-3 A-4 A-5 A-6 A-7 A-8 A-9 A-10 A-11 A-12

GATC - EBBR

File Multiplayer Settings View Help

EIN2742	Hdg 070°	4000
A320	TO: CIV	SPD 0
		SWY 07R

Takeoff

BRUSSELS NATIONAL 184 ft AMSL
 Dep. runways: By wind Arr. runways: By wind
 Wind from 114° @ 8 knots, visibility 800 meters

FPS: 47.00 118

In Air: 1
 Landed: 0
 Departed: 0
 Collisions: 0
 Time elapsed: 00:00:16

Settings

Procedures

Initial climb altitude: 4000
 Go around altitude: 4000

Select procedures:

- ALL
- ALL STARS FOR RWY 02
- ALL SIDS FOR RWY 02
- ALL STARS FOR RWY 20
- ALL SIDS FOR RWY 20
- ALL STARS FOR RWY 07L
- ALL SIDS FOR RWY 07L
- ALL STARS FOR RWY 25R
- ALL SIDS FOR RWY 25R
- ALL STARS FOR RWY 07R
- ALL SIDS FOR RWY 07R
- ALL STARS FOR RWY 25L
- ALL SIDS FOR RWY 25L
- CNQC (SID 25L)
- CNQC (SID 25R)
- CNQC (SID 25L)
- CN5H (SID 07L)
- CN5J (SID 07R)
- CN7F (SID 02)
- CN8D (SID 25R)
- CN9L (SID 20)
- DENJ4C (SID 25L)
- DENJ4C (SID 25R)
- DENJ4H (SID 07L)
- DENJ4H (SID 07R)
- DENJ4H (SID 20)
- DENJ5L (SID 20)
- DENJ6F (SID 02)
- ELS11F (SID 02)

Runways

COMMAND Send Simulation rate: 1.0x Pause Step back

V: Stage 3 rev. 55



uizuno blade vr. uizuno blade vr

So disappointed, but for under \$1.50 I'm not surprised. It's too bad really, I thought someone would have a stick fight perfected for single player to fill the time when you can't find other players for the real deal.

But this game is not it. the controls are so broken you're pretty much flying deadstick (sorry).

The shooting is automatic, both tracking and firing (the former being too much better than the later), meaning it's all about the guns and getting them first. thankfully the AI is so dumb that it's not too hard to do, even with the bad "ice floor" effect.

But if you don't get a gun, your defenseless because there is no melee, though somehow your gun can be stolen?

The weirdest thing, is that the "up" control in the input section is wrong, your jump is space bar?

I would rather play flag waving simulator with no wind than to see someone else pay for this bad game.. Heavily overpriced!.

yop, nice paintings. fast but real good game. I hope that it will continue. I love a good aviation simulator (to include ATC) and this simulator does well at simulating real world situation and probably would make a good training tool, as I Aerosoft typically makes applications for. So first off, the blemishes...

With every Aerosoft package I've used the AI is barely functional, they just can't seem to get a programmer on staff with any kind of appreciable skill at providing intelligence to air traffic or the environment. So what do I mean by that? Well in this simulator, an aircraft pilot should refuse some ATC requests based upon weather conditions. When I had visibility down to under a mile and clearly ILS landing conditions, I was able to get planes to accept visual approaches while well outside of visual capabilities (10 miles and FL130+). Any intelligent pilot would have radio'd back "unable". Altitudes and speed restrictions over certain navigation aids were not enforced and I didn't appear to get "dinged" for not meeting the required conditions at the navaid. The only "realistic" feature I did find is if had aircraft landing "with" the wind they would abort a landing and would radio back to me they were unable to land due to a lack of runway due to tailwind conditions. I suspect that Aerosoft is expecting a trainer to be monitoring a student who will apply a "thwack" to the back of the student's head when mistakes are made. The tutorial states that multiple commands can be given at once via the command line but I have yet to be able enter more than a single command a time, even using the example they provide.

On the positive side, the simulator runs quite realistically (for a single controller situation) and it's nice to have a realistic map on the scope. The "Rush Hour" can prove to be very challenging and I find it my favorite of all the scenarios. Customization is excellent, typical for Aerosoft here as well.

ATC is an EXTREMELY boring yet highly stressful occupation. If you're looking for a "game" then this probably isn't for you but if you like traffic control, time management, or just aviation in general and can "self-police" then this is a pretty decent simulator. And for that I'll give it a thumbs up.. Really fun game, especially level 3 which is scary. I don't think those with 0.3 hours of game play who left reviews had time to appreciate the game and reach the fun levels. Keep up the good work !. Well, I really like this game. and before I say anything else, I want to say that if you are interested in aviation, this game is fun. With that said, I could not recommend this game to my friends, so I won't recommend it to you.

The features in this game are virtually nonexistent. You have a blip, and you guide this blip to the airport. This is the end of your interaction with this world that is supposed to simulate ATC. Sure you can guide them down the real world paths that planes follow, but you won't have any further interaction than that. Mods could take this game from ok, to great, but due to the niche that this market follows you will be hard pressed to find a decent mod. I looked, and I couldn't find any. so if you want an ATC experience and are willing to shell out the \$20 that this game cost me then it's just ok, but if you want an authentic ATC experience then I am sure there are better alternatives out there.. While ripping off Star Wars is generally a decent way to get a game promoted this game just seems too.....juvenile in it's development....it's the only way i can explain it. You start off the game facing the wrong side of the console, you can't move while you fight hardly at all and it's just a mindless wave of enemies trying to beat you by means of attrition (sheer numbers).

This game needs to be less predictable and maybe go in a more creative direction.

Really fun game, especially level 3 which is scary. I don't think those with 0.3 hours of game play who left reviews had time to appreciate the game and reach the fun levels. Keep up the good work !. I died in the combat tutorial, ending my game. Twice.. Great for aviation enthusiasts and non enthusiasts.

Don't expect high graphics as this is a simulator of an air traffic control radar screen. This can be rewarding and frustrating in equal measures. The biggest downside is that you cannot zoom in and out of specific sectors of your radar screen, you can only zoom in on the airport it self. This sometimes makes it very difficult to find specific waypoints. Despite this, you can order the movement of aircraft by means of drag and drop.

Even though it is difficult to sometimes find the required waypoints which can be frustrating, this is a good simulation.. Just got Steam to recognize my rift not as a Vive. Review pending. I'd recommend this game if you're into aviation in general and want to get a feeling of what it can be like in the control tower\center. The game is not too easy but at the same time not too hard either.

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