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## Asteroid Blaster VR Download Bittorrent



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### About This Game

**Please Note: This game requires an HTC Vive Virtual Reality headset to play.**

Grab your laser guns and strap on your jet pack. Asteroid Blaster VR lets you jump into virtual reality space and start blowing up rocks and UFOs.

Blast giant asteroids into rubble and power-up your weapons and energy with collectible bonuses as you battle flying saucers in the clouds of rocky debris. Boost your score and firepower with every gem and gadget you catch, but keep an eye on your radar scope while watching your thruster, shield and laser energy!

Bringing back the casual feel of a video arcade classic, a game of Asteroid Blaster VR can deliver a quick "shoot 'em up" break or a marathon competition to beat the latest high score.

**Friendly for lefties**, you can set your rocket thrust, laser pointer and status screen on the controller arms you prefer, and an in-

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game tutorial and help text hints will give everything you need to start blasting your way through over a dozen different scenes.

Fly around, shoot stuff and have fun with Asteroid Blaster VR!

### **Arcade Mode:**

In addition to progressing through different asteroid waves and scenes, Asteroid Blaster VR can also be started in 'Arcade Mode'.

Arcade Mode sets the player in a slow-paced game environment which grows progressively more difficult as time passes. If you want to let your friends jump right in to virtual reality and start blasting without going through a tutorial first, Arcade Mode is for you!

Two paths are available for starting your Asteroid Blaster VR game in Arcade Mode:

Open your Start On Wave screen and select wave "00 - Arcade Mode".

OR

Open your Options screen and toggle the Start in Arcade Mode option on. That will set your main menu Start button to launch your game in Arcade Mode (rather than on Wave 1).

### **Free Demo Available**

Want to give Asteroid Blaster VR a try? You can play through our free demo!

Just click the "Download Demo" button to install on your Vive and start blasting your way through space. The demo game gives you a sample of an earlier game wave and the asteroids and UFOs you'll meet in the full game.

For an example of Arcade Mode and later game waves, check out the gameplay video linked above.

[Available for Arcade Commercial Licensing on SynthesisVR](#)

[Available for Arcade Commercial Licensing on SpringboardVR](#)

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Title: Asteroid Blaster VR  
Genre: Action, Casual, Indie  
Developer:  
Senomix Research  
Publisher:  
Senomix Research  
Release Date: 28 Sep, 2016

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7

**Processor:** Intel i5-4590

**Memory:** 8 GB RAM

**Graphics:** NVIDIA GeForce GTX 970

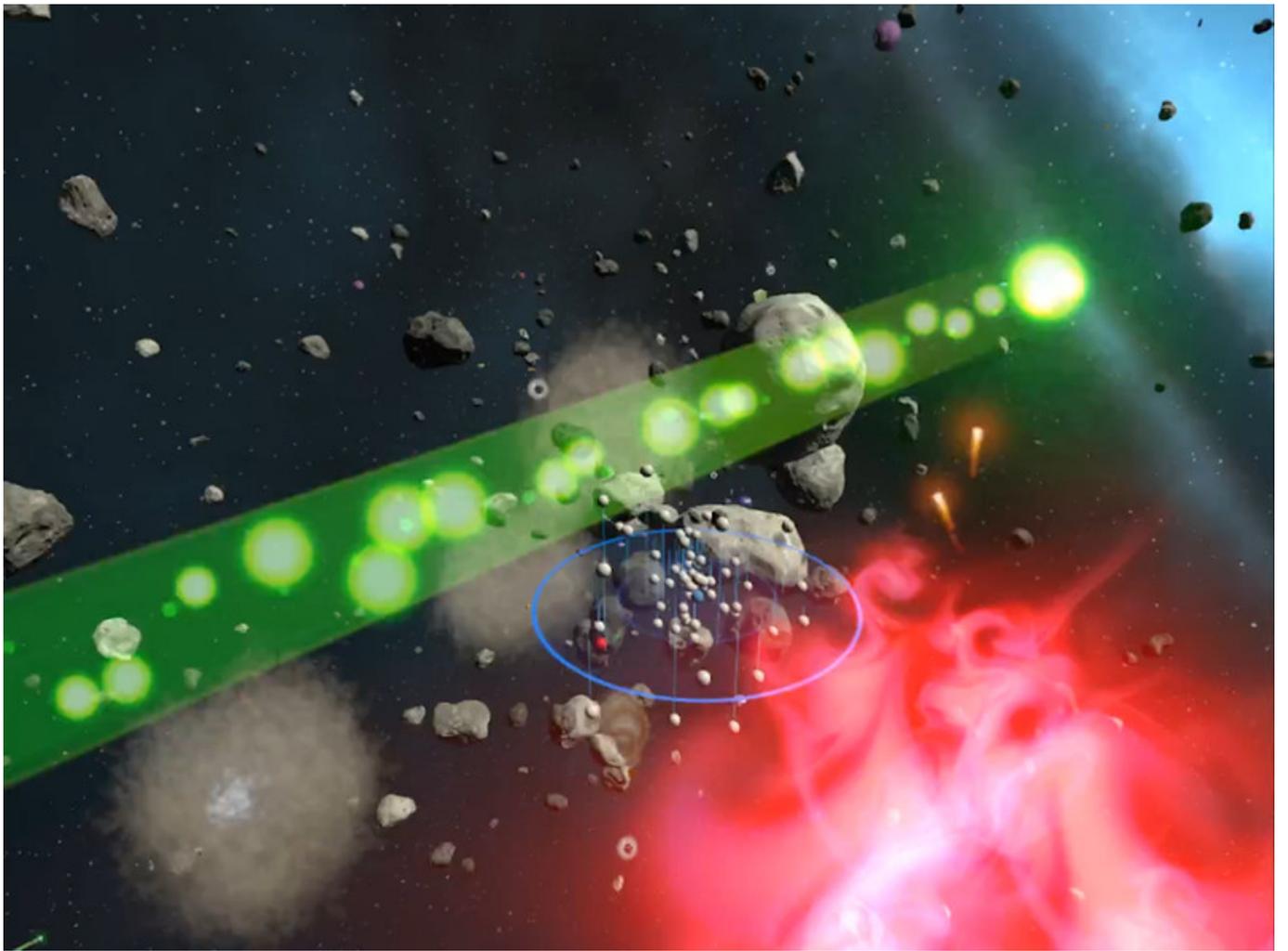
**DirectX:** Version 11

**Storage:** 1 GB available space

**Sound Card:** Direct X Compatible

**Additional Notes:** This game requires an HTC Vive virtual reality headset to play. If you can run Valve's The Lab with your Vive, you're good to go.

English







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asteroid blaster vr

Odd that such a basic VR games is one of the most immersive, fun and beautiful VR games to date.

Smooth, rich graphics, super-responsive interface and just plain fun - Kudos Devs!. Fun blaster. Reminds me a lot of the original where flying around took some skills that I sorely lack. Not for anyone that suffers vertigo. You are falling through space!

I think it should default to wave mode as the arcade (endless) mode gets too hectic too quickly. In endless if you could at least clear the map before more crap came at you that would be nice.

There are sooo many shiny things to collect but all seem just a bit too far away I am always out of thrust. I think you need to coast more and/or the shiny objects should be slightly attracted towards you.

Also makes me really want the Vive wireless solution as I kicked out the power cable twice!. This game is wildly additive and fun! Talk about taking a classic, and modernizing it with VR. soooo much fun.

HMD Samsung Odyssey - Windows Mixed Reality Headset

EVGA GeForce GTX 1080 Ti FTW3 GAMING, 11G-P4-6696-KR, 11GB GDDR5X, iCX Technology

Intel Core i7-8700K Coffee Lake 6-Core 3.7 GHz (4.7 GHz Turbo) LGA 1151

ASRock Z370 Taichi LGA 1151 (300 Series) Intel Z370 HDMI SATA 6Gb/s USB 3.1 ATX Intel Motherboard

G.SKILL Ripjaws V Series 16GB (2 x 8GB) 288-Pin DDR4 SDRAM DDR4 2666 (PC4 21300)

SAMSUNG 850 EVO 2.5" 500GB SATA III 3D NAND Internal Solid State Drive

SAMSUNG 860 EVO Series 2.5" 1TB SATA III V-NAND 3-bit MLC Internal Solid State Drive (SSD)

CORSAIR HXi Series HX1000i 1000W 80 PLUS PLATINUM Haswell Ready

Noctua NH-D15 SSO2 D-Type Premium CPU Cooler

Windows 10 - 64-bit

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Also makes me really want the Vive wireless solution as I kicked out the power cable twice!. This game is very much a vr version of asteroids from years ago. Asteroids are gigantic and very realistic looking. Your gonna have fun busting these rocks up.. Attempting to get into the "Options" menu does not work. Is there a fix? This game has been out for 2 years now, and it seems that you've had plenty of time to work out any bugs. I wouldn't recommend this game in its' current form.. Has a nice addicting quality.

Should be priced a little lower IMHO as its really pretty simplistic.

Fun regardless.. Attempting to get into the "Options" menu does not work. Is there a fix? This game has been out for 2 years now, and it seems that you've had plenty of time to work out any bugs. I wouldn't recommend this game in its' current form.

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[UPDATED REVIEW]

The developer has made some great updates to this game. The tracking HUD (optional) is fantastic. I no longer have to keep spinning around to see if something is silently sneaking up to smack me dead in an instant. The HUD seems to borrow from Elite: Dangerous

Though head look still isn't my favorite way to navigate it definitely feels a little more intuitive.

The guns are still at the wrong angle (almost 90 degrees off), but that's something the dev is aware of and will hopefully correct in an update.

All in all, the gameplay feels much better and closer to it's coin-op ancestor! I now feel comfortable recommending this early access game and look forward to continued updates.

[OLD REVIEW]

That escalated quickly! I made it to wave 2 before eating a space rock.

It's a challenging game, but I think that's partly because it's not optimized as well as it could be. First, you're holding the guns at a really weird angle. Second, head look for navigation is a bad choice. Third, game need a HUD system to show you nearby asteroids or at least a noise coming from the asteroids so you're not getting smacked in the back of the head by a silent attacker without warning.

I love the concept and would play this constantly if it was better optimized. I can't recommend this game in its current state. Hopefully the developer will make some improvements.. Interesting thought occurred to me. VR is blazing a new trail in gaming, but some of the best games or experiences out there are re-makes of classics from the very first video games ever; and this works. For example, earlier on I was playing Gunjack which is basically Space Invaders on steroids, and it is a blast! This is basically Asteroids on steroids, very simple approach to it too. You are basically like Ironman flying around and blasting them. It works, is addicting and simple. There is no storyline, which can also be good. In my mind I can create a mission such as "I am clearing space lanes for galactic travelers, which is a great way to earn extra cash, being a top notch pilot...".. Played the demo for a long time and purchased it once it went on sale. You can play waves which end after you destroy a predetermined number of asteroids or an arcade mode with endless asteroids. Using thrusters as your form of locomotion takes getting used to, but it's possible to master. In summary, it is super fun and well worth the retail price.. Hard, Classic, Asteroids. Takes you back to time immemorial... The 70's!

<https://www.youtube.com/watch?v=5nvth-kGtQ8>. Remember the game Asteroids? That game sucked pockets of quarters from me. This spiritual successor puts you in a 360 environment floating in space. You fly by jet pack and have the famous hyperspace. It sounds really simple right? Throw in gigantic asteroids sometimes flying at breakneck speed and you are in for a frantic experience. Beware those pesky aliens.. **UPDATED REVIEW]**

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