VectorWave Activation Code [key Serial]

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About This Game

VectorWave translates the traditional tower defense experience into virtual reality, allowing you the freedom to buy, place, toss, and move towers as you see fit between each wave with almost no need for menus. Each hand serves its own purpose in your efforts to build an impenetrable defense grid against increasingly difficult hordes of malware bent on destroying your mainframe.

Moving from a 2-D top down perspective in traditional TD games to Virtual Reality allows us to expand on this genre like never before. Because split second decisions and positioning matter, VectorWave's simple, yet versatile, movement and scaling system allows you to either stand directly in the action, or watch your carefully laid out plans from afar.

Current Game Features

- 21 Levels

- 20 Enemy Types

- 22 Towers

- Unique Player Abilities

- Achievements

- Global Leader-boards

- Trading Cards

Planned Features

- Level Editor

- Challenge Mode

- Endless Mode

Game currently supports the HTC Vive and the Oculus Rift

Demo Details

We included a Demo you could try before you purchase the full product.
We understand that it is important for the consumer to know what they are buying.
The demo is just a small slice of the finished game that we feel represents VectorWave well.
Many more features are included in the full version.

Demo Features

- 7 Unique Levels

- 10 Enemy Types

- 10 Towers

All music tracks heard in this game were provided by the generous Zachary Kemp.
Check out his Work Here:
https://www.youtube.com/channel/UCCNYegXEZiE4ogHVs_sdKCg

Physics and Interaction engine provided by the lovely people over at NewtonVR.
Check out them here:
http://www.newtonvr.com/

Title: VectorWave
Genre: Action, Casual, Indie, Strategy
Developer:
Fizzure Entertainment
Publisher:
Fizzure Entertainment
Release Date: 16 Nov, 2017

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Minimum:

OS: Windows 7

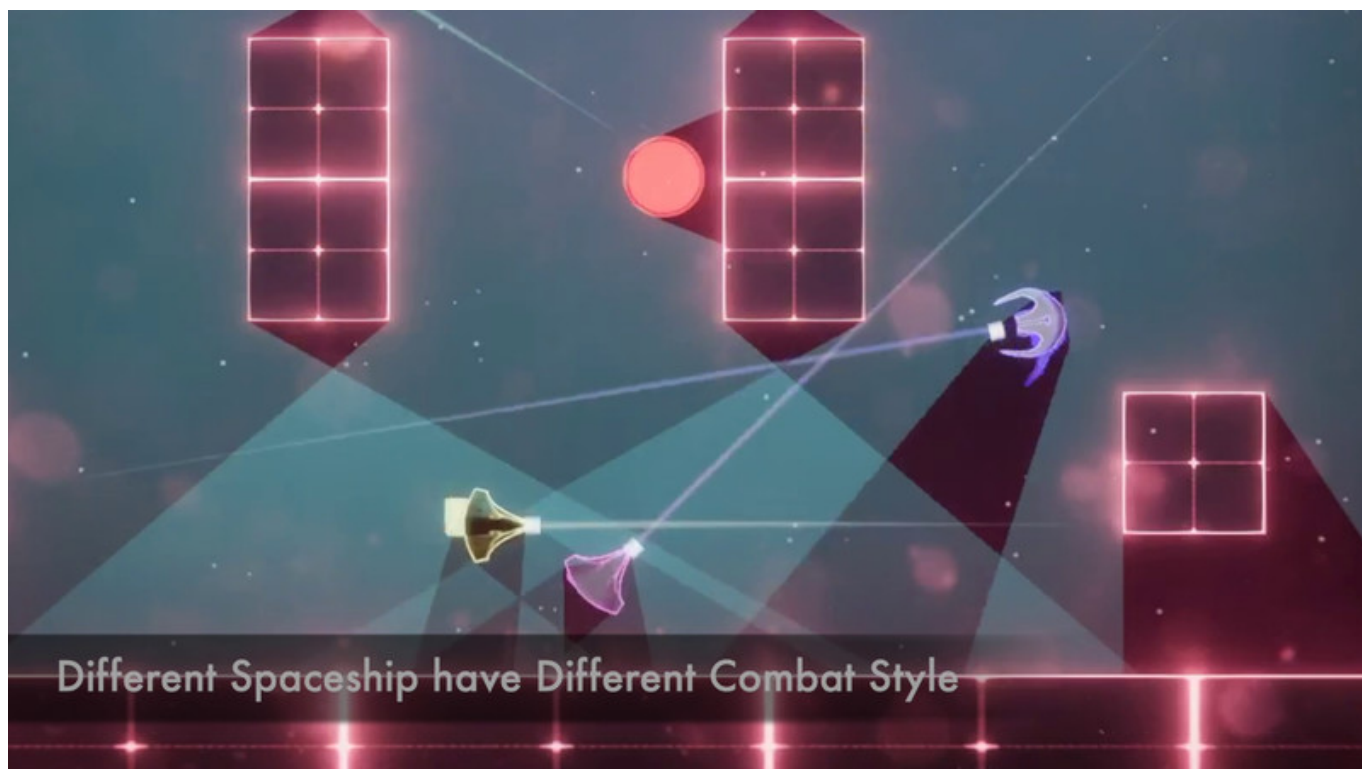**Processor:** FX-6300

Memory: 8 GB RAM

Graphics: Radeon R9 290

Storage: 1 GB available space

Sound Card: Sound Blaster 2.0

English

Nogard

You're lacking in manners, aren't you, young man!
This is just my temporary appearance!
In reality, I'm as god-like as any god could be!

Different Spaceship have Different Combat Style

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Probably the worst english translation I've read in a good while. I seriously wonder if the translator knew the difference between exclamation points and question marks. Story is decent, although riddled with cliches.. This may have been a good game when released but time has not been kind. The limited resolutions and lack of aspect ratio settings conspire to stretch the planets and everything looks fuzzy. Seondary objectives are vague and the strategic view is not much help. Intecepting a suspicious ship requires you to look at every ship in the system until a tooltip indicates which one you can attack. They all look alike. Command, who has scanned and tried to communicate with the suspect, will not provide any means of IDing the vessel. They won't even tell you what region it was seen in. There are no significant tactical or strategic options. The game is too simple to be engaging and too complex to be a time waster. You have better games to play.. Fun game. Way longer then the last one this time. (42 mins instead of 12) they took their time on this one and its way more challenging. I definetly recommend to anyone who wants something different. Or if they are bored then get it.. Nice Game !. This game is LOUD, would reccomend. One of those "The worst part is when it's over too soon". Because despite the fact it probably initially looks like Just Another Bejeweled Clone, this game's actually incredibly inventive and witty with its mechanics. Super worth the playthrough.

very gud much wow

. The McLaren sound is VERY disappointing compared to those of Pagani and Aston-Zagato which are really good. The car drift also too much, whereas it's indicated a neutral setting. I also expected a higher top speed for a racing car : 343 Kmh max, it is little\u2026 And it's still worse for Koenigsegg CCGT which is a single built model and which \u201cnormally\u201d exceeds 400 Kmh, whereas in the game it reaches 360 at his maximum. (And like McLaren, the sound of the engine is totally ridiculous !). It was good. It was short though. It only took me 3 hours to get through. I wish there were more "find it" areas, but it was unique and good. And it was only 49 cents.. beautiful... it touched my soul

i love it. Another fun adventure with Space Captain McCallery, but this time on a very purple planet! Unlike Episode 1: Crash Landing, Pilgrims in Purple Moss features far fewer hallucinogenics to try, instead opting for purple moss that rots upon resting, creating a somewhat different dynamic from the first game.

Similarly different is that the area design is a tad more constrained, with this appearing to be a slightly tamer planet, and much swampier. Nevertheless, there are still clear indications of different paths one can take to uncover some secrets, such as tucked away hallucinogenic foods, so despite being tamer it remains interesting to explore. Although, it has to be said, the environments feel less varied than the first, at least without going after the more hidden paths, *but I'd say the ruin in this game is much more interesting than the first game's, and hints at much more intrigue in the Renegade Sector than the first game's ruin did.*

This all said, the reason I write more of the game's planet than its gameplay is simple: it hasn't changed much from the first, and that's not to its detriment. It's still an enjoyable lock on and shoot style, with dashing allowing one to dart around enemies in a fun fashion.

There are new enemies here, with perhaps one carryover from the first, and each is fun to fend off...Well, except maybe the snake creatures when several are alerted. As with the first, there are boss enemies as well, which are cool sights to behold and face, although the last is a tad on the rough side.

Overall, it was a fun adventure, and I'm certainly curious to see where the next episode takes things!. This is still one of my favourites of all time! The micromanagement necessary to tweak your trading routes to getting every last gold coin out of them is simply fascinating. There is nothing more satisfying than seeing your fleet grow and setting up more and more elaborate traderoutes, exploring even the mediterranian sea to get valuable spices back to northern europe all while growing your home city and expanding its borders as the mayor they all love.

Once you get into producing your own goods it just becomes everyones wet dream of perfect implementation of micromanagement into an exciting and fun game!

Truely a classic and hasnt lost any of its appeal even though the graphics are very outdated by now.

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