
RoboHeist VR Activation Code [PC]



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About This Game

RoboHeist is an intensive and immersive, "Budget Cuts" style Virtual Reality stealth / spy game specially designed for HTC Vive VR device. Oculus Rift version soon!

FREE DEMO AVAILABLE! (including tutorial and 2 full levels!)

Your mission is to complete missions on each level and find your way back to the teleport. Watch out for evil robots, lasers and alarms. Hide in closets and chests, climb ladders, crawl and crouch. Sneak around in shadows and avoid robots. Using weapons to destroy robots will make the game easier but will give you less points.

FREE DEMO includes Tutorial level + 2 full levels.

FULL VERSION includes all the current and upcoming levels (instant access).

Global Leaderboards (Steam) for each Level Sets!

Play area: Room-Scale / Stand-In-Place

Locomotion: "Walk-In-Place" (hold controller touchpad buttons and swing your arms)

Controller Grip buttons: Grab items / Climb ladders etc.

Controller Triggers: Interact / Activate / Use items.

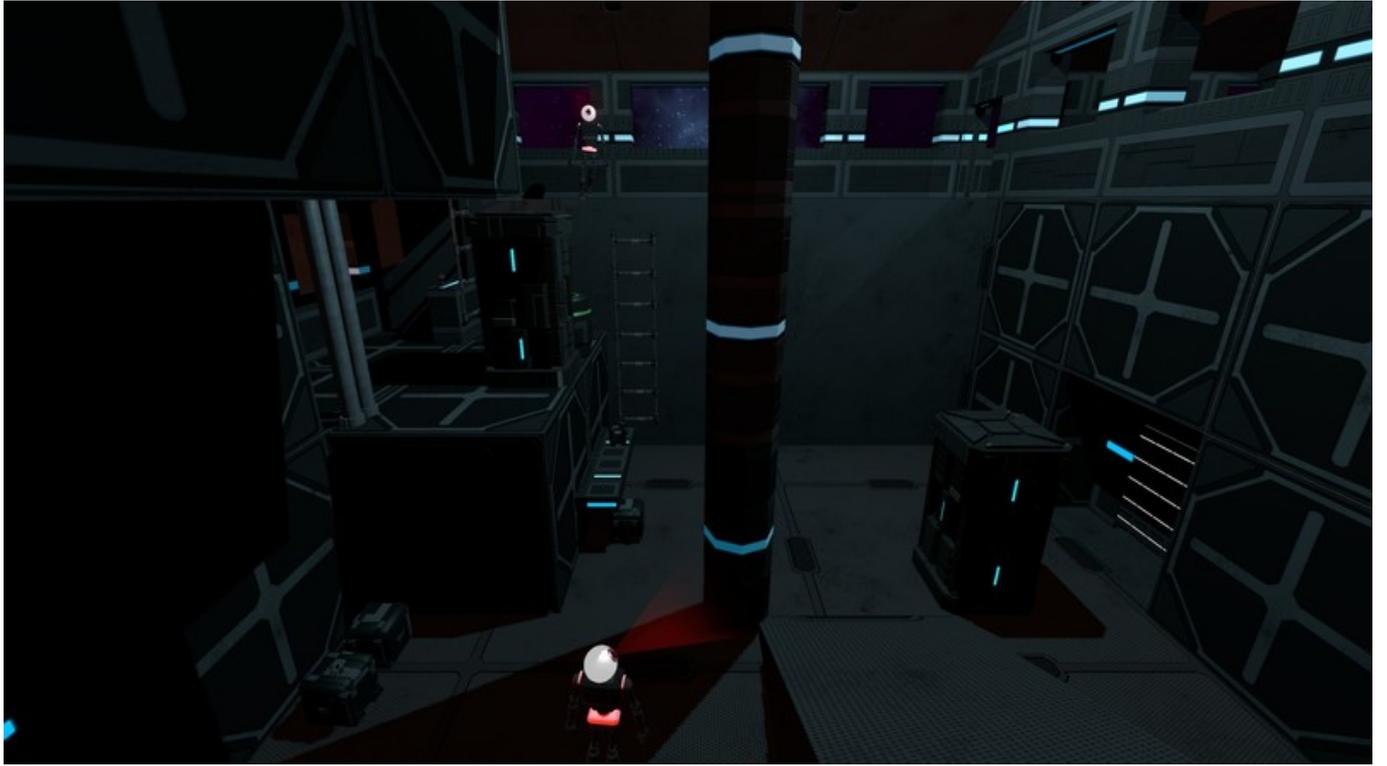
Controller Top buttons: Inventory

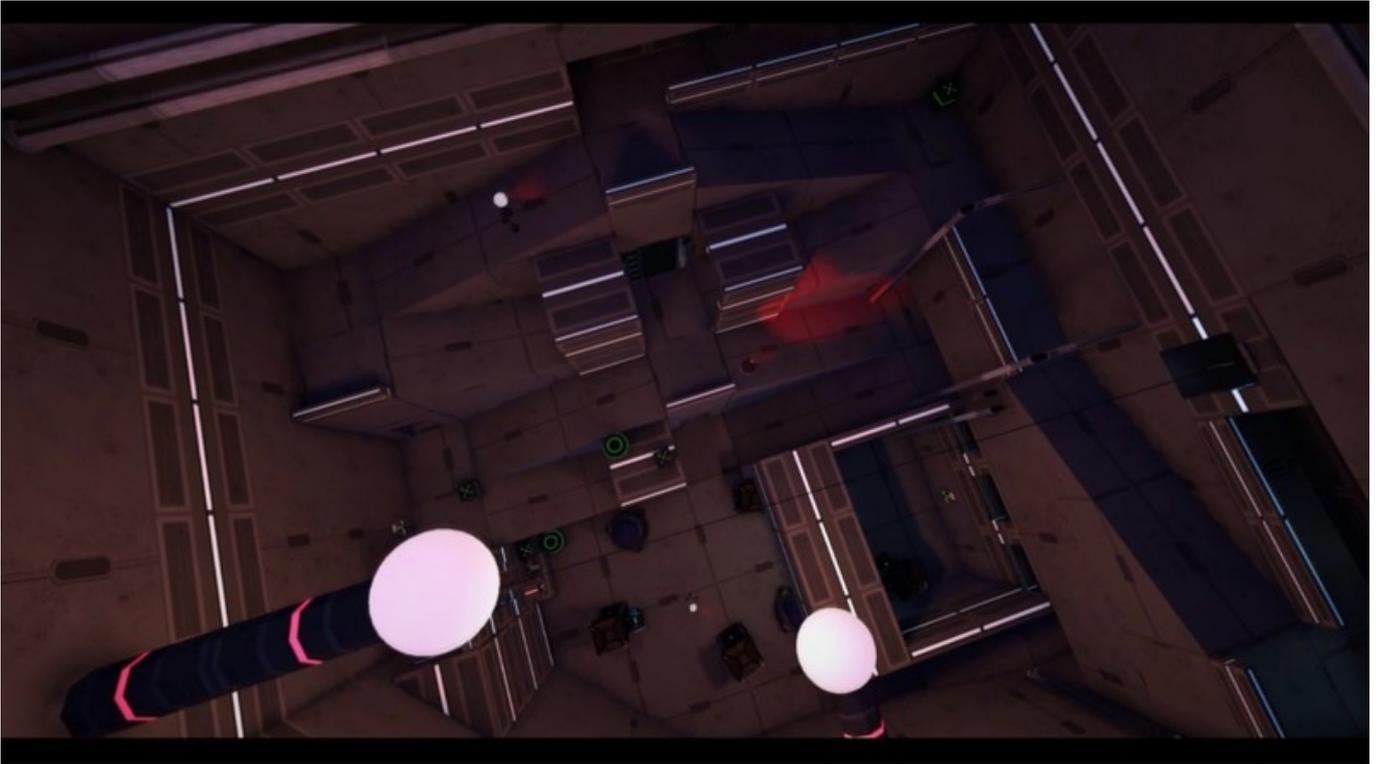
RoboHeist VR is made by a small indie studio Blob Lab from Finland.

Title: RoboHeist VR
Genre: Action, Casual, Indie
Developer:
Blob Lab
Publisher:
Blob Lab
Release Date: 13 Apr, 2018

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English







robo heist vr

its pretty bad :(Game to play while waiting for Budget Cuts...definitely worth playing at this price tag..
Really fun playing hide and seek...I hid in the chest and saw the robot walk by..
Hard to accurately time the grip button release to throw weapon...trigger would be better...
If you have a VR headset..its worth a try... Great concept but not ready for prime-time yet.

Interacting with objects is kind of janky, which isn't unheard of in a VR title.

However, the level design leaves a lot to be desired - most of the levels I played were dark enough that I couldn't even see where I was going half the time, and the other half of the time I was in samey looking environments that felt bland and uninspired. More importantly, it was confusing, as all of the rooms in the levels sort of blended together.

The potential is there, but I'd wait until the game matures a bit before picking it up.. Great concept but not ready for prime-time yet.

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If you have a VR headset..its worth a try... VR is a great platform for stealth games - they really get your blood pumping - and this game does a good job at it! It scratches that \u201csecret agent doing stealth missions\u201d itch, providing all the essentials: roaming guards to avoid\kill, a few different mission types, the ability to hide behind\in things, limited weapons to use, etc.

There are a few annoyances\bugs - the inventory doesn\u2019t always work smoothly, and sometimes you get stuck while moving around - but those are far from game breaking, and are just more of an annoyance. I also tend to rely on weapons more than I think I should; it\u2019s easier to sneak up on a bot and kill it, than it is to sneak around it. Perhaps even MORE restricted weapons, AI that communicates, or creative level design would prevent the player from blasting every badguy encountered.

I\u2019ve played for about an hour, and I\u2019m really liking what I\u2019m seeing. Thumbs: UP!. VR is a great platform for stealth games - they really get your blood pumping - and this game does a good job at it! It scratches that \u201csecret agent doing stealth missions\u201d itch, providing all the essentials: roaming guards to avoid\kill, a few different mission types, the ability to hide behind\in things, limited weapons to use, etc.

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