## Duckpocalypse Ativador Download [hack]



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## **About This Game**

In the future, intelligent robot ducks have become smarter than humans, they took our jobs while we were busy fighting nuclear wars with each other. Few of us remained to see what is known today as the "Duckpocalypse". As an enraged simple human mind, you manage to build two guns with the scrap you gathered from an annoying robot duck, and so this is how your duck hunt starts!

Duckpocalypse is a VR arcade-style game made for the HTC Vive. Get in, grab your guns, take a second to let the new pixel world around you sink in, and then shoot that start button! Get on a fast paced challenge to bring down as many of those robot ducks as you can! Invite your friends over and see who can set the best score!

## For reviewers and letsplayers:

All content was developed by us, but we have no problem with you playing this game and it's content on your videos and reviews, so feel free to play this game in your channel, including images, sounds and music, but please be fair and place a link to this game or our company somewhere in your description.

Title: Duckpocalypse

Genre: Action, Casual, Indie

Developer: Capitola VR Publisher: Capitola VR

Release Date: 22 Aug, 2016

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Minimum:

**OS:** Windows 7+

**Processor:** Intel Core i5

Memory: 4 GB RAM

Graphics: Nvidia GeForce GTX 970 equivalent or higher

Storage: 100 MB available space

English







Here we go. I got this game in the "Humble Bundle Freedom" and... I'm quite disappointed... I can understand it's a "game experience" etc... But NO. Sorry.

I finished the session 1 & 2 (or almost) and... The game is really slow,... it's boring... they explain nothing and controls are... well.. I don't like them.

Music is fine. Graphics are fine too.

And to finished, there is this "tweet this". It's terrible. Really.. Picked this game up because it looked really interesting and it was on sale. I'd really like to be able to modify my controls (I don't want to have to start running by dodge rolling first). The upside of the one hit kill on everything is it can make the boss fights seem interesting, on the other hand, having to watch a boss tea bag me for a few seconds every time i die and then having to make my way back to the boss fight and rinse and repeat until i manage to figure out how to kill them doesn't feel satisfying.

I also find it rather annoying that there isn't always a good way of knowing if you are doing the right thing with some bosses, since it's one hit kills, you have to hope you are doing the right thing and not looking at it the entirely wrong way. In the games defense, some of the bosses are really obvious, others I'm sitting here going "okay, but how do i do that?" and still others where I'm sitting here and I think i'm on the right track but I have no way of knowing until i manage to kill the boss. At the end of the day I want to look up a guide to make sure I'm doing it right but I feel like that just kills the fun for this kind of game. on the upside, the boss fight music is good for what little i get to hear it.. help me !\_!. This is a great little VR game, for the price you will be surprised how good it is, it's a cheaper version of Space Pirate Trainer.

Lots of fun for little money.. Awful. You have a set amount of "energy" per day, and have to buy diamonds to get more energy.. Great pool simulator. I haven't experienced any of the bugs or random crashes that others have reported.. It is a Game which you can play sometimes, but not always. At least it's a very funny Game. "Think to Die" <--- and it's not that easy to die so quickly. XD I really like that game.. Great game just the same as 15 years ago.. :) Picked it up for 0.50\u20ac, totally worth. Still some little bugs but the game is cute overall :D. Fun RTS\tower defense hybrid. The gameplay is rather unique, and works quite well, but the crossbow\shooting interface takes some practice to get used to. Both multiplayer and single player options offered. Its just a few good RTS games available in VR yet, so this is a very welcome addition. I have enjoyed this game a lot!

Its pretty good. While the base game is excellent, the DLC has excellent ideas, but somehow compromises the perfect balance\/difficulty progression of the base game.

The DLC adds interesting new mission objectives, a bunch of interesting characters and many new programs\/daemons\/items. My only problem is that the game is more random now. More daemons, items, etc. also means more variety. And more variety gets in the way of planning, because some items are OP, while some are basically useless. Augments for example: Some augments are useless (set Anarchy to 3) while others are insanely OP if you get the right combination (4 turn (iirc) cooldown cloak + gain 6 AP augmentation for example). But hey, lowering the difficulty and just having fun with more combos, new maps, new objectives, new enemies, and new chars is certainly great fun.

Overall this is excellent new content. The base game however was perfect.. You get what you paid for, 5K achievements at minimum price. If you\u2019re an achievement hunter looking to increase the number of achievements on your profile showcase, then I highly recommend buying this. Else don\u2019t waste your money. This is not a game, it\u2019s just a way of distributing achievements.. Terrible gameplay, 0\/10. The best Just Cause in my opinion. I hope there will be more DLC.. game so good, but i want animation like Shogun 2. I personally find someting to be odd with movement and speed of the balls, on easy, and they are rarely where I expect them. Have no problem in other similar games. Gameplay simply iritates me therefore I have stopped playing this game. I might suggest to the game producers to include some other profiles with regards the balls and walls physics which might better suit some players. Will revisit this review in the future.. The bones are good. But there is nothing really here yet.

At the current price and in the current state, I definitely can't recommend it.

Maybe once some of the features mentioned have been implemented, it might be worth another look.

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