
Discovering Space 2 Download Complete Edition



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About This Game

A breath-taking space exploration experience in Virtual Reality

Compatible with HTC Vive, Oculus CV1 and DK2.

Discovering Space 2 is all about exploration. There's no action, shooting or explosions, just sightseeing, discovery and relaxation on an epic scale.

Calming, wondrous and adventurous.

- Take control of your ship, or follow a tour, and immerse yourself in a journey through the Solar System.
- Feel the awesomeness and remoteness of deep space.
- Experience the mood and atmosphere of worlds far away from home.
- Explore at your own pace, and learn about what you see.
- Come back with a new sense of amazement of what is out there.

Built from the ground up for VR, you have a small space ship and the entire Solar System to explore.

The end result is an experience that conveys the scale, awe and feeling of planetary exploration, in a fully immersive way. You really feel like you are there, and it is at times breath-taking. You can travel vast distances, view the planets (and their moons) from afar, execute some close fly-bys and plunge through their atmosphere down to the surface. Along the way you can listen to on-board commentary that adjusts its content depending on whether you take your time, or just dive straight in.

Key Features

- Vast expanse of the Solar System to explore.
- Easy to use tour mode.
- Easy to use flight controls and navigation.
- Seamless and continuous travel from deep space down to the planetary surfaces.
- Planets modelled to true scale.
- Planets rendered using custom shaders that go beyond simple texture mapping.
- Procedurally generated terrain and procedural and multi-layered textures to enhance the planet surfaces.
- Planetary atmospheres enclthe the planets, providing striking sunrise and sunset vistas and re-entry effects.
- Simple navigation system allows you to easily fly to your desired target destination.
- Jump gates / hyperspace to allow quick jump to distant systems.
- Near speed of light effects – Red shift, view contraction and “headlight”
- Capture your view with in-game snapshots at the touch of a button.

Fly your ship with either an xbox / gamepad style controller, or "use the force" with HTC Vive wands.

Note: Oculus touch controller not yet fully supported

Title: Discovering Space 2
Genre: Casual, Indie, Simulation
Developer:
Discovering VR
Publisher:
Discovering VR
Release Date: 10 Mar, 2017

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Minimum:

OS: Windows 7

Processor: i5-3570

Memory: 8 GB RAM

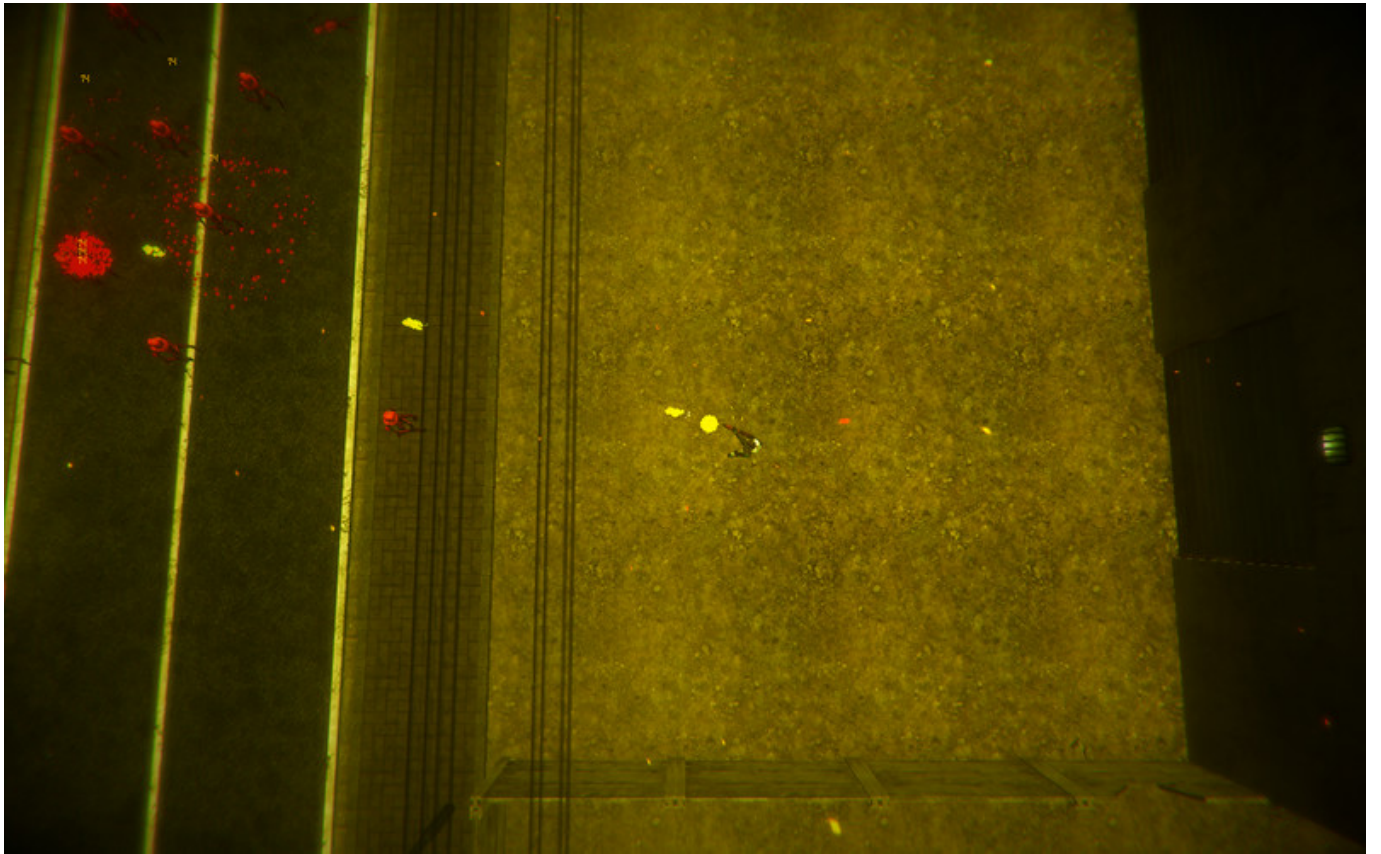
Graphics: Nvidia GTX 660 Ti* - Nvidia GTX 970

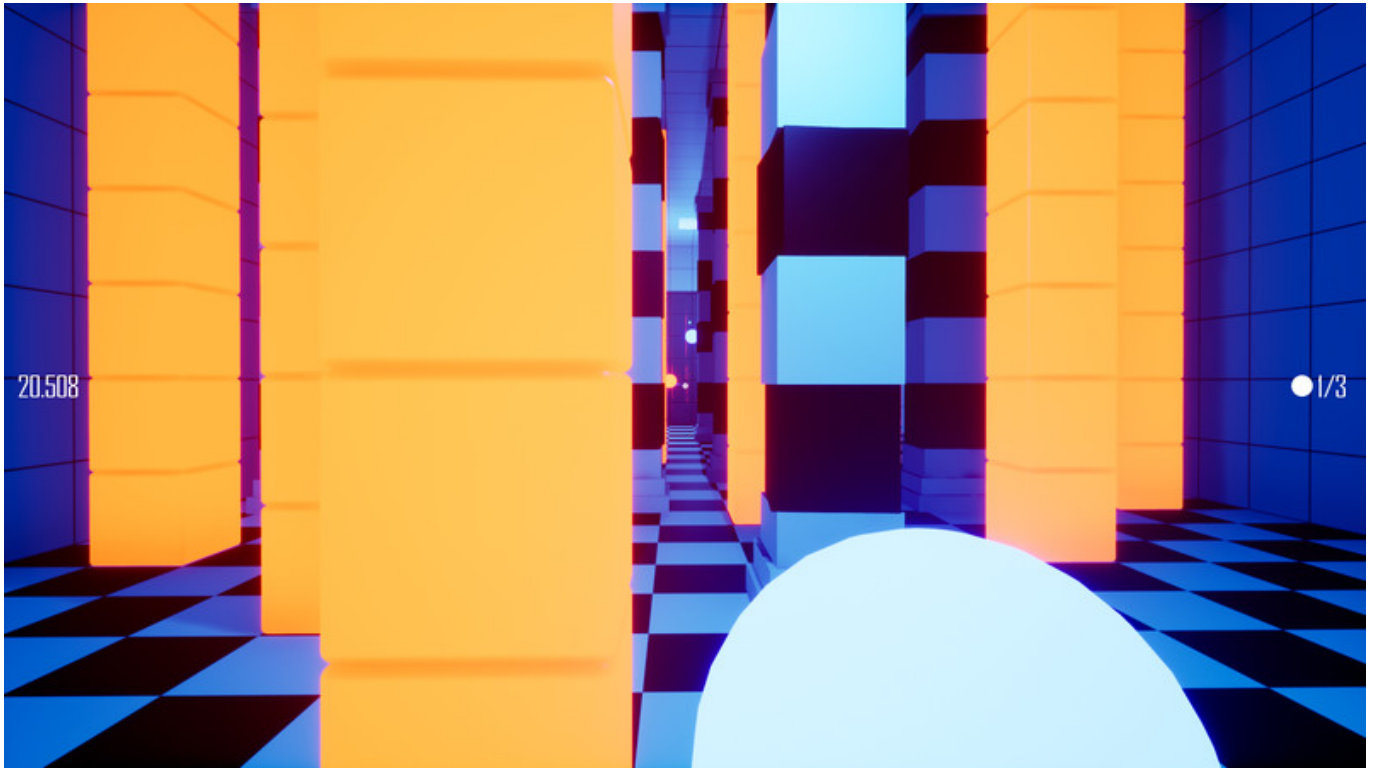
DirectX: Version 11

Storage: 6 GB available space

Additional Notes: *minimum performance for DK2. Xbox / gamepad controller recommended.

English







really boring playing the same few stages over and over. That was the main problem with Bomberman, it was boring. And that's why bomberman died off. There was no strategy other than avoiding "plus shaped" bomb splash damage on a large rectangular shaped level.

its a great game !

get rich or die trying I've always liked the idea of this game but usually lose patience with it after a bit. Unfortunately, for those that do enjoy this game, they ruined it with micro transactions.

Don't waste your money or time on this game.. Stronghold Kingdoms is a very unique MMO as it has the village building aspect like you would find in games like Banished, but with a fun twist with military and warfare.

Chose to fight for domination for your house on many different servers (Worlds) or play peacefully and build up your villages.

If you chose to make powerful allies or devious enemies, there will always be plenty of action in this game no matter what world you chose to play on.

Along with building up your villages you get the opportunity to run for sheriffship of your county, being the Governor of your province, or even King of the country! So there is always lots of competition ingame.

My stronghold username is samboi.. And once you've thought that there weren't enough side scrolling 2D shooters out there, along comes Who's that Flying?! Although simple and mindless, it's actually fun. There's plenty of action going on at all times keeps it from getting stale. It offers a short cartoon campaign with a story to save different cities around the world. The goal is to keep 50 enemies from getting past you which is harder than it sounds on some of the levels. Add in a different assortment of boss battles and it's actually a real treat.

You get a special one-time powerful beam every time you kill a certain number of monsters, but the charge will deplete if an enemy gets past. It has controller support which is nice. And once you finish the campaign there are a couple dozen challenge levels and an infinite mode to keep you entertained even further.

The in-between time waiting for levels to load seemed a bit long though, but not overly excessive. Decent dollar menu game.. By far the best MUD (or singleplayer... if you prefer) I have ever played.

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