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## Psyche Soldier VR Pack

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### About This Game

Got skill? Like dynamic action? Then Psyche Soldier VR is for you... and will take you to battles inside the psychedelic realm of your subconscious, tackling shadow creatur 5d3b920ae0

Title: Psyche Soldier VR  
Genre: Action, Indie  
Developer:  
Single Step Games  
Publisher:  
Single Step Games  
Release Date: 15 Dec, 2017

#### Minimum:

**OS:** Win 7 or higher

**Processor:** Intel i5 or higher

**Memory:** 8 GB RAM

#### Graph

English

Great game, has a lot going for it. It may be a little confusing at first, but once you get the hang of the controls and targeting two enemys at once, you will realize how much better this game is stacked next to its competitors. The learning curve can not be accomplished in 10 minutes of gameplay. Dodging attacks is maybe one of the most fun aspects. This is like what I first imagined VR would be, an interactive experience. more than just standing still shootingu2665u2665u2665u2665u2665u2665in a virtual room, even tho you cant teleport around. There are a few different strategies that can be employed. Find them before

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you hang up the sticks. Once you are comfy w controls you will naturally grab hold of these different strategies. All in all, definitely a game worth playing. 10/10 gameplay 7.5/10 graphics 9/10 aesthetics 8.5/10 Controls 6.5/10 Learning curve 12/10 boss fights 10/10 replay value. I found the game very enjoyable and definitely great for both single play and with friends/family. Its fast paced and really gets you moving, an aspect I really enjoyed coming from a game. I also thought the slow motion was awesome, felt like I was in the Matrix or something. The game was difficult at first, but once you get comfortable and remember the right buttons, it really opens up and becomes really great. Don't freak out if you suck the first round, it gets really fun really fast is all I'm saying. I would definitely recommend it, especially if you want to mess around with some friends. Super funny watching people dodge and dance around.. Psyche Soldier is an incredibly fun and thoughtfully put together game. I would 100% recommend this VR game. Psyche Soldier's unique premise is captured quite well because of how in each level I actually experience through the voices and the types of shadows encountered that negative psyche I am trying to conquer. The movement required at each level is just right and exhilarating. With shadows approaching in many directions, there is never a dull moment. As a player in the game, I used light emanating from one hand to keep the dark shadows at bay as they tried to take me down, and I used the other hand to cast energy to take the shadows down. The game really requires in-the-moment strategy adjustments that have you constantly looking around, moving your light, changing your casters, and moving your body to dodge attacks by the shadows. It's not a mindless game; the constant strategy adjustment and dodging aspects are so much fun. I enjoyed the game so much I had not realized how long I had played it, and I experienced a "longing" to play the game afterwards. This game captures why VR should take-off and highlights the benefits of VR: an action-packed game with a worthwhile mission that moves your body and engages your mind. The game is great as is. Also, it's just as much fun to watch someone play as it is to play because of all of the action, so this would be a great game to have on hand for a party or for a family. The first virtual reality games I played were Space Pirate Trainer and Zombie Training Simulator, which were new and fun, but Psyche Soldier kicks theiru2665u2665u2665u2665u2665because the game has a more engaging premise and provides more variety in gameplay.. Psyche Soldier is an incredibly fun and thoughtfully put together game. I would 100% recommend this VR game. 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Each mission is based on a trait that we all deal with - Procrastination, fear, perfectionism, etc - with corresponding inner demon type enemies that visual and audibly represent that trait, while you the player take them on harnessing your inner light power. The bosses at the end of the waves are even more explicitly descriptive of the selected trait, and are quite the puzzle to defeat. Always rewarding when finally accomplished. Most VR Wave Shooters don't require a ton of movement in their playthroughs, and while in this one you still stand in one area, you'll be dodging and maneuvering around the enemy attacks, pulling out your Energy Shield to block those you can't dodge, all while having to take note of where each enemy is, what type it is, and what best way to be using your Spot Light beam and your Caster types to effectively destroy those inner demons. It's definitely more complex than most wave shooters of "here are my guns, here are my enemies, they must meet" - and that's a good thing in my opinion.

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