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Oscar Mike VR Download Now



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## About This Game

Oscar Mike VR is a fast paced 5-on-5 FPS game for the Vive. Players can play as the International Special Forces or the Fifth Column. OM:VR features realistic maps and weapons that make the players feel immersed in the action.



Oscar Mike is an objective-based multiplayer first-person shooter. Players play as either the International Special Forces or the Fifth Column. The Fifth Column wants to plant and detonate a bomb at one of two bombsites, while the International Special Forces want to defuse bomb or eliminate all enemy threats.

Play online with 9 other people or by yourself against bots.

Each round will last five minutes and the match will be played best of 11 rounds.

Players can purchase weapons at the beginning of every round with money they earned from previous rounds.

The Fifth Column must plant a C4 explosive at one of two designated bomb sites labeled A or B. Players must defend their sites until the countdown finishes and the bomb detonates. The International Special Forces must prevent the bomb from exploding, either ensuring that Fifth Column team does not plant it or defusing the bomb once it is planted. If ISF team does defuse it, the

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ISF team will still win regardless of how many players are still alive on the Fifth Column team.

Players can earn Steam Achievements and Steam Trading Cards by playing Oscar Mike against online opponents or offline against bots.

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Title: Oscar Mike VR  
Genre: Action, Indie, Early Access  
Developer:  
For Loop Games  
Publisher:  
For Loop Games  
Release Date: 1 Dec, 2016

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 or higher

**Processor:** Intel i5

**Memory:** 8 GB RAM

**Graphics:** NVIDIA GeForce GTX 970

**DirectX:** Version 11

**Storage:** 5 GB available space

English







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oscar mike vr

Awesome game. yaaaaaaaay video games. Fun time killing game.. This was an enjoyable RPG Maker romp. It has some replayability as well, which is nice for those who want to see more of the content beyond the initial playthrough.

Custom graphics added a nice touch. I'm not usually too picky about that sort of thing because I understand all too well that not everybody out there is an artist or can afford to hire one to do all the art assets for their game either.

Personally, I look at custom art in an indie game (especially ones made in RPG Maker) and compare it to having frosting on a cake: it can make the cake taste even better, but it's not necessarily required to make the cake taste good on its own. In other words, custom art is appreciated, but not required, to make a good game in my opinion.

I think even if it had used the default RPG Maker assets, this game would have been enjoyable on its gameplay merits and design alone, so it's a nice bonus in my book.

The characters didn't have a ton of depth or anything, but you do get to know them a bit from chatting with them back in camp, and with this style of game it's clear that the focus was on the gameplay itself and light on story. There were some issues with the grammar at times, but usually not so bad as to be unable to follow along with the dialog.

The battle system was pretty solid and enjoyable. Music worked pretty well throughout the game too. The fishing part of the game was utilized well, I liked catching the bait, and I thought it would have been cool to see it used in more ways than it ended up being used for, especially with all the different kinds of creatures you could catch. There was some potential for interesting outcomes or different uses for those variety of catches that just didn't get expanded upon, but that's okay. I understand time constraints and having to cut potentially good ideas and features to keep the scope from blowing up.

My favorite area was definitely the water cavern, though it was one of the more confusing parts of the game too. There are certain times where I had to consult outside sources to understand what to do in the game, simply because it wasn't explained well or clearly, and that area was one of them. I'm not sure if it was intentionally done that way, or if it was assumed to be clear enough and just ended up not actually being obvious, but regardless I liked the puzzle in that area and the way it all worked. All the areas in the game had some creative aspects about their design that I liked.

Overall I think this is a pretty enjoyable little dungeon crawler.

. This is a pretty cool experience and Im glad they made it available.

Thank you so much for using actual movement instead of teleporting.

That said, the camera has some weird distortion to it like some other "not made for vr" games I have played, It looks just fine when you turn using the right stick. If you physically rotate your head everything is weird and distorted.

If you are having nausea related issues trying to play this, try holding your head stationary and use the controller for all movement.. Basically the gameplay of Choice of Magics can be summed up in 4 simple steps:

- 01 Situation X arises;
- 02 Choose between magics A, B, and C for dealing with said situation;
- 03 Situation dealt with; mastery of magic A/B/C increases!
- 04 GOTO 01

What about roleplay? Sorry I haven't seen any. Such a grave disappointment considering that this came from the same guy behind Choice of Robots. Go play that one instead if you haven't done so already.. I haven't played very much of it because I'd played it before, but my god this is such a good franchise. If you are at all interested in strategy games, you MUST try this one if you haven't.. (copy of review for Perimeter)

My favorite RTS of all time. Had it on disk for years before buying it again on Steam. Perimeter provides excellent story, an

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interesting and unique world, and fun mechanics all wrapped up into a game with far more flexibility than the average RTS. You can really choose your playstyle and adapt as the game progresses. Perimeter has immense replayability and is an excellent experience overall.

The standalone expansion, Emperor's Testament, is also worth getting. It adds a fantastic new story arc and some new gameplay mechanics to keep you going.. I like this DLC. There is no complex enviroment, like Neptune (i don't think this is a con). The tracks have very fast straights, are low on chicanes and the curves are fast, too. Jumps aren't that long and difficult. The soundtrack completes the DLC's theme. Pumping beats, psychedelic tunes. I just love the guitar track, as it makes me remember of good old times.

I highly recommend this DLC for beginners and speed freaks.



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Love this game simple yet very playable. Kind of boring V bugged

Why would I solve the same puzzle in 6x8, 12x16 or 15x20? 15x20 is kind of fun, there are pretty pictures. But, if I solved this, why should I replay it in 6x8?!? Who would even start with this? There is absolutely no match in 6x8. OK, you could argue, then don't play it in 6x8. But... Who would do so? If achievements are a must-have, it's just a bloody dumb test. Moreover, I can't see, which on I've solved already. If you solve a 15x20, you get a simple "Completed".

Doesn't see any others reporting this, as I played, I often start a new puzzle and all pieces are crowded above of the screen. Or some tiles (first three lines) are displayed in the puzzle itself and the rest at the bar to the right. Starting one puzzle, the puzzle was even almost solved? Got to be a bug...

So, if you're a hardcore puzzle fan, take it. Else, you better off with the Pixel Puzzle Series.

I stopped playing at the end of Medieval Ships.. Pretty fun, the fact that you have to figure out a lot of stuff by yourself can be a perk or minus depending on how you like to play. Large variety in weapon upgrades.

Note: the basics are explained by the tip system it's just the question you have later that must be figured out.. I have won every game of this I've played. the matches are short and fun.. This game is legendary. probably the most realistic game I've ever played. It is insanely fun and intense. Truly an amazing horror game. It is incredibly scary and I assure you, you wont be sleeping for a while after playing this. There is nothing more satisfying than blasting your way through a bunch of little heads (children). I highly recommend this game for anyone who is looking for an extremely realistic horror game.. I played this game four different times to get every achievement and outcome. Needless to say it was cute fun and pretty entertaining. Unlike most Visual Novels you have more than one decision to make, there are choices from start to finish. I highly recommend for you to pick up, because it does seem to go on sale frequently. 10/10 ign. very fun , better with friends !. Im usually not a big fan of dualstick shmups but this deserves some words

Challenging gameplay, good learning curve, skills, dual stick (xbox360 work perfect) left stick steer right stick shoot switchable for left handers ,some classic gameplay like asteroids, gyruss mixed with new elements + skilltree, demands for more gametime here :)

The sound is also good, Tec/Beat/Effects

Gfx is good for this kind of game

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