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## Hoops VR Download Game Hacked



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### About This Game

*Y'all ready for this?*

**Hoops VR** is specially designed for the HTC Vive so you can live out the ultimate basketball free-throw challenge. Use the motion controls and shoot hoops as naturally as you would out on the court in a real basketball game. Compete online for the top of the global leaderboards as well as locally against your friends. There are a handful of different modes covering a range of difficulties making Hoops VR fun whether you're a noob or total baller!

#### Features:

- Dynamic pop-up basketball hoops change location and keep the pace action-packed.
- Normal mode based on actual real-world dimensions of standard basketball and hoop.
- Easy mode with wider and closer basketball hoops keeps the game accessible for all.
- Bonus Paper-Airplane Mode!
- Bonus Garbage Mode!
- Fun graphics and beautiful sounds.

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- Online and local Leaderboards to conquer.

[Available for Arcades on SpringboardVR](#)

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Title: Hoops VR  
Genre: Simulation, Sports  
Developer:  
Wizard Games Inc  
Publisher:  
Wizard Games Inc  
Release Date: 20 Jun, 2016

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English







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Inferior to modern source ports for Doom/Heretic or any of those older games in nearly every way.

I really enjoy tough games, but this is the bad kind of tough. The kind of tough where you die to something and you can't tell what it was, since there were no enemies around at all (I literally started to take damage at random, and then died). The kind of tough where a bullet-sponge boss is put right in your face at the beginning of a level, so that when you die after beating him, you have to cheeze him all over again and waste 5 minutes of your time. Giving an obscene amount of HP to a boss doesn't make for a good bossfight, it just makes it a boring bossfight, a staple of bad game design.

There are many other flaws too, such as: the lack of a minimap, maze-like incoherent map design, just 5 weapons apparently, confusing ammo system or representation, lack of save system, extremely dumb enemies, confusing projectile appearance that makes it hard to judge distances. Also, having to kill all enemies in order to proceed introduces the classic issue of hunting down the last two enemies that requires you to systematically search the entire map, which is excruciatingly boring. Weapons also lack punch and the sounds are really bad in general, although functional.

Of course it's not entirely bad. I like the art style, it's pretty old school. The music is also pretty alright, the MIDI soundtrack gives it the classic vibe the older games had. The simple run and gun gameplay akin to the older FPSes from Id is also a pro in my book and the main reason I bought this.

It's a nice tech demo to show off a personal piece of work in the spirit of the older games, but it's just not very well designed as a game. Stick to Zandronum/GZDoom and explore some wads/mods for the older games, will give you a far better experience, unless you really want to take the nostalgia trip and try something akin to Heretic but worse in nearly every way.. In Short, currently as of 03-July-2018 there is not enough content to warrant the current price tag of \$14.99 in my opinion.

The product seems stable and the current available mode seems to work bug free, except for the issue I have with the game remembering scores, I mention near the end.

You start in an Arena-like forest map surrounded by glowing Pyramids, which look very much out of place and I don't know why they are there, though there could be a "lore" behind it I have missed and apologies if I did.

You start with a good amount of normal arrows and a few fire/explosive arrows and a melee weapon you can switch to instead of the bow.

You shoot wild animals for gaining certain type of resources and can gather other resources which are lying around the ground. You gather resources simply by pressing F near them, there is no need for gathering tools or any tree chopping or pick axing of stones.

After collecting a few resources you can start building some items to form your base, such as a cauldron to make healing potions from flowers, a well for water, campfire for food from meat or a station to craft bows and arrows.

Once you start building your base it will get frequently attacked by the Wild Animals. You can further build walls, a gate, spikes and a bear trap to help you fend them off and start building a save area.

Every action you do adds to your score which in the end is summed up and added to a leaderboard. I don't know at this time if the leaderboard is just your scores or your steam friends or anyone that owns the game.

The only issue I had is that no scores are recorded for me. Dying in a game with a score doesn't remember it or add it to the leaderboard and finishing a game without dying also doesn't.

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While this might only be happening for me or was fixed in the meantime, it is an important feature that needs to work as beating a previous score is what adds replay value and without it it will entertain you only for a limited time.

While the game is working and is a work in progress I respectfully cannot recommend it at this stage as for the current price tag of \$14.99 it has not enough content as I mentioned in the beginning.

Before anyone starts moaning about "It's Early Access and it has potential" - Yes, that might be true but we all see Early Access differently, even though STEAM has a very clear policy and guidelines up on steamworks for all to read freely! I support games financially for potential and great ideas on Kickstarter and do so for a fair share of my money. However, on STEAM Early Access ones you charge for a product, I expect the content to be worth the current price tag which in this case I just don't feel it is.

That's just my opinion. Feel free to disagree and leave your own review voicing your own.

Viel Spaß and Happy Gaming

<https://www.youtube.com/Games4Kickz>. Haven't progressed much into the story but the interactions are nice and finding new ships is pretty fun c:. This is a little bit of a mixed review as there is a lot to love about the game and a few things that could have been implemented better. First up the story is a little confusing in places and the save system could have been better. Gameplay I finished in about 15 hours so for me is somewhat disappointing as I wanted it to go on. There isn't also much depth to the game sadly either. On the big plus side the story is where the game shines and the characters are really well done and feel like you can connect to them. I often found myself laughing or smiling at things and the game really does well at drawing you into the characters. I do wish there had been more choices though and too few opportunities to influence that. The controls are easy and simple to use although I do wish for an in-game pause and the lack of options like sound or screen res isn't a big issue but should have been implemented.

Like I said a mixed review but on sale definitely get it. I only wish it had been longer and hope for a sequel but sadly I can't see that happening.. This is a fun, classic "rail-shooter" just like you would find in an arcade. If you like trying to "beat" games like this, they you will have a blast. If you are looking for a FPS, please understand that is not what this game is. A lot of the other reviewers seemed to be expecting something that this was not meant to be.

Graphics, sound and action are all good and will keep you busy. Doesn't require a super-powerful PC, but the game is definitely more fun on a machine that can keep up a good framerate. Environments and levels are well done. Clearly a professional product and not just a quick indie project.



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A great farming sim, which this is not, would have you do more than drive a tractor from point A to point B in the slowest speeds that are below any real tractor speeds, to do something that sort of resembles farming.

Sure, there's great scenery along the way, but none of the buildings are usable or offer any use. It's not like you can buy them, but what would be the point anyways, they're just part of the landscape. The livestock is nothing but a non-existent part of the game. Cattle, chickens, rabbits? Haven't seen one in the game. Sure, I've driven to their respective barns/buildings but that's all you do.

Anyways, in the end this game is nothing but a big disappointment. I wouldn't bother trying the DLC since it would only add more 'nothing' to the game. Well, you'd get to drive around different equipment I guess but that's all this game turned out to be for me.

A farming equipment driving simulator with LONG, LONG road trips, with very little actual farming happening.

Feel free to go through my screenshots of the game which will offer you some visual assistance with what I've said.

<http://steamcommunity.com/vid/warondar/screenshots/?appid=258880&sort=newestfirst&browsefilter=myfiles&view=imagewall>. Awesome game! Starting with the opening room that is worked with love and in great detail, with the style of the Wild West with miniature models on the table and weapons models on the wall and ending with the very history that is done with humor. Just what you need if you like to exterminate crowds of enemies with a variety of weapons and if you wanted to see the Wild West (not real, of course, but as in cartoons :-)) with your own eyes, feel the breath red-hot deserts, saloons and small houses in a well-drawn cartoon style. Separately, I note a weapon that does not look like anything else in games: it's giant revolvers, automatic submachine guns and also a variety of guns => Again, I'll return to the excellent schedule with well-developed detail, well done developers. This game is what you need that would be relax in a virtual world destroying the hordes of hordes of enemies. =>. GET THIS GAME ITS TEH AWEOME!!!!!! ITS A WORLD OF FUN!. At this early access point in the game i can give a few stars for concept. I recommend the game in hopes it will be able to run much more smoothly.

In its current state, i feel like im playing a game under water: mouse movement and character movement are not very responsive to the mouse settings.. This game made my♥♥♥♥♥so hard and purple the entire 5 hours and 52 minutes I played it. Thank you. No idea where this one came from. Assuming it was a drunken bundle purchase. It's another retro lol hey remember when games didn't look like they do now type of thing except this one's a turn based RPG with randomly generated landscapes and characters and OH HEY WE THREW IN SOME CRAFTING JUST FOR ♥♥♥♥♥. BRO. Obviously an attempt to make us think that we're in for an 3D Dot Game Heroes type of experience, but like if someone tried to recreate that game for a community college class on the night before the due date.

I didn't even really see all that much of a roleplaying game, since in order to explore the map you have to have food. And in order to have food, you have to go hunting. Oregon Trail style. So the vast majority of my playtime on this was spent massacring bunnies with a ♥♥♥♥♥ blocky bow and arrow and then cooking their flesh in a cauldron that i was apparently hauling around. The rest of the time was spent 1)trying to get out of a zone that made my computer struggle to display images on the screen and 2) getting annihilated by a random encounter with an enemy twenty times my level a mere five steps away from my starting point. That was plenty.

I think that what they were shooting for was a more colorful version of a roguelike, but the only thing they really succeeded in doing by making everything randomly generated, including allowing the player to choose their own final goal/win state, is making everything so forcefully generic that I kind of lost interest almost immediately. As usual, this is the sort of game that probably would have blown my mind as a younger kid, or at least a person who still put a bunch of stock into nostalgia, but now that I'm a cranky old piece of garbage it just irritates me.. A nice and enjoyable little game.

I liked:

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-- No random battles - a must for me nowadays. The days of random battles are long past.

-- Quick normal battles - The normal battles do not take long, especially if you know what you are doing. Having just one character to control definitely helps.

-- Good quality overall - Good writing, very good music, good level designs.

-- Some strategy required - Bosses have strategies, too bad the game gets too easy middle-way (see below).

-- Interesting equipments - not just upgrades over your old gear, you have to think before you equip.

-- And last (but not least): The game was ENJOYABLE. Not once during my playthrough did I get bored. And that is the most

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important thing in a game in my book: Being fun.

I disliked

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--The difficulty. Halfway through the game becomes very very easy. At least that happened to me, and I know I did not overfarm enemies. If you don't skip enemies, and search the areas for loot and buffs, you will breeze though the game no problem. At least till you reach the final boss, that will send you packing if you are not truly prepared.

--A little rushed - While the game is quite polished, it shows that it could have been given a little more time from the creator. The last dungeons are quite barren dialogue-wise and event-wise, and there are places where your character can walk up walls etc.

Summary:

I definitely recommend this game for anyone that wants a quick rpg fix during a break from more demanding games. This is not a game you will remember for the rest of your life, but it's a good worth for its money.. TL:DR - It's an adorable sidescrolling racer that's a throwback to charming Japanese-made Playstation and Dreamcast games visually. With cute-but-chunky 3D visuals, bright & colorful textures and stylized background art, it particularly recalls games like Klonoa or Threads of Fate. If you were worried about controls or something, don't be. This may be simple but its well made. Angel Express is just a fun, simple little game. And its a pretty unique spin on the platformer. If you like the looks of it, and enjoy games like Klonoa, don't hesitate to pick this up!

What is this? - Angel Express plays like a hybrid platformer and "kart" racer. You can jump, double jump and use a dash if you've built up enough juice to use it in your special bar. The heroine generally feels pretty good to control: she's speedy enough, responsive, collides with the environment correctly, stops well, has a good jump & double jump, and a good bounce off of targets. So with a solid feel under its belt but just a small group of core game mechanics, the Pickups are where some gameplay depth is served up... though its still a pretty simple, pick-up-and-play type of game overall.

You race through a stage 3 times (for laps), picking up gems and items from treasure chests, while avoiding traps and enemies (or stomping them\using items to clear them out of your way). The levels are even destructible to a certain extent, so watch where you're throwing those bombs :) Every area has two unique tracks, except for the last area at the end of your run. There, you'll find just one track, and you'll have to fight a boss. Angel Express also features a world map with branching paths that opens up after you complete your first playthrough too: more on that in a bit.

How is it? - There's a nice selection of levels with varied themes, a cute little story (told through short asides between stages), and multiple stage types. Some are straightforward "just beat the level before the timer runs down"-style challenges. Others may change things up with environmental effects such as adding fog to decreases visibility. Several stages pit you against your rival. Some pit you against multiple opponents, and then there are the bosses. The boss fights are not always races: you'll have to do battle with some of them by avoiding attack patterns, gathering treasure chests and then unloading items onto the boss. The progression is a little weird, as you don't have free reign on the World Map. You'll be run through 4 stage courses straight to a quickie end. Then you continue that game, and head down the world map again, this time taking different branches throughout your runs to see more stages and endings. Its kind of like Outrun, how that game would start in the same area and then give you different end points depending on which forks you took throughout the race? That's how Angel Express' World Map works.

Any downsides? - The momentum makes it hard to slow down and actually land on 1-block platforms while racing, and the collision tends to get messy in VS races when colliding with other players, and also on certain traps\items - namely, the spinners. I also saw slowdown whenever there were more than 2 messengers running. Heck, there'd be random, minimal, slowdown during those 2-player races too, but its far worse in 3 or 4-player. Its like playing the whole stage in bullet time... which is actually pretty okay. It just made it easier to react to, and appreciate, all the chaos going on during those stages, honestly. Any little annoyances don't really equal frustration or even difficulty: you shouldn't have to retry a stage more than once or twice to actually get through any of them, and the punishment for losing is... getting to try again. This may surprise you, but this cheerful & colorful adorable game isn't big on punishing the player :P

Wrap up - That's really all there is to it. Fun races and challenge types, with a good little chunk of levels to play through, plus the ability to make your own. This won't be clogging up your backlog: you'll actually be able to get through this in a few hours, but it'll all be enjoyable. This is bright and cheery, with cute music and characters, and a solid, charming script (honestly, there's far fewer misspelled words than I ever would've expected. Good work, devs!). This is the kind of game not a lot of people make anymore, and when you pick this up, you'll be reminded of how sad that is. This game is a gem for fans of instantly fun arcadey

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[action and pure positivity.](#)

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[Notes about the Level Creator: It's pretty good. Its kind of like a basic Mario Maker: you scroll through the stage and drag and drop elements from a menu -- your tiles, blocks, traps, gems, enemies, etc. -- onto the grid to make your level. It's pretty intuitive. The only thing that's weird to me is that there's no "instant test" option; so you have to Save it out, then leave Edit, then go to Time Trial, THEN select your "Edit Stages" and pick it there to try it out.. This game is a meme. It is a good meme. My fiance wanted to play this and it gave him inertia sickness.](#)

[10/10](#)

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