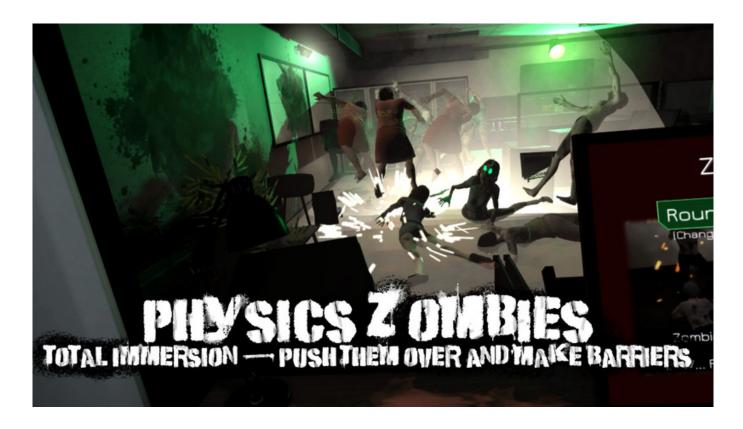
One Of The Last Ativador Download [Ativador]



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About This Game

"One Of The Last" has been built upon the best features of those games that inspired us, creating a unique Virtual Reality experience that is NOT another "wave shooter".

Spread over four maps, the game allows you to experience immersion on a whole new level with physics based zombies - push them around, knock them over and watch them react to shots and explosions. Whether your removing limbs to create crawlers or going for head shot glory, they get quicker and stronger as you buy and unlock your way through complex maps with puzzles and paths to follow. With fantastic machines to enhance and gamble your gun, your quest to enhance your body with powerful soda tins will see you through.

Supporting 4 player co-op multiplayer you can hold back the dead through sharing your weapons, protect your team mates, build barriers and work collectively to unlock new areas and machines.

Over 14 weapons; including the M32-GL RPG Launcher, Ray-Gun and CF-3 Lightning gun. Distraction items such as flares, grenades, noise / fire cracker grenades and smoke bombs allow you breathing room but just don't forget the boss rounds... they just want you...

We are highly active development team, releasing major updates every few weeks and work actively with our community to build an exciting, deep and explorative game. Come chat with you and see if you can help shape our game.

Title: One Of The Last Genre: Action, Adventure, Casual, Indie, Strategy Developer: Deep Voodoo Gaming Publisher: Deep Voodoo Gaming Release Date: 4 Nov, 2016

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Minimum:

OS: Windows 7+

Processor: Intel Core i5 4590 or AMD FX 8350 or greater.

Memory: 4 GB RAM

Graphics: GeForce GTX 970 or AMD Radeon R9 290 or better.

DirectX: Version 10

Network: Broadband Internet connection

Storage: 4 GB available space

English

WACHINES TO PUNCH UP YOUR GUNS





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So I originally gave this game a thumbs down due to some technical issue and I was shocked to hear back from the dev who is very eager to improve the game. This is a game made by a small team of two. The game is a labor of love and those who are fans of the wave based zombie survival games such as COD Zombies will see that. I hope the dev continues to work on the game as there are some issues. Overall, I would say it would be hard to go wrong if you were to snag this game and tackle it with a buddy or two or three. It really is a cool game and takes the genre to the next level with some of it's implementation.. The game "One Of The Last" was released today, and even if its still an early access title, I think this is a very nice looking VR zombie shooter. You are able to move freely by teleporting around the backstreets, kill different kind of zombies and creatures, collect items and special power-ups like "Instant kill" for example.

Here is some gameplay video from today: https:///www.youtube.com//watch?v=nKrSKprF_sw

The environment and surroundings in One Of The Last reminds me a lot about the game Call of Duty Black Ops Zombies, which actually isnt something bad! The graphics are very nice and quite detailed, the weapon handling works fine even thou the sword is way too overpowered compared to the pistol. The game runs 100% smooth on my system and Im glad that I did this purchase as I find lots of value in those 13 bucks spent on this game.

Personally. I think this game is much better than most other available wave-shooting games in VR, even thou you still play waves\rounds one after another. I guess the teleporting movement system adds a lot to this wave-genre after all! Sorry for the crash at the end of this video, I guess my PC was overloaded by both playing One Of The Last as well as recording this video, so I wont blame the game for this.

I will update this review as soon as I play some more, but for now i definately recomment it to everyone!. For this price def worth it!

Loved call of duty with zombies... But this is way better!. Definitely one to try. The developer is really active and has great plans for One of the Last. The multiplayer is great fun, the more players the better. There's multiplayer events with the developers, which are awesome and there are updates with more features often.

The movement feels nice and didn't cause any nausea. The weapons are ballsy and environments and lighting looks good. The building part of the game has great potential, something fun about nailing things to place... I think this feature should be... built upon. *ba dum tss*

But for real there should be more building, it's a fun and unique mechanic.

This game has great potential, especially for multiplayer events.. Very fun. Play exactly like CoD Zombies but in VR as the description implies. Has a lot of potential cannot wait to see more maps more area to explore and harder faster zombies and maybe a boss.

Keep up the good work!. very goooooooooooo!!. fun game just needs more players. Awesome game that has lots of gameplay to keep coming back for! Large, Progressive, unlockable maps give this game some freedom and exploration witch adds a good amount of depth. The Multi-Player really adds a good dynamic to the game.

<u>Good value for the content. Developers are also active in the community.. I really want to play this game... unfortunately with oculus you can/u2019t hold the gun the right way because it will be aimed into the floor... for the price this game seems to have a lot of content and a fun time... they need to add snap turning and fix the controller and then I will repurchase this game!. Ran on Oculus Rift, 1080 Ti card.</u>

Three major bugs that made the game unplayable.

I don't know what it is, but people need to stop shipping games that are this broken.

I'm sure you could lure your 13 year old neighbor to play your game for 10 minutes and find this stuff.

Posted to the 'bug forum' and the devs didn't even respond within a week. Would've stuck it out, but if the devs don't care about

their game, I'm not sure why I should.

1: When playing single player, the knife doesn't work. It swings right through everything without doing any damage. Slow, fast, stabbing, doesn't matter. I've just been playing with guns at this point.

2: I'm experiencing a crash. I believe, but am not sure it revolves around my third bug. All I know is that if I play single player, at the end of the round after the board, the game crashes. I can't tell because 3 happens every time I play.

3: My guns can lose their viewable texture. I'm walking around shooting zombies and suddenly my guns remain suspended in the air and I can still fire, but I can't see my guns. I believe this has to do with the grip (drop) being accidentally pressed, but am not sure as this doesn't happen every time the grip is pressed at the same time as the trigger.

Fantastic game- can see real potential for this - Online multiplay is great and its good to see content like this coming out of Ireland - Keep it up lads :). One Of The Last is a great shooter that really does live up to the concept of 'COD zombies' / L4D in VR. It plays really well to the strengths of the VR medium (it's a super comfortable experience) and plays to VR's biggest strength; social! Multiplayer games really are the best thing in VR and One Of The Last does a great job of making you need to work together as a team.

For an early access title, it's super stable and performs well on my hardware. It's great to see VR games that aren't just wave shooters and really live up to the promise of surviving a zombie apocalypse with a group of strangers!

Can't wait to see this get a full release and the userbase expand - it's got a very bright future ahead of it!. Just fired it up for a few minutes and I can see a lot of potential in this title. Having played COD zombies and other VR titles like Brookhaven, it may evolve to be a lot of fun especially with a multiplayer component.

Had a little difficulty with picking up\/dropping items, and the movement (teleportation) is a bit slow. I see movement being sped up in later releases. Being able to move around is a nice feature and of course the weapons and exploration are fun aspects of the game. A couple things I dislike in the zombie VR titles is constant darkness and light management. Maybe in horror games, but this is really about busting zombies.

Surely some new colors of flannel shirts and other looks are in order and a more tactile feel to the weapons and combat will make the experience even better.

Kudos to the developers - I think they are off to a great start.. This game really does feel like a VR version of COD Zombie mode. For being early access I didn't run into any significant bugs. Due to the limited player base of VR and how new this game is, it doesn't look like multiplayer will be easy to do at this point. I don't think it will be an issue by the time this game is fully released.

I also found the game a little too easy at this stage. However, that may be in part due to how much I played COD zombie mode. I survived for \sim 20 rounds before dying due to setting my controllers down to open a drink. I would give this game a 8/10 at this point. The only reason it isn't 10/10 is due to how hard it is to get a multiplayer game going. That will only be fixed with more people playing, so buy the game and get all your friends to buy the game.

Side Note: The corner by the shotgun spawn is a perfect place to setup a BBQ and lawn chair while dispatching the undead hoards.. This is by far one of the best games for VR out there. Developers are active and listen to every request. It's great game in Early Access, imagine what'll it be like when it gets out of EA, I can't wait!

PROS:

- ZOMBIES!
- Co-op and Multiplayer
- Powerups
- Progressive unlockable maps

CONS:

- Need more players!. Fantastic game- can see real potential for this - Online multiplay is great and its good to see content like this coming out of Ireland - Keep it up lads :). It was a solid attempt at a Nazi Zombies VR entry but bad sound design, lack of variety, and lack of overall polish make it a hard title to recommend over Dead Effect 2, AZ Sunshine, or A-Tech Cybernetic.

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