
Unearthing Mars VR Download Direct Link



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About This Game

Unearthing Mars is a VR adventure game set on the mysterious Red Planet.

As Co-Pilot of the retrieval team, the player will have the full experience of a space explorer on Mars.

Unearthing Mars provides hours of unique gameplay experiences, ranging from navigating a landing craft through a sandstorm to driving a Mars rover.

From puzzle-solving to first-person shooting, the game will allow players to resolve challenges from a variety of game genres.

Gameplay:

Story -- Unravel the mysteries of Phobos

Simulation -- Experience space flight and landing through the cockpit

Driving Simulation -- Explore the Red Planet with the rover vehicle

Puzzle -- Solve the remnant puzzles of Phobos

FPS -- Battle against cryptic alien beings

This product is a VR experience lasting around 2 hours, and is also the first VR product made with Unreal Engine 4 by Winking Entertainment. A number of stages feature various genre of game mechanics and gameplay. Compared to Unearthing Mars on Playstation VR, visual quality has been improved and storyline has been adjusted on PC version.

Title: Unearthing Mars VR
Genre: Adventure, Simulation
Developer:
Winking Entertainment
Publisher:
Wishing Entertainment
Release Date: 22 Jun, 2017

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Minimum:

OS: Windows 7 or newer

Processor: Intel i5-4590 or AMD Ryzen 5 1500X or greater

Memory: 8 GB RAM

Graphics: Nvidia GeForce GTX970, or AMD Radeon R9 290 equivalent or greater

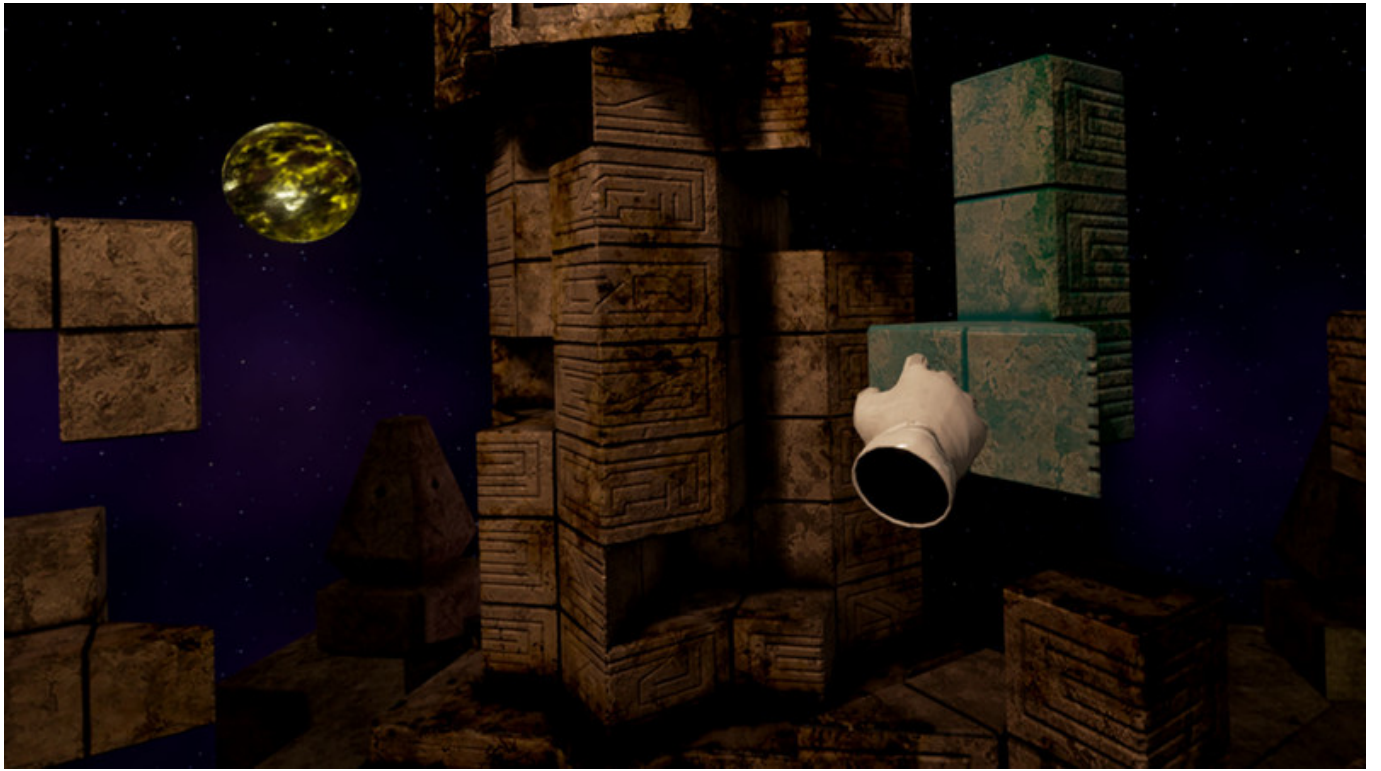
DirectX: Version 11

Storage: 11 GB available space

Additional Notes: Video output: HDMI 1.4 or DisplayPort 1.2 or newer, 1x USB 3.0, 2x USB 2.0

English,French,German,Japanese,Korean,Simplified Chinese,Traditional Chinese







A really slow start (chapter 1-5) but the story progression picks up during the last half of the game. It is not an action game but does provide a pretty epic feel during the opening and later part of the game (though, short). Voice acting is kinda bad but decent at other times, but there are small moments towards the end of the game that are really cool to experience in VR, because you're not just watching a story being told, you're experiencing the central characters journey and emotions, that although are not anything exceptional, it still has an impact to experiencing it as the character does.

Music and sound effects are great and if you can stick past the first half of the game and not go into it expecting an action adventure game, it's a pretty decently put together, story-driven VR experience that is rare right now. Give it a chance.. It's completely not what I was expecting. It had technical problems from the start, like haptics getting stuck on for extended periods, when I first started it didn't detect my HMD height correctly and I was a giant and had to restart everything.

It doesn't tell you which chapters are a seated experience and which aren't, which ruins the seated parts as you're sat in a seat in the game and stood up in real life. If it just gave you a heads up for each chapter then you could move a chair into place before it starts.

You have to teleport to predesignated spots which appear very slowly at times making it frustrating to move around.

There's a part where you think you'll be driving a Mars Rover and it turns out you're floating in the air behind it with a remote control driving it like you would an RC car, totally ruining any excitement of driving a Mars Rover on Mars.

The voice acting isn't great, the voice for the robot is laughable, it sounds like a badly voiced Dalek. The lip syncing with the character models is terrible.

The game seems to be designed more for children than adults in my opinion.

The graphics are OK, but I was expecting better, higher res textures etc.

No matter how much I wanted to enjoy this game, I just couldn't, which is a shame, as the trailer made me really look forward to playing it.. If you're looking for a nice, short VR adventure game, then this is it. Especially if you like sci-fi.

I liked it, but it's not for gamers that seek action, and certainly not for hardcore gamers (regardless of which style of game they prefer), the game will be too casual for them I guess.

. Weak gameplay. After the first action packed section (with no context), it's just too slow and boring for me.

Excellent narrative, narration and cinematic story. Praise Jesus!. This game has some really cool story, but also some weird play style in the gameplay. Overall, there are plenty interesting elements in this game. It feels kinda slow for the first 5 chapters, but I would strongly recommend to play at least to chapter 6. From chapter 6 to 10, I felt the urge to know what's coming up next, and also a lot more gameplay merged in. The ending was quite sudden, but mesmerizing. Although it's only a 2-hour game (already mentioned in the descriptions), I can't really complain much about the quality of the game. To conclude, I would recommend this game.. Had no problems with this game\story, as it is more a story that you experience than a game.

I quite enjoyed the experience but would say it is too short.

Completed in less than 2.3 hours but did find it engaging.

Not something I will go back to but worth sharing with a friend.. Good adventure simulator game. Allows you to interact and be part of the story. Graphics are very nice. Controls are fairly easy. Tutorials show you what to do whenever you have to do something new. I didn't finish the game yet. I think I made it to chapter 4. At the beginning of the game you start off playing chapter 9 so I guess there are at least 9 chapters. Overall, a nice fun immersive experience, on Mars. There is no locomotion except teleporting to predetermined spots which, yes, isn't great but it did not take any enjoyment away for me. The environments were enough to suck me in. There is no real purpose to go traversing the Mars lanscape with specific missions being done anyhow. For \$15 dollars it is worth a buy if you like adventure games, simulators, Mars , robots, controlling rovers and having a nice looking pilot flying you around. On sale this is a definate buy. From what I played so far I give it 8V10.

Video of first play here:

<http://steamcommunity.com/sharedfiles/filedetails/?id=1324515967>. Not too sure about this one. My right controller started to just vibrate continuously and I had to restart the system to make it stop. Two times have completely lost tracking on both my controllers. No instructions, weird first scene with the shooting... Beautiful graphics... So far too flaky for me to recommend.. The Mars experience has been very well made. Excellent simulation of landing, moving around on the red soil of Mars, with very good graphics. Yes, the lip synchronization is bad, as mentioned in previous reviews. The Rover travel experience is from the outside and not while seated within the rover. However that makes sense as one can see the Martian terrain much more clearly.

The game or experience unfurls slowly and is not a fast paced action game.

Very good effort by the developers.. At first sorry for my english :D

Nice VR experience but a bit short, beat it in 97min, basicaly all in trailer is the game, worth the money? well i payed more for other VR experiences that tell me nothing. But I enjoyed the Mars walk and my copilot (L)

Story: super linear and predictable.

Graphics: good and very immersive. Tiny monsters are just horrible

Gameplay: yes you have Simulation, FPS, puzzle, etc... but in minimum doses. And not much innovation, teleport is just horrible...

Sound: English translation is fine, voices and effects are good.

This game with a bit more of work would be awesome, but it stays on meh is good

And i cant believe games still not be translated in spanish, its just the third most spoken language. I can take only 0 minutes of this BS.

I was expecting some spectating and lazy travelling. Instead the first thing I got was SHOOTING GIANT \u2665\u2665\u2665\u2665\u2665ING ROBOTS AND DRONES! Really? and it's not even well done. Ok, maybe I've bought an arcade shooter to show off VR graphics? Whatever, let's see how it'll go.

Oh, no. We're through 3 cutscenes that lasts for like 40 minutes. Devs have no clue how spinning gravity generators work, and you're standing on a roof with constantly changing lightning, while it should be static. Lazy team members act like 12 years olds who have no idea how fast you speak in real life. Interaction with the globe is unintuitive.

Then you have that blue corridor explaining that Fobos collided Mars. Ok, but let me skip this crap please! It's another 10 minutes of watching!

Now we're in a cockpit. Totally stupid and lazy conversations. Very bad made interaction with cockpit elements. And 2 reply options - one lie, another is truth with third "let me check again" option that restarts the last conversation. Wtf?

I can't sit through this any longer. It's BORING! I'd like my refund, but I bought this in advance for my vacation. So no refund for you. \u2665\u2665\u2665\u2665\u2665!. I think you have more issues than you think and you have not fix them all. They game has no options menu or i press english version and it shows chinese language.... I played level 1 and was basically stuck in

[the game shotting health signs for what could of went on for hours had i not just turned it off... the game is a piece of crap...period](#)

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