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About This Game

Be A Crane Master

Have you ever seen a crane operator and thought that you would have done the same, seeing the world from bird's eye view and touching the clouds? Now you've got such an opportunity!

Play as a real crane operator and put the container in the appropriate place. In each round you will have to put one container in the indicated place. You don't have much time! The higher level you achieve, the faster time goes and the less time you have to move the containers.

To make a bigger impression on you, we've decided to move our game to virtual reality. You will have an opportunity not only to experience what the crane operator normally does but also to look at the world from the perspective of 72-metres machine. If you have a fear of heights, be careful - you can feel a little bit dizzy.

Use Vive controllers to control a crane and an elevator that will take you to the top of the vehicle. Be precise and try to not fall - in virtual reality losing can be very painful!

Ready to Start? So... Let's Play A Game!

Title: VR Crane Master
Genre: Indie, Simulation
Developer:
RealityBusters.co
Publisher:
MoreFromIT Sp. z o.o.
Release Date: 9 Aug, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Microsoft Windows 10

Processor: Intel Core i5

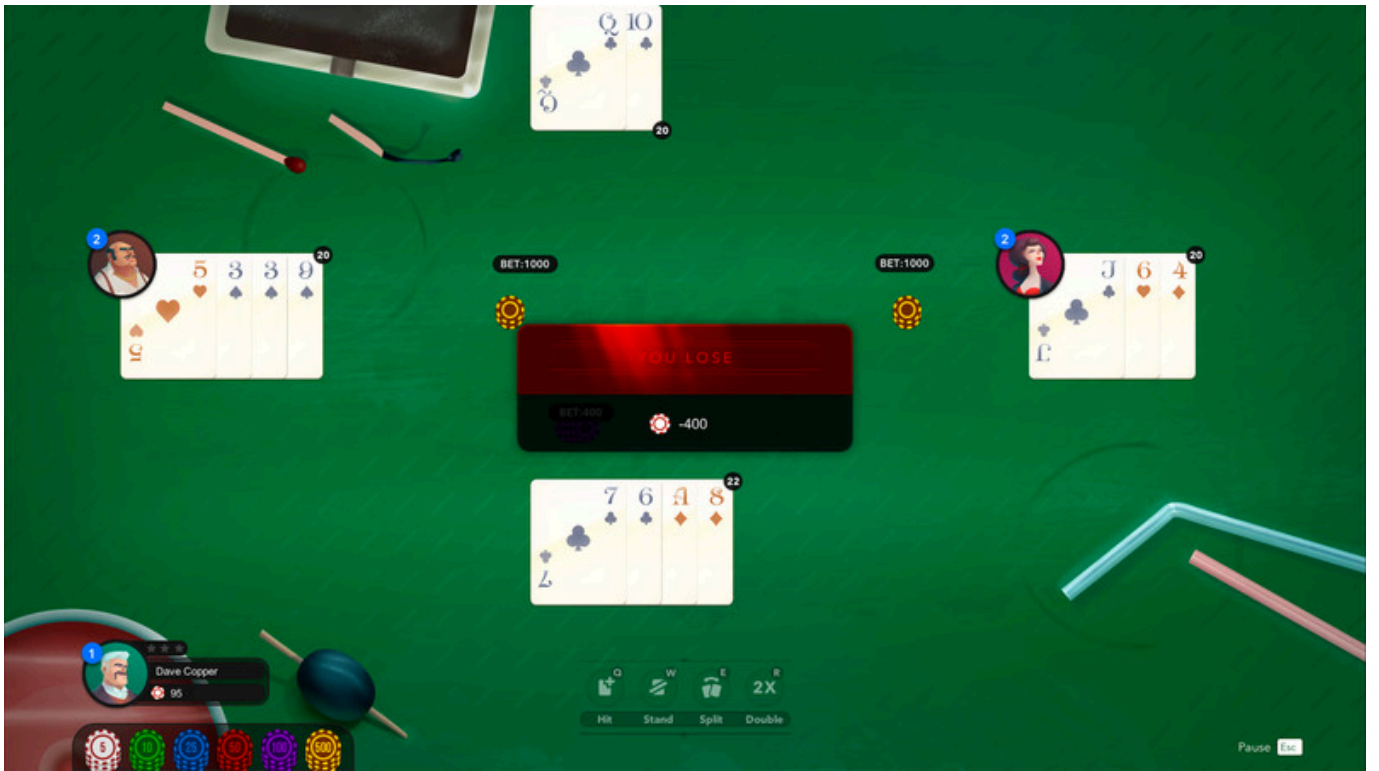
Memory: 8 GB RAM

Graphics: GeForce GTX 970

Storage: 1 GB available space

English







Great game!. What I liked, it has tractors, it has farm animals.

What i disliked, it didnt work.

I read the reviews and thought it's non farming folk moaning because they dont know what to do.

I have been in farming I know what to do, just cant get the wretched game to do it.

Leave well alone.

If you want to farm its cheaper and less stressful to get an allotment!. So I bought this game thinking it would be like KAG (King Arthurs Gold) or similiar to the quality or depth of KAG with mechanical differences. To my suprise the game lacks really any depth and while I didnt play it for very long I was hit with immediate problems. First the resoulution is strange and smaller than what 1920x1080 is atleast thats what I was using. That aside I was brought to a screen asking for a username and then controls but apparently I needed an account so I was "Landmeow9". The controls are oddly mapped considering this game came out this year and from the same devs of KAG I don't understand why movement is mapped to arrow keys and actions to Z and X. As I went through I found it littered with weird design choices and not what I expected. Not to mention a glitch with trying to play single player, worked the second time. Then after being in singleplayer finally being able to play the game I found it...lacking. Maybe I was comparing it to much KAG, and I'am comparing as it is the only other game from these devs. While its neat it just feels like it needs a bit more polish. Id say buy it if its cheap and maybe wait if until servers get more populated and the game functions a little better, though im not sure if it will. I will not be playing this Im sorry maybe I had a bad first experience but unless Im convinced otherwise this game isn't really worth the buy unless on sale, **ESPECIALLY IF YOUR LOOKING FOR DEPTH LIKE KAG..** I bought the game on a whim after seeing it and thinking back to the fun I had playing marble madness, super monkey ball, etc etc.

Personally, I like the grindy '0.01 faster each time' type of game, similar to bhop, trackmania, or other racing games. The game's intrinsic simplicity means that you can't really go wrong with it if you like the non-realism oriented side of the racing genre.

It's still in early access, but there do appear to be updates every once in a while, so it's not abandoned or anything. Overall the game isn't perfect, such as it lacks some polish. However the gameplay isn't hindered by this whatsoever.

The leaderboards mean there's plenty of competition, and while there is technically multiplayer, it's not really a thing yet.

If the preview videos and reviews make it look like it's something you would enjoy, it probably is. It's a straightforward game, and I praise it for that. However, maybe wait until it's on sale. \$15 might be a bit much for it.. Played it years ago on my Xbox 360 and I wanted to revisit it on my Linux Box, sadly however it doesn't work that well under Steam Play due to heavy performance issues. Can't recommend due to that reason but it's a solid game, granted you can get it working

I'd class this review as Informational but I can't do that. \u2b50\u2b50\u2b50\u2b50. Doesn't work as soon as I enter combat.. Very cute and lovingly made game, kind of child-appropriate Stardew Valley (farm, meet visitors with quests and trade goods, build your base up from a tent to a farm with kitchen, alchemy laboratory, barn with critters etc, fight invading critters) - but definitely good enough for adults.

Beautiful art and charming personalities, easy to be dragged in except ... for the really odd and inconsistent keyboard controls. Especially the fishing minigame is very frustrating if not downright impossible I would say. Overall the good things weight heavier for me by far than the bad things and I've enjoyed my time so far quite thoroughly. But I do hope the controls get updated to PC standards with mouse focus!. Full screen does not work with windows 10 for me.. The game is interesting and has promise, I hope controller support is enabled soon and the perma death feature is not the norm.

Going to ask for a refund on this title and will check back in six months when it gets out of EA.

I wanted to support the game since it is a small studio but after playing awhile I was just not feeling it maybe you will.

Best of luck to the Devs.

The story was interesting even though I didn't bother with reading books and notes, unless it was necessary for solving a puzzle. The combat was mediocre. In my case it consisted of spamming one damaging spell until enemy died. I also had plenty of potions to keep health and mana full. I was using only a mouse to play and I'm glad that using a keyboard was optional. The interface is clear and readable although I found myself skipping few dialogues when they suddenly appeared in the middle of issuing an action.

The only thing that bothered me was the saving system. To save the game I had to name a save file. I think it would be better if the game handled generating names for save files, because that was the only thing I had to use a keyboard for.. Just play Golden Axe instead.. Last year during the summer sale I decided to give this trilogy a try. I thought just the pure idea of a text based super hero game was clever enough to earn my money. So I bought it and instantly fell in love with the series. It even inspired me to write my own super hero story with my own original characters. I will admit a game like this isn't for everyone, but all 3 are worth the money.. I have played a lot of games but this is the most horrible,crap horror game i have ever paid for.....DO NOT buy it!!! avoid it at all costs! i cant even understand how this crap title managed to get into steam.. jesus -1V10. Fastest shooter ever made and still gunning for ya!. An interesting blend between wild west & high fantasy with an anime art style.

Pros:

- * Memorable music++
- * Great art+++
- * Good characterisation++
- * Likeable characters+++
- * Anime tropes that can bring you a smile++
- * Decent story with some great moments (intense, powerful or touching)+
- * Experiments with different types of narrative+

Cons:

- * Having more art wouldn't hurt (real shame since I really like the style), character portraits\ talking heads are at a bare minimum & certain "developer favourite" images are reused a bit too often--
- * Sound effects are at a bare minimum & sometimes awful--
- * Each time it takes a 2nd launch of the game before I can get into fullscreen-
- * Sometimes narrative progresses at a snail's pace (but it can be either a pro or a con depending on preference, and it does make me appreciate those dramatic moments even more)-
- * Hate to say this but occasionally the story threatens to fall apart or gets too convenient or predictable--

Over all I'd say it's a 7V10 & looking forward to a sequel. (more art this time around pls!). When i looked at the game screenshots i knew what i was getting into. It looked so good to me, it tickled all the right management\adventure spots that i like in this kind of games so i couldn't help but hope, hope that there was a chance that i could play the game in english, since it had it as an option, after all.

Well the game has an interesting leveling system, i think, and a lot of things to do, certainly, but although you can play the game in english it is hard to enjoy it when you have to guess what the heck its going on.

I am sure that the JP version is amazing, but it seems like the translation of this game was made by g**gle translate, really.

TL\DR: Bad translation, english version not recommended.

. It talks about how popular are E-sorts now, but I don't think anything new was said in here, Most of you should know about it by now. If not dota then maybe some other game, for example: stare craft, stare craft 2, Lauge of legends, cs go, Hearthstone. This is a fairly simple "collection of puzzles" game. It is fantastic. There are hundreds of puzzles. There are different types of puzzles. There are Steam Achievements. If you like puzzles, buy this. This game is great. I have to go play puzzles now.. Eschalon: Book II is a game you have to have history to appreciate. If you grew up on classic crpgs, then you may know the score. You just have to find that perfect afternoon to play it. Preferably one where you are thinking back to the first computer rpg games you fell in love with. It is a tough game, but it is rewarding and fun. You can watch a few "Let's Plays" and get an idea, but until you pick it up you will not understand what makes it great. My simple yes or no scale: Yes, buy it. Many of us pine for those halcyon days of PC RPGS. This is your time machine back.

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