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About This Game

OrbusVR: Reborn is a ground-up rework of OrbusVR, which was originally released into Early Access December 2017. OrbusVR is the only MMORPG designed exclusively for room-scale virtual reality. It features everything you love about an MMO: a huge open world, over a hundred hours of quests following an intriguing story, interesting lore and characters, dragon pets, five-player group dungeons, world bosses, voice chat, player trading, fishing and crafting, and more! Plus you'll be part of a world brimming with thousands of other players.

- 100+ hours of content, including new weekly missions in addition to Main Story quests
- 8 unique classes: Ranger, Musketeer, Warrior, Runemage, Shaman, Paladin, Bard and Scoundrel
- NEW dynamic scaling system, allowing veteran and new players to quest together

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- 4 major five-person dungeons, each with unique enemies and bosses with interesting mechanics
 - Improved monster AI for more challenging combat
 - Revamped open world PvP and NEW Battlegrounds
 - In-game voice chat, dungeon finder, fellowships, private messaging, and other socialization features to keep you connected to the world
 - Dedicated collaborative development process with a hands-on development team that cares about your feedback
 - Dragon pets, cosmetic capes, achievements, and much more!

Buy Once, Play Forever

OrbusVR does not have a required monthly subscription fee! Once you've bought the game, you are able to play it as much as you'd like without paying us another dime. We don't have any "Pay 2 Win" in-app purchases or loot boxes, either. Ongoing revenue is provided via an in-game cosmetic with items such as mounts and cosmetic pets for sale. Our ongoing business strategy is to release yearly expansion packs that will cost an additional fee to unlock that new content, similar to other "Buy to Play" MMOs.

Combat

The combat of OrbusVR has been designed from the beginning to take advantage of room-scale VR. That means instead of just mashing buttons on an ability bar, you actually have to hone your physical skill to become more effective at combat.

For example, there's no tab-targeting for Rangers, who have to actually aim and hit targets with their bow. And for the Runemage, your ability to cast spells is determined by how quickly and precisely you can draw the ancient symbols of runespeak. Whether you're looking for an up-close-and-personal, physically demanding melee role, or a more planned-out approach to combat via the musketeer's orbs, you'll find that combat in OrbusVR is unlike any other MMO you've ever played.

Relax

When you're ready to put down your sword for the day, you've got some great options available to kick back and relax. Fishing is a great way to pass the time and earn a little dram while you're at it. Just pull up a chair and see what fish are biting at Kingsport Lake. Maybe you'll break your record?

When you finish with that, you can enjoy your own personal Player House, where you can craft potions and age them in your cellar, patiently waiting for the right moment to use (or sell) them. Finally, be sure to spend some time enjoying the company of your pet dragon, who's always interested in what treats you might have for them to munch on.

VR Support From the Beginning

OrbusVR has been designed from the ground-up for desktop VR systems. As such we have full support for 180-degree (front facing) and 360-degree tracking setups. We've also got all kinds of great options for locomotion, including Teleport and Sliding, as well as the ability to customize your forward direction, smooth and snap turning, and even dual-joystick support for strafe/move and turn at the same time!

Note that for the absolute best experience, we do recommend a 360-degree tracking setup.

Title: OrbusVR: Reborn
Genre: Indie, Massively Multiplayer, RPG
Developer:
Orbus Online, LLC
Publisher:
Orbus Online, LLC
Release Date: 23 Apr, 2019

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Minimum:

OS: Windows 7 64-bit

Processor: Intel Core i5-4950 or AMD FX 8350

Memory: 8 GB RAM

Graphics: Nvidia GTX 970 or AMD Radeon R9 290

DirectX: Version 10

Network: Broadband Internet connection

Storage: 4 GB available space

English







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a real shame since i wanted to love this game so much. and i really did so after the closed beta session. but it is sadly lacking in so many regards...

but first the good:

the atmosphere is palpable and the setting rather fresh. the sound is mostly real good with a few little annoyances when it comes to surround sound tracking.

but the visuals are where the game shines. desolate norway is gladly not another run-down chernobylesque east european ruin-scape but covered in quite beautifully lush vegetation, presented in nice colors and all the landscapes are gorgeously rendered by their nice engine.

the map is huge (maybe even too much so?) and i honestly like the fact, that ammo is rather rare and you can't go in balls-to-the-wall. that is how it has to be in a game like this...

over to the bad:

supposedly you can solo it, but it is a hot mess trying to survive on your own. with random people it of course is hit and miss and they can screw up your game progress. and too few people play (anymore) - even fewer of my friends since this is so niche.

stealth is quite possibly the safest option, but rarely works because the AI hears so incredibly well... and of course most weapons are everything but stealthy. even with a silencer it is hard. and once you go loud you draw in a lot of trouble.

the fights themselves are vicious. the machines can take quite a beating or require well placed hits to certain areas. but since they move so quickly that is easier said than done. and aiming down a scope lowers the aim speed by such an annoying rate, it's not even funny anymore.

the worst thing -and the reason why i will not return any time soon- is that safe-houses are anything BUT safe. each time you come back to the game the enemies you cleared out "unlocking" said safe-house respawn (sometimes right in front or behind you). so back to square one! and with so little ammo, well, you are screwed. the whole game evolves around uncovering the map (and secrets of the world), unlocking new safe-houses that you can spawn in when you die. so you will end up clearing the spawn-area to go and clear the next one so you can clear it again once you restart the game.

i dunno, i guess for me it just is too little payoff to be so tedious.

tl;dr:

+ amazing visuals and atmosphere in a huge world set in a rather fresh setting

- the machines are fast, bullets are rare and bandages are slow... a tough combo.

> deathsentence: safe houses are NOT safe. Quantum Conscience is a fun visual novel with a bit of a twist – rather than making direct choices, you choose whether to read someone's mind, and then your character acts according to the information they have (or their emotional reaction to the information). It's a nice variation, and the fact that not reading thoughts is the default means it's on the player to choose to invade others' privacy (whatever your intentions). The game is short enough for the mechanic not to outstay its welcome, and there's plenty of variations within the endings to make for fun replays.. Cool design that flows right. Lots of combos to be done and games are usually pretty long. The graphics are great with a nice spooky theme.

On the badside I hate the voices and music, they just don't fit at all.

7V10. I find Alexander fascinating and was really looking forward to playing his campaign. I immediately knew I had made an error with this purchase when I saw that his starting capital was Sparta, the one Greek city state Alexander didn't actually conquer. It's pretty common to call Alexander Greek, or use Athens as his capital in a game, and that's pretty bad, but Sparta? Why not just make him Klingon and have DC be his capital.

The game play was equally disappointing.. Great little app with responsive dev that brings finally after a lot of years Integer scaling for games, so they will not be blurry anymore when using non-native resolutions.. Been wanting to play this ever since I played the demo. I played when it first released, but then finished it a few months later. Lots of style, little substance. The monster chasing you was more annoying than scary. Having a huge map like this has a lot of pros and cons. There were lots of search quests for items, which was annoying, especially when you had no idea of where to go. The end was disappointing and

not fulfilling because the backstory read from notes was very interesting. However, despite the flaws, this game had some of the best atmosphere, environment, and ambience I've ever seen in a horror game. The adventure was really neat, I just wish there was more to the game. For a single developer this was well done and the size of the map was impressive for a single Dev to create. I think the Dev has a lot of potential and I'm curious of future projects. Maybe get a team to make a game with a similar style, but more substance.

Story was interesting/Incredible atmosphere/pretty visuals = A recommendation from me, especially when it is on sale.

A well-made successor of the original Tropico.. This game is just amazing. Recommend for 2d gamers who also addicted to megaman x series, sonic, mario, etc...

10/10, this game worth it for just 15\$.. Marginally better than 'Zup' but you won't be racking your brains over this. It's effectively a simple maze game where the pathways are usually limited and obvious and honestly, would be frustrating to play if it weren't. 'Okay', but not enough here.. Wow It's A Gr8 Graphics Game And It's Bretty nice story. I'm glad I bought this game. I love the story. It has excellent background music. They hired voice actors to speak the dialog. Did I mention I love the story? I really, REALLY love the story. And I really like and identify with all three main characters.

On the down side, I finished the game in 2 hours. I got ending #1, which ended the way I wanted it to, where he gets a girlfriend and a best friend. And since there are no steam awards I have no idea if there are alternate endings. I'm not going to bother finding out. (Note: Another review says there are alternate endings.) The voice acting was merely adequate rather than good but they are way, WAY better than not having voice actors so I still consider the voice acting a BIG plus.

The big down side is price. I have purchased a number of other multiple choice visual novels for about 1/3 the cost that I enjoyed just as much and that gave me a lot more than 2 hours of game play. If there is only one ending then this is a very pricey game in terms of dollars per hour of game play. Despite this one big flaw I am still recommending it. The game IS that good.

Note: Another review said the developers are planning to release a significant update to the story. I'm looking forward to playing it.

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