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About This Game

The Battle is on! Face off against your friends in thrilling multiplayer panzer battles for supremacy! Defend your base against attacking tanks and destroy your enemies in breathtaking firefights. Capture the enemy flag, as you blast your way through the enemy lines. Use the various power-ups wisely to boost your abilities and turn the tide of battle!

PANZER PANIC VR is an innovative virtual reality arena game that places you behind the controls of a battle ready tank. Choose from a collection of different tanks and customize them. Challenge up to 3 friends in local multiplayer or hone your skills against a cunning AI on many action-packed maps. Will you be the hunter or the hunted, as you rush to secure victory for your team?

Features:

- Highly immersive VR fights
- Cross-platform multiplayer mode
- Fierce team deathmatch mode
- Thrilling battle arenas
- Action-packed single player gameplay

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- Exciting gameplay options
 - Challenging achievement system
 - Powerful tanks of different classes
 - Awesome customization with various skins
 - Controller support

Thank you for playing 'PANZER PANIC VR'!

Title: Panzer Panic VR
Genre: Action, Casual
Developer:
HandyGames
Publisher:
HandyGames
Release Date: 15 Mar, 2017

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English,German







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Looks quite polished but I just didn't have any fun with it, the challenges are too short with little instruction, you can't travel around the rooms, and the aiming seemed a bit off. Still - it's an early access game and so far it does show a lot of promise. I'll be interested to see where it goes. Would probably be a great game for kids if there were clear instructions and the challenges were a bit easier.. great game worth playing multiple times. Great fun, i dont care im 18 ill still enjoy the game.. Great Paints 8V10. If I wanted to play with a standard deck of cards I wouldn't be on pc.

i like \u2665\u2665\u2665\u2665\u2665s. Super fun top-down Gung-Fu game with pleasing graphics, satisfying slow mo, groovy music, an entertaining try-die-repeat game loop and not much variety.

As many say - it feels like a mix of Max Payne and Hotline Miami. There is a lot of shoot-dodging and death comes quickly and often, but level reset is just one button push away. The shooting is weighty and satisfying - the camera shakes with each trigger push, ample particle effects fill the screen in slow mo, enemies explode with gallons of blood and ragdoll in entertaining ways. Unlike Hotline Miami 2 I've never been killed or detected by enemies that are out of my viewing range, which removes a big irritation factor, so most of my deaths I can only attribute to my own clumsiness. I certainly feel like I'm getting better at the game with each new level or each new try. As such coming back to earlier levels is a joy, as I feel like a gung-fu Ipman, gracefully diving through windows while blasting triads in the face with a shotgun.

I've made it past around 20 levels and I suspect there are at least as many more. The game is not easy, but so far I haven't encountered any level that I had to replay more than 10 times to get through. However getting through the Challenges for each level requires some skill and dedication. Unfortunately those challenges are all the same 3 for each level and in general there are only 4 weapons in the game. But passing challenges allows you to upgrade those weapons, which in turn give you more options during the gunfights (dual wielding upgrade on Uzi was my favorite so far).

The story is what it is - a generic Hong Kong cop drama with quite some grammar mistakes in the dialog. Interestingly there is no voice over (which is usually for the best in an indie game), but there are simple CGI cutscenes. To me they look quite good and set up the proper atmosphere of gloomy Hong Kong full of doublecrossing cops and Triad-Den restaurants.

While the music is not Hotline Miami or No More Heroes levels of awesome, it is quite groovy and gets the job done!. I still don't know what I am playing. Tem a mesma qualidade do Cally's Caves 3 com melhorias gr\u00e9ficas M\u00fasica boa

Grande variedade de armas, monstros e cavernas

Pra quem gosta de explorar, tem \u00e9rios locais secretos com itens

Um detalhe interessante das armas \u00e9 que elas evoluem com o uso, ent\u00e3o quanto mais voc\u00ea joga mais dano causa. I was a huge fan of Thea 1, and Thea 2 definitely delivers. The combat system in Thea 2 is very different - I highly enjoy both systems, but the new system in Thea 2 I have to say has more flexibility and potential. The quests and random events are extremely enjoyable, and now you have over a dozen neutral factions to interact with. The God Card system is a drastic improvement over Thea 1's God level-up system. The art and music are amazing.

Some balance and quality-of-life improvements could definitely be welcome, but I'm not worried because I know the devs are definitely listening to the player base. The game has come a LONG way since it first entered Early Access, and we know there is still more content coming.

. I like the concept - the graphics and music are great! Better played with a configured controller to help navigate the jumps. Very challenging to scale the tower. Needs to have a little more height and fluidity to the jumping mechanism, so the game can be explored more readily. Otherwise, have many save points along the way so that you don't fall to your doom too easily.

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