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About This Game

Inspired by popular sci-fi movies, Mind OVR Matter gives you the power to control objects with your mind. This power must, however, be honed through dedicated training.

This place is all you know. The power is all you crave.

Are you a test subject? A weapon?

Seemingly trapped, all that matters now is growing your power.

Learn to catch rockets. Learn to throw cars. Learn to throw yourself through the air.

Learn to use your mind anew.

A wave based game, but definitely not a shooter, MOVVM offers a unique and replayable experience.

Game Modes:

Battle hordes of oncoming drones in **Waves (Stationary)**. Control dozens of objects at once or go for style points and use one or two at a time. Bonus points are awarded for destroying drones faster and with fewer objects controlled by a hand.

Test your agility by battling drones while throwing yourself around in **Waves (Mobile)**. This mode is not for those susceptible

to motion sickness.

Will you defeat **The Golem**?

Timed modes (Mobile and Stationary) are also available - see how many drones you can destroy before the time is up.

Or wield **The Blade** in your off-hand if you prefer to get up-close and personal when fighting (available in both mobile and stationary modes).

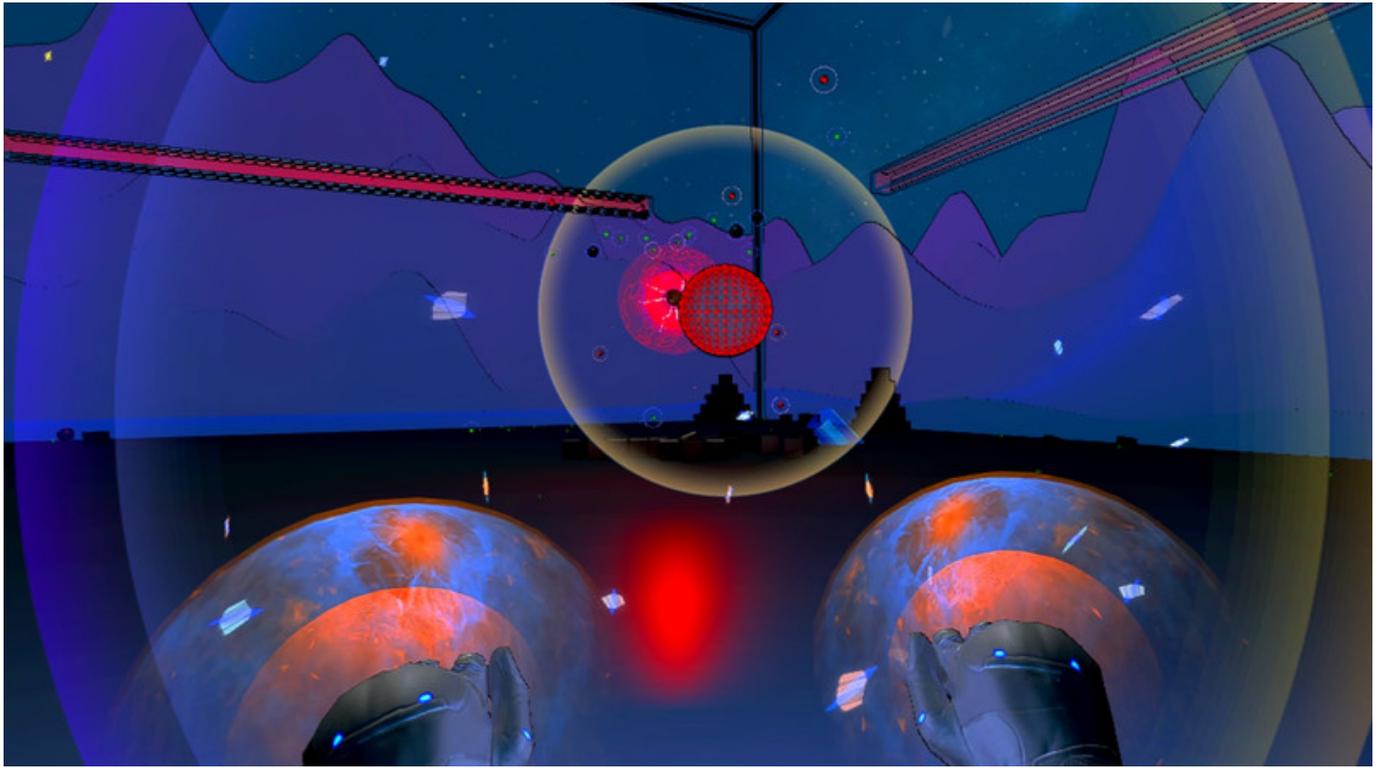
Now also available is **The City**, a vast area created from suggestions from the community. Battle robots and throw cars - this area includes all new enemies and challenges to face. Unleash your inner superhero.

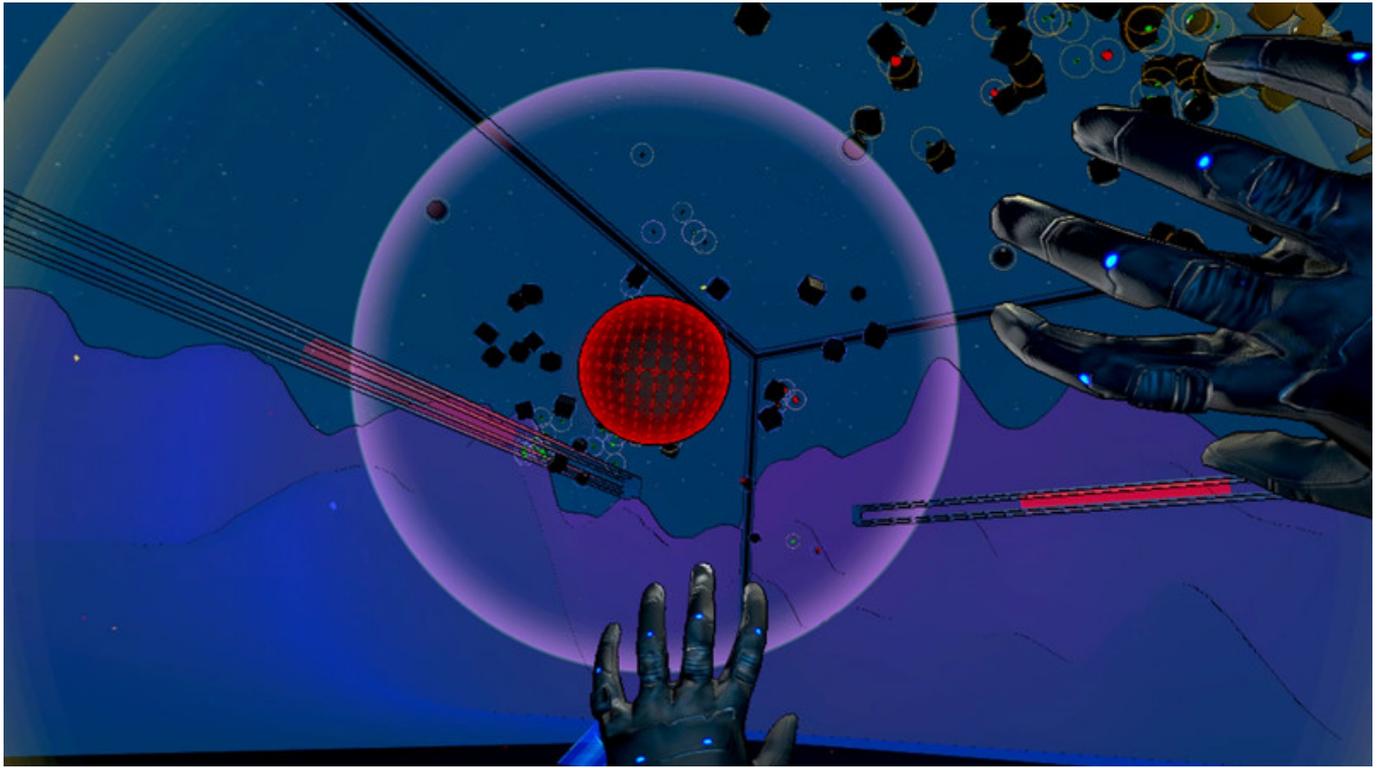
Finally, relax in **The Playground** and experiment with your abilities in a comfortable setting where nothing is trying to kill you. Have a friend take control of Drones here using a mouse and keyboard.

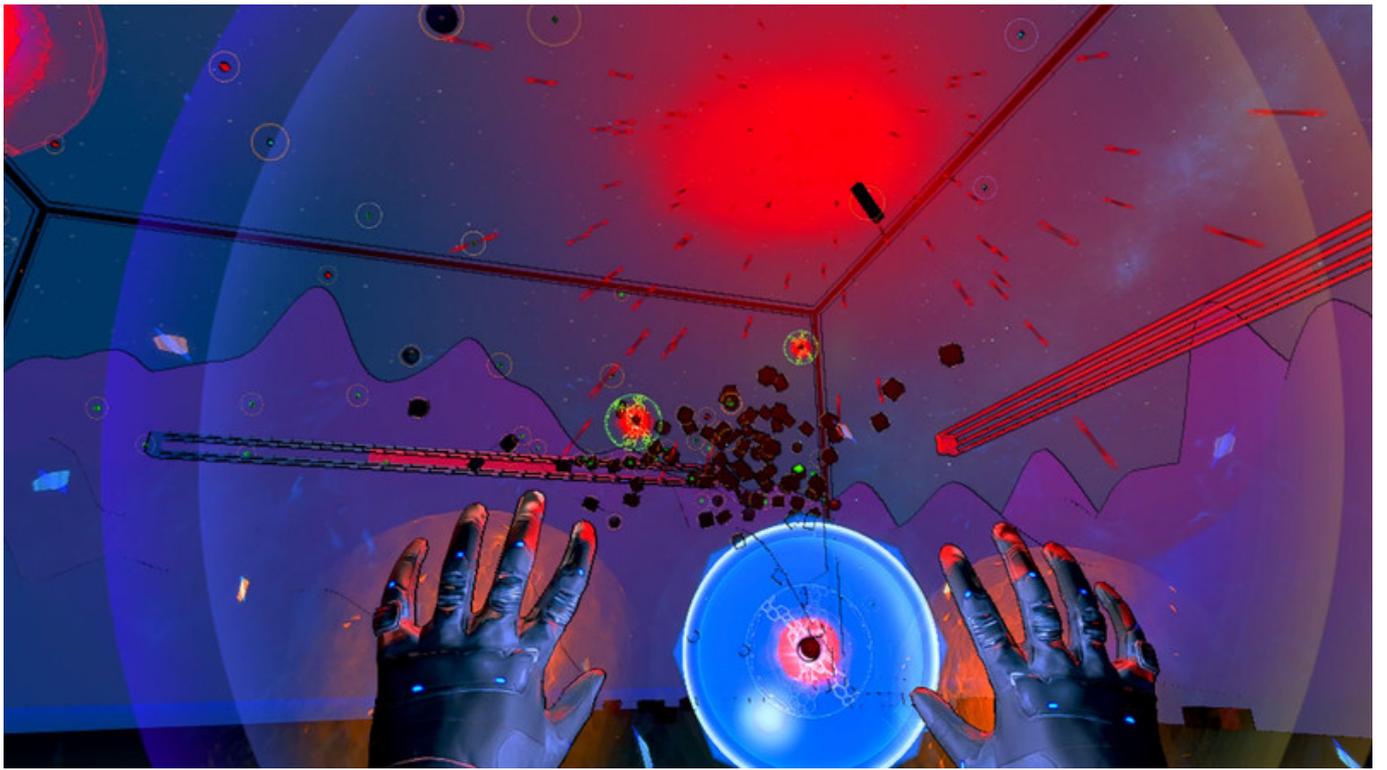
Title: Mind OVR Matter
Genre: Action, Indie
Developer:
Joe Chatfield
Publisher:
Joe Chatfield
Release Date: 22 May, 2017

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English







Really cool little game, an absolute no brainer for \$3 USD. Has some fun Jedi-esque force powers and a good range of locomotion systems. Speaking of locomotion, this game has probably my favorite iteration yet. You literally use your Vive wand to throw yourself around the room. Quite a lot of fun once I got the hang of it. I was throwing myself all over the room with pretty decent precision, while telekinetically throwing a dozen barrels at an enemy. Like I said, a no brainer for the price. If you've tried the free Waltz of the Wizard game and used the Conductor spell then you'll understand how this will play.. If you ever wanted to feel like Magneto from the X-Men universe then this is the right experience for you! This game is so much fun and a real bargain. I don't understand, how it didn't get more attention from the VR community. Game modes are limited but it's so much fun and definitely worth the price!. Very cool concept. As I gradually get used to the telekenesis control I felt increasingly empowered. 3 bucks is a fair price for this MVP, definitely looking forward to how far the dev can expand on it.. Bought this game in early access a year ago, and it was a ton of fun being able to jump around and use super powers.

Now there is a ton more to do, looking forward to trying the new update!. I thought this would be a bit like using "the force" - but it is actually even cooler. With telekinetic powers you can throw anything and everything, including yourself, around. A lot of fun!

Highly recommended at this low price!

One addition I would wish for is positional audio. Would be great to hear things crash into each other, into walls, and into enemies.. +Interesting Concept

+Fairly Cheap

+Fun

-Feels unfinished

-Bad controls

3/5

Decent idea, Decent price, decent game. Could be better, It's okay, somewhat fun. And maybe worth it's price but overall it doesn't feel that great of a game. I'd still recommend trying to that price or on sale though.

If you liked this review Make sure to [Click here and give a follow for more reviews of good, bad and decent VR titles.](#) [And Click here if you want to request reviews on other VR titles. . This is like "Blarp!", but with none of the polish, charm, or quirkiness.](#)

[There are four game "modes" but each one is pretty much the same thing: stand there and throw blocks at orbs.](#)

[I bought this for 2 dollars and it wasn't worth it. Feels like a tech demo someone threw together in a weekend.](#)

[MAYBE it will get better once it's out of early access? But there's not much to do in the game and the primary mechanic gets boring after a few minutes. Save your money.. I really love sandbox but it gets boring after a while \(in sandbox\).But there is limitless fun in everything else!](#)

[I highly Recommend this game. This game is actually really awesome. I feel like it's a little hard to get into at first, but there are some really really great ideas that this game executes on which i think take advantage of the thrill of VR. Being able to throw yourself around the room, and hold yourself in place mid-air while you hurl blocks at the enemy is... pretty freaking cool. It's one of those games where you think "i'd like to see more!".](#)

[So, nice job. if you think fighting bad guys with psychic powers sounds remotely fun, this game does a good job delivering.. I just had one of the best times I have ever had in a VR game! This game is absolutely AMAZING!!! THIS IS A MUST BUY!!](#)

Ok im done gushing, but seriously anyone with a Vive needs this game. Have you ever wanted to force push like a mad man?! Have you ever wanted to be like Magneto from XMEN? Have you ever wanted to fly.....LIKE REALLY FLY?!?!

Then buy this game and enjoy to your hearts content!!

Major props to the developer, this game allows me to do things I could only do in a lucid dream.

Its only \$5.00. GO BUY THIS GAME!!!!

meh, i came away feeling like while i was all powerful i had no control over that power, i find myself forming the words "shovelware".

UPDATE!!!

the game has undergone some fundamental changes to the tutorial system and the gameplay itself. its a solid title and worth checking out! i would eagerly recomment!!!. Great early access game with a very active developer. They keep adding new features on a weekly basis with well documented change logs. Good communication with the community.

OVR is a ton of fun. Ive been using it as a nice excuse to workout. I really get into it and move around the room a lot. The music is pretty awesome, and very suiting for a lot of arm flailing and futile dodging.

I'm happy with my purchase.. i played it for a fery short while and i am super addicted allredy.

this game is MLG PRO 10V10, IGN 10V10, ZWAG DARTH FADER POWER 10V10 AND FUN 11V10
ITS SO CHEAP INSANE.

the creator of this game should get more money for this!. This game makes you feel as though you're from the movie chronicle. It would be perfect in a masive open world environment like a large city. For the price this is an amazing game and recomend you buy it. For such an early game it feels great, and the dev is very active!. If you ever wanted to use telekinesis then this is the game for you. For 3 dollars, there shouldn't be any hesitation. Stopping projectiles and throwing yourself across the room was an enthralling feeling.. Summmary: Currently this game needs refinements and expanding on. The core concept is fun and the basic fundamentals are there. At the price of a coffee I find it hard not to recommend this game just so the developer will continue to expand and grow this project.

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Mind OVR Matter (ForceVR) gets a recommendation purely for it's originality. The core concept of the idea is immediately fun and fulfills one of the most important VR factors - "WISH FULFILLMENT"!

Inside the training room I am instantly blasted into childhjoood memories of AKIRA or the Matrix - (or maybe even the Star Wars reference in the original game title).

The graphics are utilitarian and servicable resulting in very smooth framerate if a slightly bland enviornment, I expect this will be expanded upon.

The core concept of Grabbing and throwing objects with your mind (hand gestures) is fun enough in theory however I feel there is a lot of room here for improvement and refinement. At the moment hand controls feel rather vague and unintuitive. I feel part of this is due to motions "freezing" in place when you grab them - I believe it would feel more ergonomic if the objects would continue to sway or follow our hand gestures, like there were indeed being held aloft by the burdgeoning poewr of our minds.

Also - BELIEVE THE WARNINGS regarding the movement options. VR Sickness will strike you down QUICK.

. I'm enjoying this game a lot, definitely one of my favorite vive games so far.

I've been addicted to the mobile sword mode, I love launching myself at drones and slicing through them with a giant beam saber. Wait for a wave to start, launch myself at one or two until the drones telegraph an attack, then hover in mid-air and stare them down catching all their bullets feet from my face, drop that garbage and go back to flying around chopping up drones. When I say launch I mean throw, you hold the button and telekinetically throw yourself in the direction you want to go. Stabbing is extra fun when you can launch yourself straight at them or death from above them.

The mobile wave mode is my second favorite where both hands use telekinesis. You can grab items individually which then become attached to that hand, or you can just have it automatically grab everything nearby. Then you fling the items you have attached to the hand in the direction you want them to go. You don't move or aim it, you just throw it. That makes it sort of tough to be accurate, luckily you tend to have 20-30 things attached to each hand your throwing all over the damn place. A lot of times I can't hit a drone on the first throw, so I throw it up into the air about where they are, then in the direction they are instead trying to go straight from the ground directly at them. I like to get everything spread out all over the level, then as soon as the wave starts throw everything straight up. Or keep one hand's objects hovering by the ceiling and one on the floor, then

switch them as soon as the wave starts. How your throwing stuff depends on how spread out your stuff is too, when it's all clumped together you have to aim better, otherwise you can really just shotgun crap all over the stage to get a lot of the drones in a wave.

There are a of couple modes, a couple of enemies types with different attacks\weaknesses, and some bosses. I'd say it's light on content, but it's \$3. That's nothing for this game, I'd pay \$10 easy now that I've played it. Also it's still in early access, next update is adding a graphics update, robots, and a city level with throwable cars. Really enjoying this game.

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