
DragonWingsVR Free Download [PC]



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About This Game

The skies are yours as you master agile dragons in twisting, turning aerial speed trials. Learn precision control as you tackle pinpoint landings and the death-defying obstacle run. When you think you are ready, command the full fury of your dragon's fire in the combat courses. Burn your rivals, claw your way to the top, and soar on DragonWingsVR!

Take the reins and fly in VR with your motion controllers, or use a gamepad. It's your choice!

While DragonWingsVR is designed for VR, the game will run without VR equipment.

Title: DragonWingsVR
Genre: Action, Casual, Indie, Racing, Simulation, Sports
Developer:
Wyrabyte
Publisher:
Wyrabyte
Release Date: 11 Dec, 2016

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Minimum:

OS: Windows™ 7 SP1, Windows™ 8.1 or later or Windows™ 10

Processor: Intel™ Core™ i5-4590 or AMD FX™ 8350, equivalent or better

Memory: 4 GB RAM

Graphics: NVIDIA GeForce™ GTX 970 or AMD Radeon™ R9 290, equivalent or better

DirectX: Version 11

Storage: 500 MB available space

Sound Card: recommended

English



Tue
9/15



Click

I excel at poisons, so... I hate to ask you this, Player, but can I swab the inside of your cheek? Some of the vilest poisons are found in human mouths.



Great many poses, easy to use. Perfect for artists. I love it:). I am terribly conflicted about whether to recommend this game. It is a frustrating 6/10 that would immediately gain 3 more points with any sort of save feature. even an involuntary roguelike auto-save. beating the game appears to take somewhere on the order of 8-10 hours, during which time you can't close the game. On the other hand it has a very clever little combat and exploration system which I really enjoyed playing with. I'm going to put it as recommended now, so that I don't need to change it, when this becomes a great game once a save feature is hopefully implemented. It still released faster than Mighty No. 9.

EDIT: Since only one person found this helpful, I suppose I could go into detail.

It controls pretty well, although I got used to the double-tap dashing rather than the button. Expect Mega Man, for the most part.

I did like how abilities work, and anticipated getting a new one due to the fact that a lot of them help you get around the stages (like Warp Gal's weapon swaps the places between you and an enemy it hit).

I liked the sprite work, although felt it lacked color, but this might be my own preferences toward the 8-Bit Mega Man games.

The story is pretty basic, although I liked the attempts to give it color by injecting humor, although I'd have referenced some common Mega Man oddities (like why do they all have a Fortress?). The English was also a bit wonky, but the devs said English isn't their first language, so I can't criticize that.

The difficulty was hard, as a Mega Man throwback usually is, although sometimes I thought the game got pretty unfair, although those are usually late-game (the pseudo-Quick Man lasers particularly annoyed me in the third Creeper stage). I might also suck at platformers.

I'd check it out, since it's at a pretty low price, and I'm definitely looking forward to seeing the new playable characters in later updates.

...And it also still released faster than Mighty No. 9.. Wow.....

.....

I played this over the 5 minute mark just to let everyone know if you want to buy this your either high or stupid. Keep your money.. Donald Trump would put a wall around this game to prevent people from playing it. That would probably be the best thing he could do for his presidency. This game is terrible. Waste of money. It wouldn't be worth playing even if it was free.. Great game that's been a lot of fun to play throughout the many updates David has made to the game.

There's a lot to be said about how it's very unique and different from other games many will quickly compare it to.

I don't have a ton of hours as you can see because I decided to wait until full launch and jump back in. Glad to see that time is now.

If you got duped into this game because you thought it was an RPG I feel bad for you. this is just a game where characters you dont control and are completely stationary act like towers that shoot at creatures that walk on roads. There are hundreds of versions of this game that are free to play. I recomend those instead.. Not really a good game, sorry.

It's better to try the very old Sim Farm.. Mixed feelings.. I can't understand whether I really like this game or it only speculating on my feelings for DS and ICO.. but even if it does - the feeling of accomplishment from DS is there, and the feeling of companionship and care from ICO is there too. If you have not played the original games then I would recommend them over Fall of Light but if you already did and enjoyed then this game could be fun. 3 out 5 - very high rating coming from me.

Perhaps too high, but i will change the recommendation if the ending sucks.

. An unfinished early access game which is currently lacking a single player campaign and large player base. The future looks bright for this game but in it's current state I can not recommend this game.

Unless you are interested in bug testing this game I suggest not playing it for quite some time and giving it time to mature.

I will edit this review as I note changes in gameplay as future updates go live.. What an amazing game!

I only decided to try it out cause it was so cheap and I was just curious of a game that has to do with sound.

If your imagination is wild and you setup the right mood (play in the dark, use headphones), you will find it way scarier than Amnesia or other similar games.

HIGHLY recommended!. when theres a person with the wolf icon and you hear a howl during black out...

good job you played yourself. I don't have a lot of experience with these sorts of games, but I'll say this: this little adventure is a delight, and I recommend it to anyone look for an afternoon or three worth of fun. The soundtrack is really nice, and it will always hold a special place in my heart for bringing me a little bit of unqualified happiness. Strong recommend.. good for a free demo but as a game? we have to see

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