
Atlantis VR Download Dlc



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About This Game

Enter the underwater world thriving with life! Let the aquatic beings guide you through the mystery deeps and explore nooks and crannies of beautiful ocean landscape!

Prepare yourself for thrills and chills as this journey will make your heart beat faster and faster with every turn! Admire the detailed environment while taking a wild rollercoaster ride among exotic fish, uncanny jellyfish shoals and sunken ships! Put on your VR headset and discover the mysterious artifacts of Atlantis!

Title: Atlantis VR
Genre: Casual, Simulation
Developer:
MMEU
Publisher:
Forever Entertainment S. A.
Release Date: 3 Nov, 2017

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Minimum:

OS: Windows 7

Processor: Intel Core i5-4440 (or equivalent)

Memory: 4 GB RAM

Graphics: GeForce GTX 660, AMD Radeon R9 290X

DirectX: Version 11

Storage: 3 GB available space

English







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I played this on the Oculus Rift with Touch Controllers and had no issues (although you don't need any controller, just stare at the start icon with your headset and the experience will start). Atlantis VR is basically an underwater rollercoaster experience, except instead of a rollercoaster and tracks, you have an open-air yellow submarine and you glide through the water. The experience is very similar to G, 2, A underwater amusement park ride with an actual submarine, at least a poor man's version of that experience.

The ride lasts about 5 minutes. The visuals are not nearly as good as G, 2, A, but they are adequate. The music is okay, but nothing to write home about. I did notice a few moments where the video stuttered, but for the most part the visuals ran well. The ride felt good. I did not experience nausea because I never do. I feel sorry for the dev who will undoubtedly get at least a few negative recommendations based on some people complaining about nausea when it's their problem and not the devs.

I enjoyed the ride. Just temper your expectations. This is an above average rollercoaster-like underwater experience. You will not see your hands or your body, as your motion controllers are useless (you're basically invisible). And the fact that your submarine is open air doesn't make a lot of sense. But suspend disbelief and enjoy the adventure. It's a nice one.

Rating 6/10 \$2 for 5 minutes may seem too much for some, but I figure this is something you share with friends and family given the fun factor, I do recommend. I have played a lot of vr games over the past year but nothing made me feel quite so ill so quickly as this. Maybe because everything was at the wrong scale, or perhaps the aliasing which i couldn't improve (supersampling didn't seem to work). Anyway i couldnt get to the end of this short experience so requested a refund. If you are really immune to vr sickness you may well like this otherwise i wouldn't bother.. It is Relaxing Underwater VR Ride Something good to show First Timers in VR The Graphics are decent could always be better but at this price what can you expect..Still Worth it...Big Thumbs Up!. 7/10

For the price of a can of coke, this is well worth a try. It's very fast, and people who are unused to VR will experience queasiness, but for VR veterans, this is a really beautiful (though short) experience.. This is basically the Summer Funland underwater ride as a standalone attraction, not the same game, just a low-quality copy. The scaling of the fish was way off, but I was willing to forgive that as it's a themed ride. If you like low budget roadside theme parks in real life this will feel about the same, without the risk of the ride catching on fire. Charming in its own quirky way, but not worth more than the .49 cent sales price to be honest.. Underwater rollercoaster in an open top thingy, graphics aren't the best and just the 1 ride. It doesn't really feel like you're riding it either unlike some coasters.

Hard to recommend as there are better coasters out there, there's also better underwater experiences as well,

I won't be refunding as I appreciate some effort has gone into it, just wish it had more content as well and more polished graphics.

Wish steam would add a neutral button as it falls into the inbetween category, neither great nor terrible.

As I only have 2 options I'd have to give it a thumbs down even at a low price.. Nice demo , actually gave me a small dose of vertigo while taking the sharp turns.

If you crossed this demo with that of the BLU : the whale watching encounter you definitely would have a winner, Your graphics are nice , content is really good, movement very smooth but then if you look at the BLU , there graphics are on a total different level. Sharp, vibrant colours, clear, realistic...but it lacks movement by the vr user, with only the boat

on the whole i really enjoyed your demo, the whole 360 degree was awesome and definitely recommend this to other vr users

skyryder

GTX 1060 (6GB) Gameplay Video with Commentary!

<https://www.youtube.com/watch?v=faFkoUMe-yw>

My Initial Thoughts:

Not much to say really, if you like VR Rollercoasters it's not bad and I have seen worse!

It's cheap as chips as well!

. It's like The Blu but if it was made in a Chinese sweatshop by 8 year olds, slaving away day after day hoping, no praying that one day Indiana Jones and his sidekick Short Round will rescue them from their\u2665\u2665\u2665\u2665\u2665VR games Overlords.

\u2665\u2665\u2665\u2665\u2665don't even waste the data downloading, waste it on Russian Midget porn instead.. 5 minutes underwater ride. Environment is OK, but underwater creature graphics and animations are sub-par. Many reused assets everywhere. If you are prone to motion sickness this will make you feel nauseous . Really bad compared to "The blue" underwater environments and \u2665\u2665\u2665\u2665\u2665Land\u201d underwater ride.. Original Review URL - <http://www.htcvivegamereviews.com/all-review-list/underwater-roller-coaster-atlantis-vr/>

Let's Play URL - <http://www.htcvivegamereviews.com/all-video-list/need-barf-bag-underwater-atlantis-vr-lets-play/>

Recommendation (Mixed but on the border for yes due to the low price)

Final Review 5/10

I actually went into Atlantis VR without understanding what it was. I was expecting something like theBlu or a casual "ride" along on the ocean bottom but what I got was basically a Roller Coaster. This was of no fault of the game as, after re-reading the description, I see that it is referred to as "a wild rollercoaster ride among exotic fish" and that is exactly what Atlantis VR is.

The actual length of the ride is about 5 minutes. Without giving much away, you'll definitely see a variety of things as well as many reused assets like the jellyfish and the different Tang fish. At the end, I felt nauseous and definitely had to close my eyes a few times. Even now, writing this review about 10-20 minutes after - I still feel a little queasy.

The actual graphics aren't too great but you'll never look at much too long enough to care. The fish all look flat or low polygon. The actual atmosphere and ocean looked good in my opinion compared to the fish models you go though. The VR seat seemed to be not orientated right as I was floating far above the actual thing I was supposed to be sitting in. I didn't configure anything so I'm not sure if I was supposed to or if it is no fault of my own. The music was actually fairly epic and fit the ride very well.

The final thing to say about the game is the cost. It's \$1.99(10% off on Steam as I write this). You'll basically be paying \$2 for a 5 minute ride. Sure, you can share it but I can't imagine going again myself considering the nausea. I think the entire value of the game comes down to if you think a 5 minute ride is worth \$2. I personally didn't mind adding it to my library for that price despite the lack of replay.

Everything worked as advertised and it was 2 bucks. That's always a plus.. Worst thing I've ever bought on Steam. The resolution is awful, no settings to change anything and, I there isn't even any sound. Like really, what the heck? Don't waste your money on this.

02.11 Update: Difficulty levels, achievements and bug fixes.:

We've just released a new update today.

Changes:

- Difficulty levels(We didn't announce that they were added in previous Update)
- Achievements
- Minor bug fixes

[Trading cards will be available soon.](#)

[Look forward for your feedback!. Statues Giveaway Contest:](#)



[Hello everyone.](#)

[We invite you to participate in Twitter contest! It's your chance to win a Steam key of Statues! All you need is to retweet and follow. Competition will close at: 4 am PDT on 28th June 2018.](#)

[Tweet with the contest:](#)

https://twitter.com/HALFDEAD_2/status/1009964971265003522

[The game:](#)

<https://store.steampowered.com/app/413680/Statues/>. **22.11 Update: Spanish language , changes in difficulty and others:** [Here is the new Update. We hope you will like it!](#)

[We've made such changes:](#)

- [Spanish language \(You can change language in the Main menu: Settings -> General Settings ->Choose language\)](#)
- [Changes to make the gameplay more intuitive](#)
- [A better balance of difficulty in the last chapter](#)
- [Minor bug fixes](#)

[."Half dead" has been released!:](#)

<http://steamcommunity.com/app/434730/>

[We hope you will enjoy playing the game!. Save 66% on Statues. Last 2 Days!:](#)

[Offer ends Monday at 10am Pacific Time.. 11.11 Update: French language, trading cards and other changes:](#)

[Hello, everyone!](#)

[Here are some new changes:](#)

- [French language \(You can change language in the Main menu: Settings -> General Settings ->Choose language\)](#)

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- [Trading cards, bages, emotions](#)
 - [Rare text glitch fix](#)
 - [Changes to make the gameplay more intuitive](#)
 - [Minor bug fixes](#)

[Look forward for your suggestions!](#) **02.12 Minor Update:**
[The Update includes:](#)

- [Head Bob Toggle is added \(You can turn it off in General Settings of Main menu\)](#)
- [Invert Y Axis has been fixed](#)
- [Other minor bug fixes](#)

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