Locked In VR Full Crack [Keygen]

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About This Game

Locked In VR is an escape room type experience. The player must use his wits and senses to find his way out of the basement and uncover the terrible truth about his imprisonment.
The player can move around in roomscale setting and use teleport to explore the area.
The time is running up - the player must get out of the basement before whoever locked him in returns.
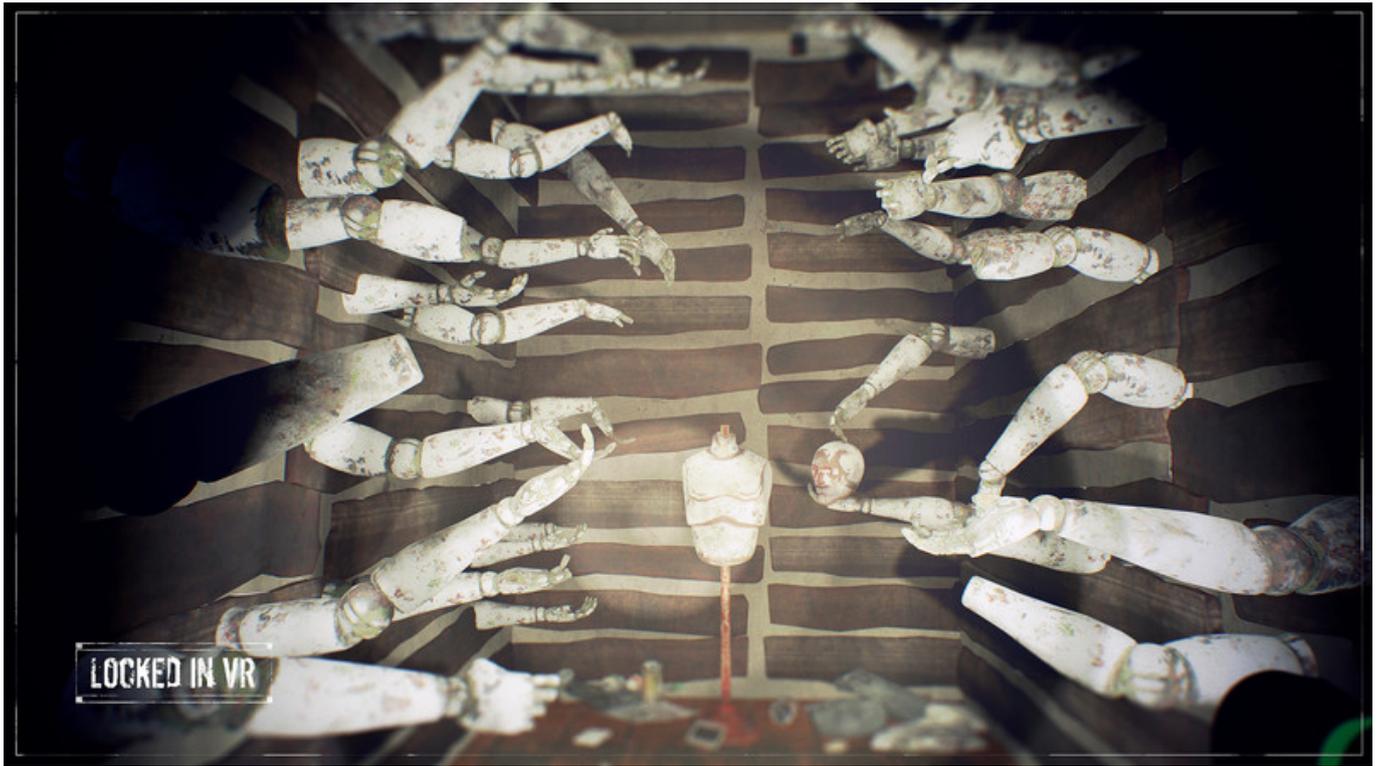
Title: Locked In VR
Genre: Adventure, Indie
Developer:
Immersion
Publisher:
Immersion
Release Date: 1 Dec, 2016

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English

Got very frustrated after the flashlight died and gave up. May try again if the flashlight is changed to not die.. For it's price a nice room escape game. I had to give it a few tries before i could complete the game. But after every try, it got my interest to give it another shot. The atmosphere reminds me of the Saw movie. The voice acting could be much improved though. Nonetheless, i recommend !. Having played one run through of this i have to say i like it in a freaking me out kind of way.

The game itsself is pretty cool. the voice acting isn't great. But the premise and the puzzles are pretty cool. There are a couple of things that still detract from the whole VR promise. There is a sheet covering something up in room no matter what i try i cannot uncover it. Why? My hands are there just peel it back but nope!

If you fancy playing a interesting and immersive game then check it out. The replay value is slim, maybe a couple of run throughs until you solve it. But at the price point i would say its worth it.

You can follow my playthrough here.

https:\/\/www.youtube.com\/watch?v=3QuX3JG2XQE

. Very rough and read. I'm sure if you persist, you can get more enjoyment than I did from this. Firstly it's awkward, not being able to rotate the camera without physically rotating means you end up all over your play area. Also bugs with the game in general mean that things won't always work the same with each playthrough. I'd rate it 4/10.. Best even in $15.. Fun for the price. Now that I got out, probably won't play again.
Pros: Some nice puzzels, creepy basement, beat the clock.
Cons: As others have mentioned - flashlight length, buggy grabs, story disjointed, downright ridicuous voice scripts that break the mood at times.
Bottom line: probably the best one I played so far, but developers can really step up on this genre.. I enjoyed it. takes about 30 mins to complete. my personal favorite is still Escape The Basment. but this is right behind it. as long as they add a few more rooms i'd pay under $10 for it. My hats off to the devs. one thing i was a bit confused about was thhe flash light. At first i thought there was a part missing to it. It looks like the bulb is missing. so i kept puttting batteries in it. when all i had to do was push the button to turn it on. maybe make the end of the flashlight look shiny that the light comes out of?. It was ok. I got through it by my third try, so some fun. Creeper than I thought. No jump scares. Ok value. Controls were ok. Lots of distractions. Get it on sale if you like exit room sort of stuff. Personally I was hoping for more puzzle, less creep but that's fun too. Maybe I can scare somefriends with it.. At it's current price of 6 bucks, this is a decent little locked in a room VR game. The puzzles were simple enough to complete, but complex enough as to not feel too cheap. I liked things like the battery on the flashlight burning out, but I didn't like having to keep the trigger pulled down to keep the flashlight in my hand. It felt unnatural, as you wouldn't have to do that in real life. You'd be holding it, just as you would the controller. There's a number of destracting elements in there, that'll throw you off; and I like this. Not everything in the room will be useful to the end goal, and it's up to you to figure out what is.

Graphiclly, it's fine(ish). They go the dark route, but don't overdo it. There's spots of light to retreat to, to feel more comfortable in. The game does feel creepy, and you do feel rushed to finish the puzzle, as it constantly feels like doom is coming your way. There's some things I disliked, but they are more in spoiler land. Overall, I think it's a decent go at it, and it's one of my favorite of the VR escape the room games we're seeing. I'd recommend picking it up.. Great experience. Super creepy, and I had to do something that will haunt my nightmares to survive. Good puzzles and red herrings. The timer added intensity to it, I finished with less than 10 seconds and my heart pounding.

Super boring and stupid waste of money.. Hello, Everyone

Here is my Gameplay video if you guys want to check it out before you buy!

Spoilers!!! https://youtu.be/5VcERGYRnfk

Thanks
Fogin. This is a great little game, not very long but for the price you cant complain.

There are a couple of bugs but nothing that stops you finishing the game.. Controls don't work and I'm unable to play the game.. A nice escape room with horror elements (probably nothing for people easily scared) and a timelimit of 1h.

The puzzles are quite challenging. Had to play it twice to beat it.

A main critic point is the flashlight as other stated. The batteries lying around everywhere (and there are enough for the 1h time) don't really look like batteries. I first realized that they are batteries when I accidentally put one in the back of the flashlight. So maybe the model should be changed that they look more like batteries.

Also there is much stuff lying around you can not interact with most of it, which is a bit sad. So most of the things you can pick up are needed for solving the puzzles.

The game does not detect the left\/right hands from SteamVR. The first controller that has been powered on is the left hand. Had to switch my controllers after starting the game and seeing my hands are wrong.

All in all the game is definitely worth it's money and it's better than many other vr escape rooms here on Steam.. Crashed twice in fifteen minutes on a gtx 1080 system.
- Most of the objects around are non-interactable.
- Voice acting is poor even after the new update.
- Performance could be better.

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