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## About This Game

OrbusVR: Reborn is a ground-up rework of OrbusVR, which was originally released into Early Access December 2017. OrbusVR is the only MMORPG designed exclusively for room-scale virtual reality. It features everything you love about an MMO: a huge open world, over a hundred hours of quests following an intriguing story, interesting lore and characters, dragon pets, five-player group dungeons, world bosses, voice chat, player trading, fishing and crafting, and more! Plus you'll be part of a world brimming with thousands of other players.

- 100+ hours of content, including new weekly missions in addition to Main Story quests
- 8 unique classes: Ranger, Musketeer, Warrior, Runemage, Shaman, Paladin, Bard and Scoundrel
- NEW dynamic scaling system, allowing veteran and new players to quest together
- 4 major five-person dungeons, each with unique enemies and bosses with interesting mechanics
- Improved monster AI for more challenging combat
- Revamped open world PvP and NEW Battlegrounds
- In-game voice chat, dungeon finder, fellowships, private messaging, and other socialization features to keep you

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connected to the world

- Dedicated collaborative development process with a hands-on development team that cares about your feedback
- Dragon pets, cosmetic capes, achievements, and much more!

### **Buy Once, Play Forever**

OrbusVR does not have a required monthly subscription fee! Once you've bought the game, you are able to play it as much as you'd like without paying us another dime. We don't have any "Pay 2 Win" in-app purchases or loot boxes, either. Ongoing revenue is provided via an in-game cosmetic with items such as mounts and cosmetic pets for sale. Our ongoing business strategy is to release yearly expansion packs that will cost an additional fee to unlock that new content, similar to other "Buy to Play" MMOs.

### **Combat**

The combat of OrbusVR has been designed from the beginning to take advantage of room-scale VR. That means instead of just mashing buttons on an ability bar, you actually have to hone your physical skill to become more effective at combat.

For example, there's no tab-targeting for Rangers, who have to actually aim and hit targets with their bow. And for the Runemage, your ability to cast spells is determined by how quickly and precisely you can draw the ancient symbols of runespeak. Whether you're looking for an up-close-and-personal, physically demanding melee role, or a more planned-out approach to combat via the musketeer's orbs, you'll find that combat in OrbusVR is unlike any other MMO you've ever played.

### **Relax**

When you're ready to put down your sword for the day, you've got some great options available to kick back and relax. Fishing is a great way to pass the time and earn a little dram while you're at it. Just pull up a chair and see what fish are biting at Kingsport Lake. Maybe you'll break your record?

When you finish with that, you can enjoy your own personal Player House, where you can craft potions and age them in your cellar, patiently waiting for the right moment to use (or sell) them. Finally, be sure to spend some time enjoying the company of your pet dragon, who's always interested in what treats you might have for them to munch on.

### **VR Support From the Beginning**

OrbusVR has been designed from the ground-up for desktop VR systems. As such we have full support for 180-degree (front facing) and 360-degree tracking setups. We've also got all kinds of great options for locomotion, including Teleport and Sliding, as well as the ability to customize your forward direction, smooth and snap turning, and even dual-joystick support for strafe/move and turn at the same time!

Note that for the absolute best experience, we do recommend a 360-degree tracking setup.

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Title: OrbusVR: Reborn  
Genre: Indie, Massively Multiplayer, RPG  
Developer:  
Orbus Online, LLC  
Publisher:  
Orbus Online, LLC  
Release Date: 23 Apr, 2019

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**Minimum:**

**OS:** Windows 7 64-bit

**Processor:** Intel Core i5-4950 or AMD FX 8350

**Memory:** 8 GB RAM

**Graphics:** Nvidia GTX 970 or AMD Radeon R9 290

**DirectX:** Version 10

**Network:** Broadband Internet connection

**Storage:** 4 GB available space

English



Orbus<sup>VR</sup>  
Reborn





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As cool as it is, I just couldn't find myself enjoying it. Everything felt underwhelming and unsatisfying, the grind was obnoxious and repetitive, nothing about the world was really that interesting outside of small interesting set pieces like the airship (I don't care about the graphics, as I actually find it kinda charming, but the world itself leaves much to be desired, as it's just a generic fantasy world except simplified); i'm sure there's more if I just keep trucking, but I just can't really see a reason to keep going.

I came into the game optimistic, and I wasn't disappointed, it's just not fun or satisfying enough for me to justify sinking hours and hours of game time into.

I will say though, that I really liked the crafting mechanics! Either way though, i'll reiterate, it's not necessarily bad, it's just something I really can't see myself sinking a ton of time into. I'm very picky about what VR games I buy, and this is the first VR game where I took a break because I got bored, instead of taking a break because I was tired. That's not a good thing.. All in all, I am a soft mark for this kind of game. A VR MMO is pretty much exactly what I'd like to see. If it handled any one part of being an MMO competently then I'd be all over it. If the combat felt good I'd just enjoy it for that. Were the game visually appealing, it could be fun to simply explore an open world with others and see the sights. Could it manage a feeling of progression with equipment and stats that felt meaningful.

It fails on every mark, everything positive I can say about this game is just stuff that comes naturally out of it being a multiplayer VR game and is in no way benefited from being in this game in particular. And considering some of those other multiplayer VR games also have at least pretty okay gameplay and in some cases are free, it makes this game's \$40 pricetag seem ludicrous.

If you're like me, and you really want a VR MMO, you see this as the only option and you think "Well I may as well try it." Don't. That's what they are depending on. This was made to be "The First VR MMO" for a reason. They set the price that high for a reason. They know there is demand for a VR MMO and rushed to make this to fill that demand without any capacity to produce a high quality product. People who have extreme nostalgia for some early MMOs may get some enjoyment out of this, but by no means is it worth anything more then \$5-\$10 if that.

It's hard when you want something and you at least want to give it the benefit of the doubt. Don't. I made the mistake. It sucks, you'll have to wait for someone else to make it. It could be years. Still not worth it.. awesome game. longtime mmorpg fam (ffxi since release, 14, eso, wow etc) and this is easily one of the best and most immersive. awesome community but needs more players. great endgame with lots to do. fun jobs and the vr just makes it so immersive. give it a try if youre an mmo fan and bored of the same old stuff.. Going to get a lot of playtime out of this. I fully understand that there are a lot of challenges involved when it comes to developing a VR game, especially when it's a large open-world RPG like OrbusVR. I also understand that you need money to be able to make games. However, as a consumer i have expectations of the quality and content of the products i purchase. Especially when a game costs as much as 40 euros.

OrbusVR is currently in a rough state. There are a lot of bugs, the combat is underdeveloped, a large portion of my view is obscured by all the items i'm wearing and everyone can be heard coughing and sniffing because voice chat is enabled by default.

That's not to say that there aren't any good things. The game runs well, the art style is consistent and the controls are pretty solid. You got your large open world, public events, quest givers, crafting systems and fishing. The fundamentals of an RPG are definitely there.

When you start off you receive all the abilities of your class right away. Most classes don't have a lot of variety in their moveset. From my understanding there are no new things you can unlock by leveling up, so i would essentially take the most effective combo and repeat it forever.

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While i haven't been able to fully experience all of the content in the game, there isn't much on Youtube that indicates that the gameplay would become any more exciting later on. I had a positive first impression, but it felt like there wasn't much left for me afterwards. For that reason i cannot recommend the game with it's current price.

However, this game has tons of potential. I encourage the developers to keep doing their best and polish the game on their pace. I will definitely come back if there's a sale of if the combat gets an overhaul. Until then, i'll stick to watching videos.

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Very buggy, underwhelming combat, under powered and clunky classes. It is though a very interesting concept that does have potential. It's not that bad but it is still a disappointing experience for the hefty price tag.. After the Reborn rework the game became quiet enjoyable and fun,i wasn't a high level nor am i a high level right now but with this rework the world seems more loved and cared for by the developers,also the addition of events you can get a pretty good boost level and gear wise if you participate,although im a lone player for now i hope that there are guilds that organize raids\dungeon runs in the higher levels and that they love communication.. I love this game! I'm also in love with the possibilities and room for growth. I think this is the start of a beautiful thing and I'm glad to be part of it.. Going to get a lot of playtime out of this. Hot buggy mess. Classes are all clunky and underpowered and locomotion still feels off. World is larger but still bland with no real depth.. This game has always been about the community, and I appreciate that. The game can be easy if you play certain classes, but it's the hard classes that are motivating and fun and make you want to practice playing the game. There is a bit of a 'tutorial' through starter quests, but talking to the various other players helps you to learn how to become a better player. I've been playing this since the beginning and the changes that were made this year have been pleasantly surprising and exciting. Thanks, devs, for continuing to update the game. Please take my money.. 10 hrs in and enjoying the hell out of this title! I have had very few issues but as I am only 10 hrs in it is expected. Not sure how end game is, but this game at least as a warrior will penalize you for laziness.... **TAKE THE FULL SWING AND USE THAT SHIELD!!!!** Its an MMO... expect to grind and to get killed often if you solo. I haven't used the voice chat yet as the Mrs works early and I play late. I feel it was worth retail and I will continue to support when possible.

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