First Impact: Rise Of A Hero Free Download [key]



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About This Game

First Impact: Rise of a Hero transforms you into a superhero and forces you to uncover the truth behind mysterious meteors that are falling towards earth. You were once a normal citizen and now you have command over the elements and can take to the skies. In this open-world, action-RPG, you will meet supportive characters who also want to discover what is really happening. Square off against a cast of villains and complete various missions as you unravel this game's plot. Do you dare to be super?

Play in VR or on your PC



Features

CONTROL THE FOUR ELEMENTS - Skewer enemies with spikes of earth, fry them to a crisp with a heated fireball,

impale them with ice shards or just send them flying with tornados.

CHOOSE HOW YOU MOVE - Have you ever wanted to truly experience flying? Then with the push of a button take to the skies and fly between buildings, among clouds and avoid birds and airplanes. Got a fear of heights? Not a problem, as a superhero you can move at super speed and get anywhere you want to go. Just don't forget that you can also teleport if need be and scale large buildings through your super jump!

INTERACT WITH YOUR ENVIRONMENT - With your super strength you can lift a variety of objects within the game. Did your neighbor irritate you? Park their car somewhere else for them... that same car can be used for pitching practice or even a hammer to take on that pesky thug who keeps trying to attack you.

DISCOVER THE TRUTH - You weren't always super, so it's up to you to find out why the world seems to be going through this chaos. Meet your three support characters, General Barclay Whitehill, Dr. Ernest Giorgio and Chieftain Aulani. These three will work with you in uncovering the truth behind the meteor showers and guide you as you take on your newfound challenges as a hero. Prepare for a fun and engaging story.

IMMERSE YOURSELF - With the combination of the comic book art style and original audio, prepare to get lost in the world of First Impact: Rise of a Hero. This game aims to remind you of the good old days of reading the latest issue of your favourite comic and imagining yourself as the hero. The only difference is that you actually are the hero!

Title: First Impact: Rise of a Hero Genre: Action, Adventure, Casual, Indie, RPG Developer: Red Meat Games Publisher: Red Meat Games Release Date: 8 Jun, 2018

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English







This was such a cool experience. I've played both with and without a Vive and, while it was fine without, flying in VR was just too cool. I haven't gone very far in the story yet and sometimes it's a tad confusing but it's honestly been fun just messing around with all of the powers.. I've been a fan of comics for many, many years and I still collect Silver Age back issues on Comixology. There have been a few comics-inspired games over the years, but as far as I know there's never been one for VR -- until now.

I love the creative aspects of this game. The visual style reflects the theme of the game perfectly, while steering clear of the traditional "cel shaded" look. The music is also just right -- inspiring and evocative without being cheesy.

The open-world "sandbox" gameplay is great fun -- I have to admit, I've gotten bored with zombies and endless wave shooters and have been craving something different. I had a good time just wandering around the city, exploring the different areas and experimenting with my various element-based powers to throw around cars and other objects and wreak a bit of havoc, while gathering the assorted power-ups in preparation for battles to come.

I'm planning to spend a lot more time getting into this game, but my initial impression is very positive.

Looking forward to delving deeper!

. Not worth it. It's better spent on something else.

You will be confused while playing.

The controls are also confusing. It hasn't yet came out for Oculus so it must want HTC Vive people to have live with getting turned 45-ish degrees when trying to select two of the elements. The flying is not as fun as it sounds. You are just hovering at the slow walking speed which just makes it really underwhelming.

The characters are very unbelieve-able.

Going through the bubbles of text are hard to get through, you're meant to click somewhere on them it's unclear where. I think on one of the characters it only worked when my hand was pointed at their feet.

It's just a bad game all round.. It's a fun EA game. Took me 5 hrs to finish the main storyline with a few side quests in between. Your powers seem underwhelming at first, but once you upgrade them you feel more like a superhero. Overall I enjoyed the experience.. First Impact features some cool powers and I especially like that each power set has its own form of mobility. The quests were a little hard to find at first but once I got into it I had a lot of fun. Can't wait to see what the updates bring!. Some bugs to work out, but I play it and I enjoy it.

Definitely an awesome concept with potential.

. I cant recommend to buy this game at this status. The idea is very nice and I always wanted a VR Superhero game and fly around the city like in Richies Plank Experience but the controls are just horrible in this build.

You have to turn with your right trackpad or turn to the direction you want to go, it would be better to use the left trackpad so you can walk sideways.

The flying is also too slow.

I may look into this game on a later build but right now its unplayable for me. Status: 14.02.2017

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