
CoLab Download For Pc [cheat]



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About This Game

Do you have what it takes to solve more than 100 challenging puzzles in the first virtual reality show while being 'advised' by our witty narrator to entertain the audience?

Step right up, step right up to the world's first VR reality show CoLab. Our "friendly" show host will guide you through the labyrinth full of unique puzzles, offering advice which will always end up in a lot of fun, at least for him. Puzzles are hand made for VR and carefully tested, so you don't need to worry about getting sick as our former testing subjects...ehm, I meant contestants. So what are you waiting for? Don't miss this unique chance and join us for our grand opening of CoLab the VR reality show.

Features

- more than 100 puzzles
- more than 4 hours of gameplay
- unique bossfights
- intuitive controls
- immersive AF

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- comfortable design
 - over 500 unique narrator voiceover lines

Please rate us and let us know what you think in the comments.
Our game designers read all the feedback :)

Title: CoLab
Genre: Casual, Indie
Developer:
Pixel Federation
Publisher:
Pixel Federation
Release Date: 15 Dec, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1

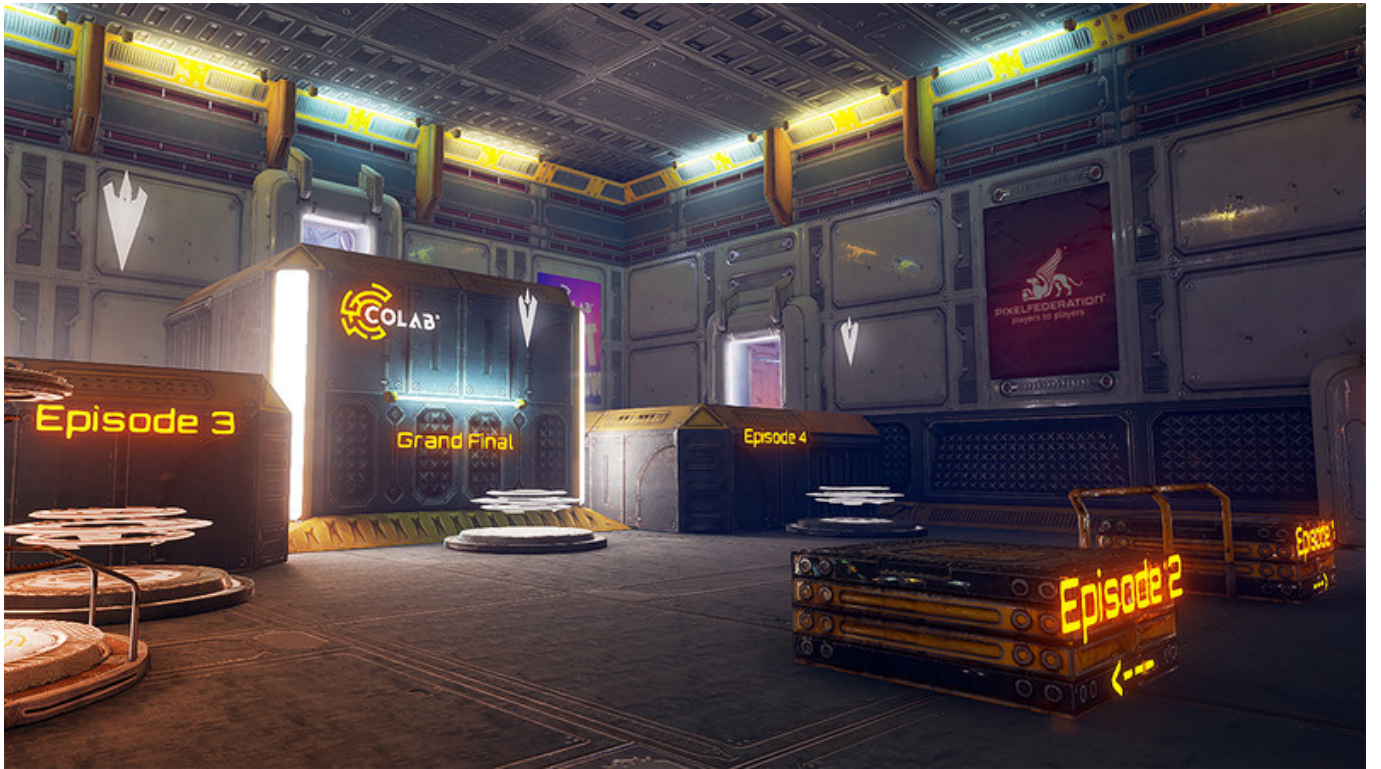
Processor: Intel i5-4590 or AMD FX 8350 equivalent or greater

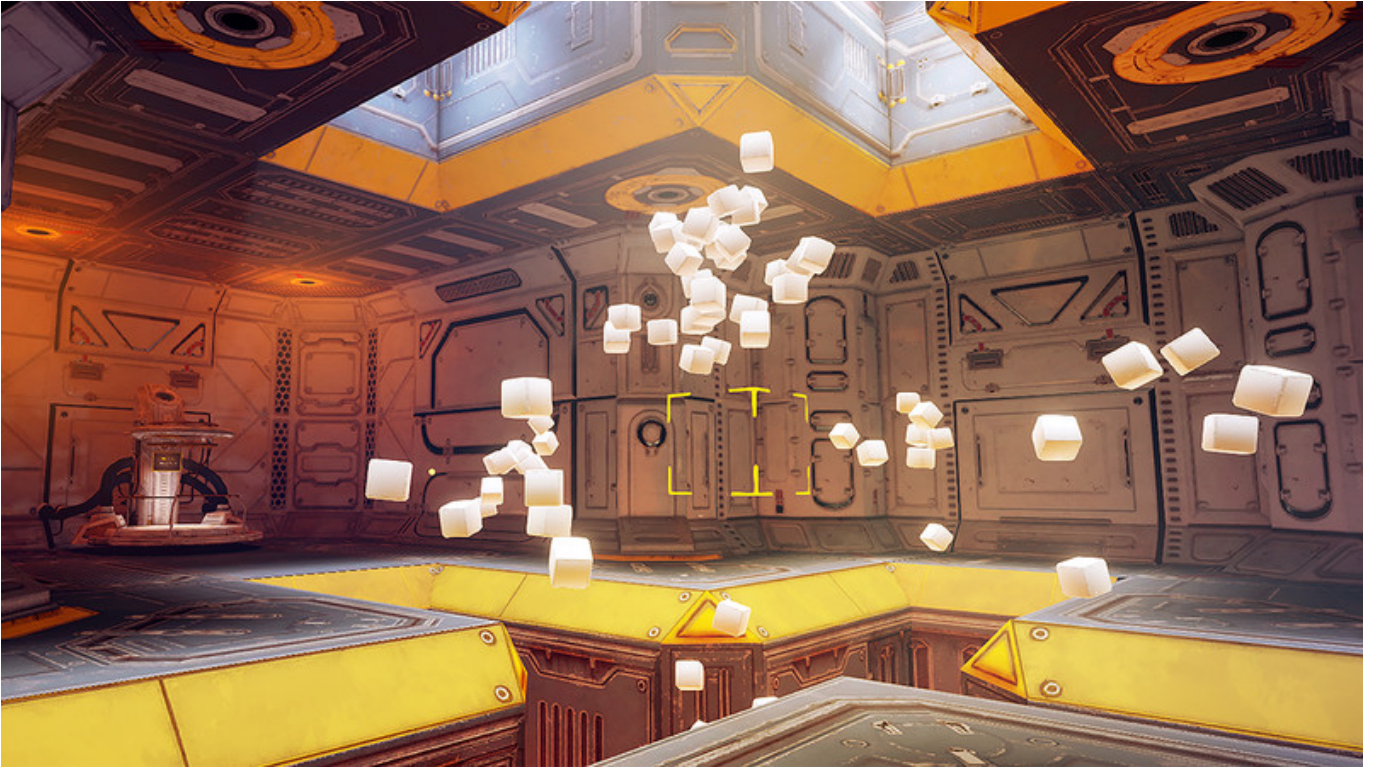
Memory: 4 GB RAM

Graphics: Nvidia GeForce GTX970, or AMD Radeon R9 290 equivalent or greater

Storage: 2 GB available space

English







This game pretty much just bombs every time I try to launch it.. quite a bit of content and very simple controls. a lot of fun.. Fun...polished. Portslesque puzzle game. You don't use your hands but that's ok.. This game is just some rehashed puzzles, an unfunny narrator and some infuriating controls thrown together. You have to do *everything* by looking around; why even bother make use of the vive if you're not going to use the motion sensitive controllers that would be more appropriate for the task? What's more, there's no explanation for the controls so get ready for some guesswork!

Example: assembly puzzles. You have to assemble an object out of pieces scattered around the room. How do you actually do this? You look at the floating pieces which will cause them to approach you (for whatever reason) and when they are close enough you press the trigger to "pick it up" so you can assemble whatever it is you happen to be assembling. The kicker? If you look at a piece too long and it collides with you, the walls or something else, it will return to its original position. I spent ten minutes trying to assemble the object by "looking" the pieces into place before I realised picking them up was both possible and the intended action.

Boss fights seem to consist of juggling a chair for arbitrary periods of time. It would work as a gag but you can't move past a level without juggling that chair, continuously, for the stated period. The way you juggle is to place a small dot at the centre of your vision over the chair and press your trigger to "bounce" the chair up a bit. Half the time the game won't recognise that you've bounced the chair, the chair will fall to the ground, and you have to start again. Repeat until you're fed up and asking why this impossible test of skill is present in a *puzzle* game.. This game appears to have been designed for people without controllers as it's all done with "gaze control". On the plus side, at least it has teleport and not the nauseating ice rink control that some games are now favouring. I liked the style, and the concept and the design (apart from the gaze thing), but I got bored when it came to the sliding block puzzle - the kind of thing you can sometime get in a cracker. Also the voice wasn't properly sync'd with what was actually happening so he'd still be making comments about the last thing I'd not done quickly enough as I was about to move onto the next level.

In short: nice idea, but not fun.

I'm torn on whether or not i can recommend this game.

Pros:

- Cheap, and good for a few hours of entertainment.
- Interesting use of gaze controls.

Cons:

- Puzzles so far are way to simple.
- The bouncing chair levels are horrible, they should be taken out.
- No real use of TMCs.

I expected more from this title and was disappointed to learn that it does not actually use the tracked motion controllers (you only need to ability to tap a button) but rather uses your gaze to control the world. While this is implemented well, it is too simple a mechanism for great puzzles and really doesn't take advantage of what VR can do.

At this point I have only completed "episode 1" and the audition (tutorial?). The puzzles are very simple, so I am hoping that they will increase in difficulty as the game progresses.. This is too basic. I havent made it through all the puzzles yet. The game advertises "Tracked Motion Controllers", this is a lie. I Specifically search for games with tracked controllers only. Its just my preference. This game takes input from the motion controllers, but the overall manipulation is done withthe headset. There is a reticle and you point at objects then click the controllers. There is no visual representation or control by the tracked controllers.

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