
Pinball FX2 VR Download For Pc [addons]



Download >>> <http://bit.ly/2JZy6m0>

About This Game

Experience digital pinball as never before in Pinball FX2 VR, a groundbreaking new pinball game from the digital pinball pioneers Zen Studios! Pinball FX2 VR features advanced physics, detailed 3D graphics, and original tables from the pinball wizards at Zen.

Pinball FX2 VR replicates the atmosphere of real-life pinball machines in a virtual play space, while presenting gameplay features and effects that you simply cannot recreate on a physical machine. Additionally, the game's rich scoreboards will track your Super Score, Wizard Score, table stats and more to let you compete against players from all over the world!

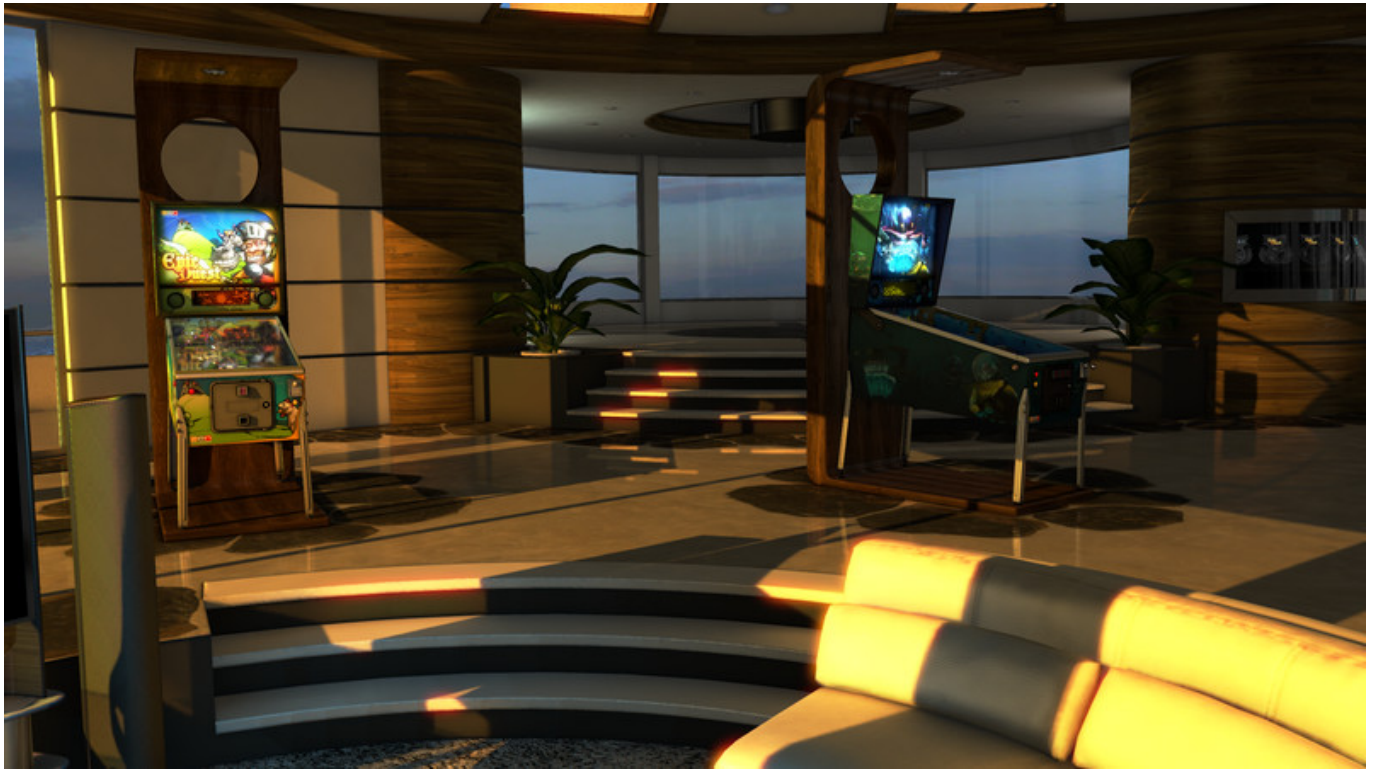
Pinball FX2 VR comes with three tables: Secrets of the Deep, Mars and Epic Quest. Additional tables may be purchased as DLC.

Title: Pinball FX2 VR
Genre: Simulation
Developer:
Zen Studios
Publisher:
Zen Studios
Release Date: 29 Nov, 2016

a09c17d780

English,French,Italian,German







This is quite honestly the most awesome pinball game on steam. lots of original content, intuitive controls, excellent graphics, and overall just the most awesome VR purchase to date (i bought every dlc except the universal studios stuff.)

edit:

Updated: Jul 27 @ 5:41pm

I recently purchased fx2 Vr thinking all my tables would be imported into FX3. I was excited to play this, because their website says all tables from fx2 transfer to fx3 with a steam account. However, because I have two extra letters "VR" in front of my fx2 product, the product is NOT eligible.

After about a week I've finally been given an answer from customer service. FX2 does transfer tables, but not FX2 VR, into FX3, and after pointing out that nowhere does it say that fx2 vr is not covered, but only mentions fx2, I asked for not even free stuff, just a discount coupon toward the packs with my tables in them taht i purchased as a good will gesture.

this is their response.

Hey!

We understand your point of view, however we are not able to fulfill your request.

We appreciate your passion for our game!

Thanks for your understanding!

I was very disappointed with their customer service. It seems to me after spending \$30 on pinball stuff they would be more eager to help, this would literally COST THEM NOTHING. They would make money. But, they are unwilling, and i really don't know if they truly meant "not able" or "not interested".

HOWEVER...

Their game is fantastic, their tables are original, and their prices are actually reasonable, so i am actually going to thumbs up FX3 and recommend it. But know what you are getting into. i unfortunately as a result cannot buy anything else from them ever again, but i will enjoy the products I have from FX2 VR. It's fun and stable, but their customer service really really sucks.. Controls for Oculus Rift are laughable, Press A to coniuue is broken, cant advance to the Tables. Read thru forums and tons of people experiencing the same issues since last year with no update or fix. Skip this product until it is updated.. Dev no longer support this game, instead of adding new pinballs they made another version of the game to force you to buying a whole new package. The Dev doesnt care for the steam community at all,. Grab your neck brace your going to need it on this one!

This is VRs fault not game.

Before you buy try this for me. Put your vive on and now tilt your head slightly down, and now hold it there for 30mins. How's your neck feel? Well today I can feel stretched muscles down my back from my neck. This is aggregated by the fact the the lenses are blurry (as you know) around the edges forcing you to quite often tilt your head even further. With the graphics set high and ss at 1.4 with async on I find it a lot better. But I do own a 1080

Now the review of the game.

The tables look great up close in vr as pinball is made for vr or vr is made for pinball \ud83d\udd09 easy tables. "OCULUS RIFT REVIEW" The only reason i cannot recommend this game is due to the lack of optimization for Oculus Rift. Just to start the game you have to do down on the right thumb stick and click it for "A" and right on the right thumb stick and click it for "B". This is not right to be offering a game that says it is setup for the Oculus Rift and it does not work correctly. The only reason i cannot refund it is due to how much visual features Zen puts into their games and this is the only one like this for pinball in VR. If your looking for a visual game of pinball in VR, get this game. But if you are looking for a smooth, working properly, and flawless game of pinball in vr, do not buy this game. You will not be happy.. Just a blast game to play in VR!!! My only complaint is that I will have to buy all tables that I already have in the normal version... thats abusive from the developers... Not sure but they just could have released a patch to bring it to VR but instead they chose to milk us all again with some 3D evioriment that would have been added for free... aor maybe gave us a discount on the final price for those tatbles that we

already have... anyway, I will buy it again... but only on a discount.. I remember playing pinball as a kid growing up in the 70's and 80's...

I'm a kid again... This is how pinball needs to be played.

great sounds and special effects.. it's like the real thing but MUCH better.

I suggest an enhancement i would like to be able to play the game lying down.

. I have the HTC vive and this game works perfectly.

Without a doubt the coolest smoothest, most realistic pinball experience other than actually playing a real machine. Actually, it is better in a way with the cool things happening around the machine while you're playing.

I jumped when a mars mechanical spider started to crawl up the machine!

Oh, and this game and exp packs are SOO much cheaper and take up SO much less space than real machines.

Get this game now. You will not regret it.

And you know I'm telling the truth with 70 ish games purchased and this is my first review.. I must start by saying I like pinball video games, but I've always found Pinball FX2 a bit boring by comparison with The Pinball Arcade. Although the VR version of Pinball FX2 is the same game, it somehow feels more authentic. I don't know if they changed something or not, but suddenly the ball moves and sounds more like a real pinball table with extra toys and special effects. Standing over the virtual table, you know it's virtual, but it looks much like a real table.

In terms of the VR experience, it is perfectly suited to everyone's space because unlike most other VR games, you can stand or sit still and you don't have to wave your arms around as you would for a shooting game. Even the menu is controlled by head tracking. I think standing makes a big difference to the experience, but adjusting the viewing angle is not very precise and you can end up with neck ache from looking down at the flippers.

Unfortunately, as with the regular Pinball FX2, the tables still seem too easy and sometimes you are defeated by tiredness rather than a lack of skill as a game turns into a marathon session where the ball is saved over and over again. I guess that would count in the game's favour if you are a pinball novice. Still, I enjoyed playing the game a great deal and I would play the VR version now in preference to playing it on screen.

I would definitely recommend Pinball FX2 VR to pinball fans and VR enthusiasts alike. The VR version is making me like Pinball FX2 more than before and it didn't leave me feeling motion-sick like some VR games do.. If you are into pinball, then playing in VR is a very cool experience. However, there are very few tables available in VR. There is also the issue of the weight of the headset becoming uncomfortable because you have to look down at the table as you play. I find myself playing PinballFX3 on a vertical monitor more often than jumping into VR. It is also a great game to demo for people new to VR.

Does not work well with Oculus touch controllers. Pressing A does not work - you have to pull back on the right thumbstick and then press it down. Not worth the hassle of remembering - for something with basically two buttons it has not even been mapped correctly for Rift.. Zen Pinball in VR is great. It looks great and feels more like an authentic pinball table. I do wish you could adjust some of the sound effect volume level. I can't wait for more of the zen tables are playable. Integration with the PBFX3 multiplayer tournament would be nice too.. Not playable for Oculus Rift owners.

First of all you have to start the game and select the screen on your desktop view or else it isn't the active window.

Secondly the Rift controllers do not work like you would expect them to do (the A button is hidden under right thumb down and click and B is Right thumb right and click).

When using my Xbox One controller the game was easier to navigate (A was A and B was B and the cross button and left and right triggers did what they had to do).

But when i selected a machine the option to 'launch' a ball was nowhere to find.

Problems about this were mentioned a year ago but it seems Zen Studios is still meditating on a solution for the problem.. The environments are really well done. I like how the whole atmosphere changes for each table. Special effects are great, a little distracting at times, but I wouldn't want them changed.

The gameplay is just as good as console versions. Flippers are responsive and the physics seem realistic. The tables (have all of them) are well laid out and fun.

My only real complaint is the room setup. I purchased all of the tables, but the room only holds 3 tables at a time. If you want to play other ones, you have to go to the menu screen (TV in the middle of the room) and replace a table in the room with one that you want. I would rather just have them all in a room and have the ability to go from table to table. If this can't be done, I wish the programmers would add another room if needed. But, this issue doesn't take anything away from the gameplay or how polished and well done the graphics and environments are.

I bought this on the summer sale for half price and felt it was well worth the money. I would recommend it to anybody who likes pinball.. Get a table 35" high, place the Vive wands 22" apart on the table, laying on their sides with the triggers out and secure them to the table. Line up the controllers with the flipper buttons in the game, start playing and then curse Zen Studios for destroying your job, marriage, health and sanity, and giving you only unbridled happiness in return.. Game breaking issue. No sound and no response to A to continue. Can't use Xbox controller, but if I push the A on the keyboard i can continue on. I can cycle the pinball machines with the trigger but cannot access the machine with the Touch controllers. Sad to see this is a continuing error that hasn't been addressed. Returning the game and buying from the oculus store.... I have to say that this is one of those games that really benefit from the jump to VR. You could totally play these games without being in VR, but if you've ever spent any time in an arcade or a bar, or wherever you might find a pinball machine in real life, there's no real substitute for playing it the way it was meant to be played.

My only regret in FX2 VR is that you can't actually feel the glass, metal and plastic of the pinball machine as you play. You're still somewhat detached from the whole thing since you don't feel the flipper buttons under your fingers and you don't nudge the table by actually moving. Still though, you can follow the action without having to rely on the game following the ball, and everything looks as realistic as you would expect a real pinball machine to look.

Pros:

- you can easily see the whole table without relying on the screen shifting to show the action.
- it's the closest you'll get to actually owning a pinball table without actually having to buy one.

Cons:

- They've got some stuff set up around you as you play that's kinda distracting.
- No multiplayer.

As an example of the distractions, there's one pinball game where a hot chick is standing off to the side (though they always make them way too thin) and you're trying to concentrate on the table and she's standing there talking. It's neat and all, but I imagine it would be cooler for friends watching you play.

It'd be cool if you could invite someone to play, and then they could download a demo of the table in question and join me for a game or two, or otherwise allow other people to join in (like if they had the 2D version of the game, you could show a virtual version of them playing). That would be awesome.

[Wars Across the World: Normandy 1944 Torrent Download \[full version\]](#)

[UnrealMAX: Curso de Gamedev \[Xforce keygen\]](#)

[Libredia XXL Adventure Bundle download 100mb pc](#)

[TileSetGenerator download xbox](#)

[Flying Bacon - Soundtrack Free Download \[PC\]](#)

[Endless Sky free offline](#)

[MGSLeisure1000 download low pc](#)

[8-in-1 IQ Scale Bundle - Hot Salsa \(OST\) download laptop](#)

[Battlefield: Bad Company 2 crack folder download](#)

[Hypnorain \[full version\]](#)