
Duck Force Download For Pc Compressed



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About This Game

Welcome to the Duck Force, recruit!

Experience an amazing adventure in the rough stone age, where the bunny people under rule of a maniacal leader strives for the absolute power.

Prove your skills in an epic air battle and show the crazy bunnies where a drake has his feathers!

In varied levels, you must be stronger, faster and more skilled than your insidious opponents.
Fly through dry deserts and rocky canyons full of challenges and evolve from a lame duck to a majestic flight artists.

At the end of each climate zone a powerful boss is waiting for you.

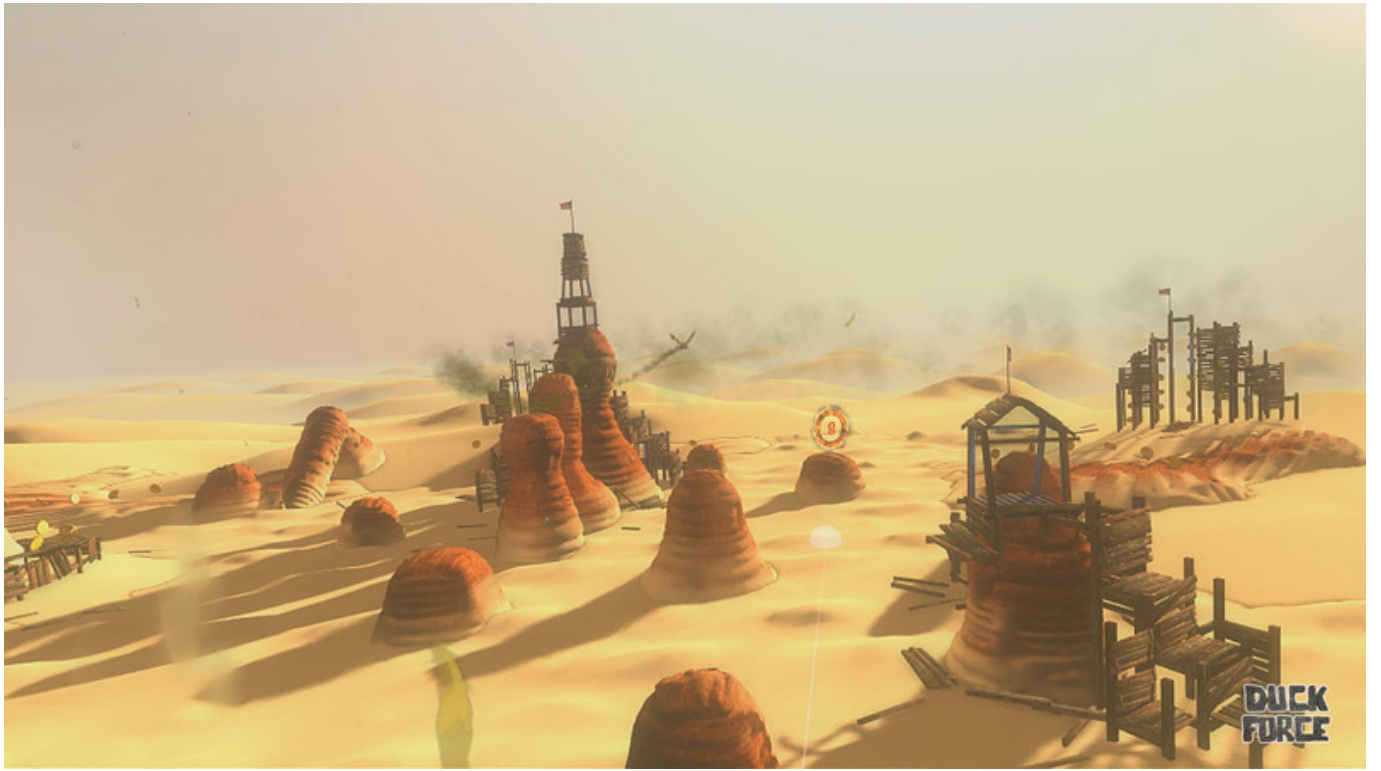
Will you be victorious at the end?

By the Duck Force, we count on you!

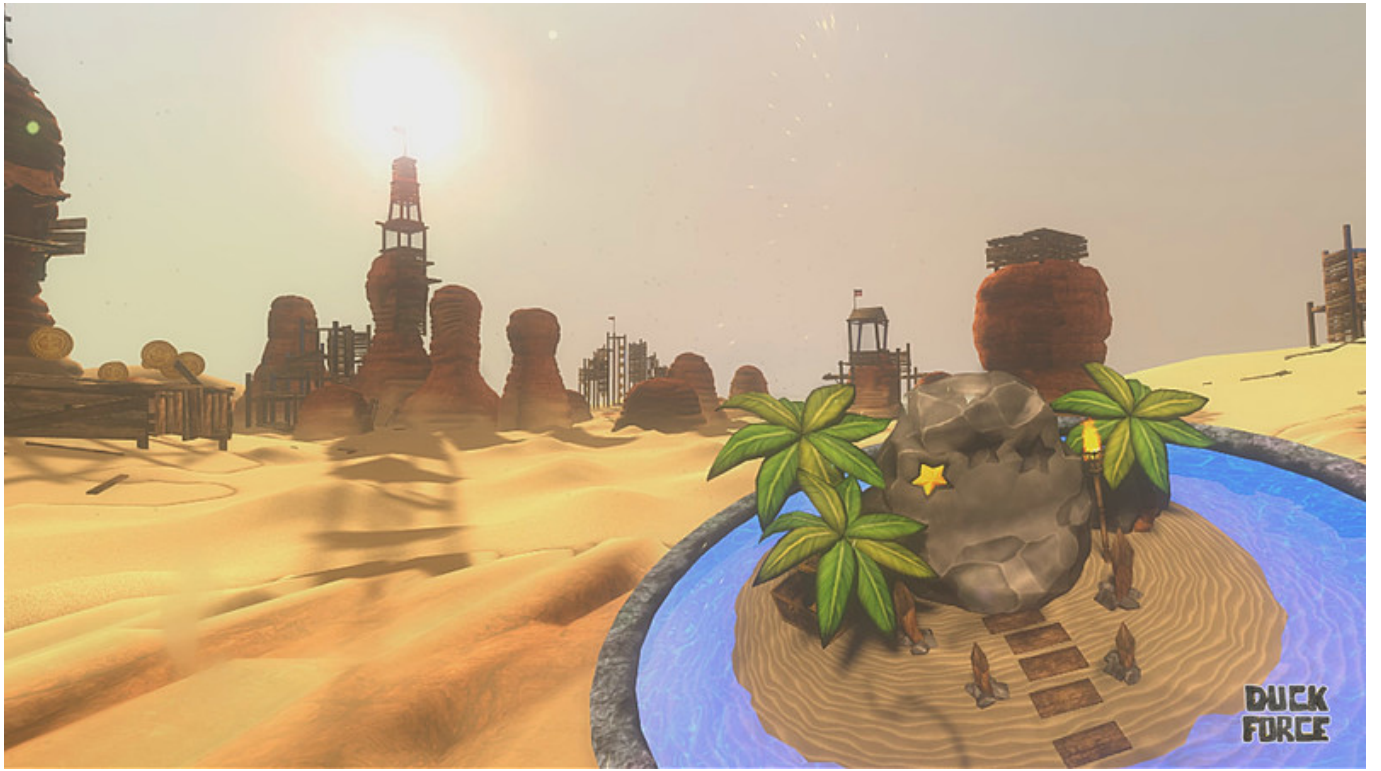
Title: Duck Force
Genre: Action, Adventure, Casual, Indie, Simulation
Developer:
Andreas Aust
Publisher:
Andreas Aust
Release Date: 17 Nov, 2016

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English







Great game. One of my favorites in VR. Very clever and immersive gameplay. This game doesn't give me motion sickness even in the "follow" mode where you're flying behind the duck which I use quite often.

click the trigger to teleport to the duck and hold it to follow works very well . You find yourself teleported to some wonderful vantage points. Speaking of which the graphics are gorgeous but a bit performance heavy.

The game is very immersive in VR. Definite keeper.

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The duck can also, in much the same way as a real life duck, shoot projectiles out of its head, which can obliterate environmental hazards, particularly wooden structures with coins inside them, which makes them easier for the duck to collect. Collecting coins is such an original and unique concept, I am surprised that it has never been implemented in any other game.

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There is other stuff to do as well, like flying through rings, which is fun, and lets you test out your flying skills. Real ducks do this kind of thing all the time, can you elevate your skills to that level? Probably not, as ducks are an awesome force of nature, but it's something to aspire to.

TL;DR

You should AT LEAST try the demo. It's free ffs. If you don't like it, accept that you hate ducks, life and yourself and go play some lame dating sim. Otherwise, buy Duck Force and support the guy who is doing good things in VR, listens to customer feedback, and, most importantly, LIKES DUCKS.

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See, the best way to play this is by flying around with the duck. He flies along right in front of you which is fine, but the problem is that when you speed him up he FARTS RIGHT IN YOUR FACE!

Now, I don't have a problem with fart based locomotion, it beats the hell out of lame teleport mechanics. But this really makes my skin crawl. There's a long smoky looking fart trail which extends from the duck's butt and seems to go right through my forehead, and it hangs around longer than a real life fart. I try and duck (hehe) out of the way, but of course you can't, because you're following right behind the duck. The feeling is hard to describe, but it is very unpleasant and makes the game unplayable, for me at least.

You don't HAVE to follow the duck, you can just let him fly off into the distance and continue to control him, but it's not nearly as accurate (you have to be accurate in this game to pick up coins, etc) and more importantly, it's not nearly as much fun.

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The controllers do tend to float away if you fly with the duck for an extended period, but after I got comfortable with the controls I really stopped caring where my controllers were. I understand the game isn't even technically released, so I wouldn't be surprised if that's fixed soon. There are also some weird instances of pellets not registering a hit, and the duck flying through balloons, but nothing really jarring that upset the gameplay other than the floating controllers.. While it's a little complex in terms of controls and mechanics when compared to most VR games out now, Duck Force is easily my favorite game I've tried so far. Nothing else has come as close to that feeling of flight that this game captures. There's no timer which makes the exploration of the map feel free and relaxed. There's not much to do, but I love the way the flying feels so much that I've just been replaying the demo level over and over.

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