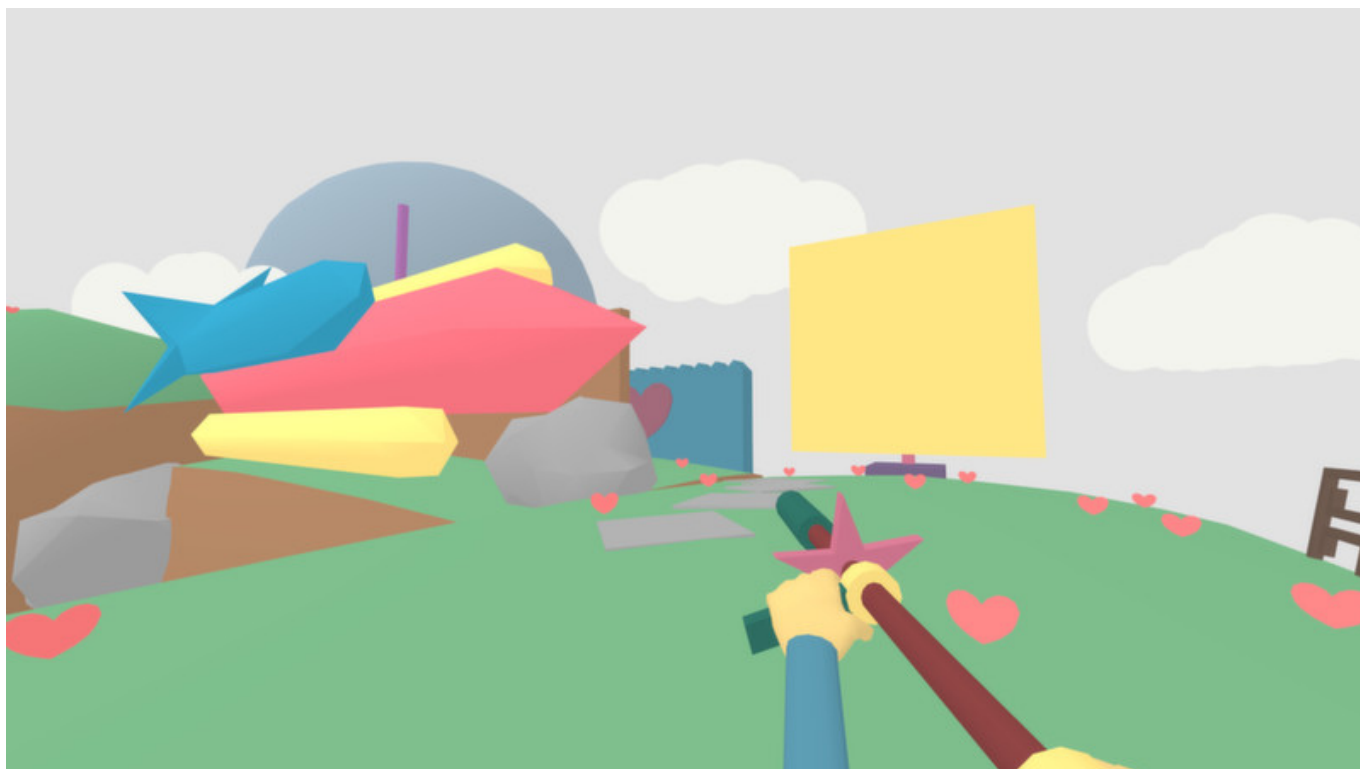

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About This Game

Trapped in the void between death and rebirth, embody the essence of a Tibetan archer and confront hordes of reanimated and corrupt Tsen spirits. Built exclusively for VR, BARDO is a fast-paced, atmospheric action game offering the most satisfying and challenging archery experience to date.

STEP INSIDE A WORLD SUSPENDED

Inspired by the grand Buddhist monasteries of Tibet and the stunning vistas of the Himalayas, experience a breathtaking world dripping with mystery and intrigue.

MASTER SLEEK BOW MECHANICS

BARDO's bow mechanics were painstakingly crafted to offer players an industry-leading level of control and precision. BARDO represents the finest and most responsive archery experience available in VR.

COMMAND THE PASSAGE OF TIME

Your bow possesses the power to suspend time as you draw, but your ability is limited. Use it wisely to gain a decisive advantage amid the tense and fast-paced action.

Title: BARDO
Genre: Action, Indie, Simulation, Sports, Early Access
Developer:
Apache
Publisher:
Apache
Release Date: 1 Oct, 2018

b4d347fde0

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7/8.1/10 (64bit)

Processor: Intel Core i5 Sandy Bridge or equivalent

Memory: 4 GB RAM

Graphics: NVIDIA GTX 970 or equivalent

DirectX: Version 11

Storage: 1500 MB available space

English



UniBall Steam Reveal



Game List:

- US East Test Server - 100ms
- US East - 105ms
- UK Server - 175ms
- US West Server - 26ms

Create Game

Channels:

General

Admin W

02:51 Zoop: you guys just werent there lol
02:51 Q8ball: ya ;\n02:51 mop: https://youtu.be/PIToIXvLiVc?t=6m53s\n02:51 mop: would you say this would have been gravved in regular ub?\n02:52 Zoop: at 653?\n02:52 mop: ya when q8 gets hit by fuel\n02:52 mop: and loses it\n02:53 Zoop: ya that seemed legit\n02:54 mop: feel like this looks completely covered\n02:54 mop: https://youtu.be/PIToIXvLiVc?t=3m\n02:57 Q8ball: old ub prolly\n02:57 Q8ball: would be close\n02:58 mop: look like i did this on purpose?\n02:58 mop: https://youtu.be/PIToIXvLiVc?t=3m52s

Enter Chat Here

Squad

Profile



Players In Channel (27)

Adman <IK>
BlackNinja
Caita <ROU>
Cronoh <LSD>
Deadmau5 <H>
Ferocious <DD>
Frog <JP>
Ganja-Farmer
Icup <CoD>
Jarvis <BB>
Lafferty <Cheese>
Iddx <MM>
LogiTech <BB>
mirror
Moon <pub>
mop <RKO>
NickW <W>
Pokes
Q8ball <RKO>
Rodrigo <PT>
sevendust <IK>
shroom <CoD>
StormBrewers
swifter <Phear>
timhall
Zoop <QT>
zoron





The game looks good, plays well and is worth the price, IMO.

Pros:

- Cons:

- Highly recommended

. I play this because I have no friends. \u0410\u0440\u0443\u0442\u0430\u0440\u044f

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. The DLC adds several new scenarios, and new maps that focus on larger team battles which are great for casual play against the AI with hsome friends. The new frigates help introduce more options in the early game as well, as previously each race had only a couple of options for low tier combat units.. The long awaited Ace Combat game.... And it makes a great comeback!

First things first, we're back at Strangereal again! That's quite a relief after what happened with Assault Horizon. The music in this game is beyond immersive I can't even describe how the game felt intensive in general. I'm completely thrilled by the realism implemented in this game. Specifically the weather mechanic is a literal game

changer. Installation of special parts mechanic is a great option to fine tune the jet. Last but definitely not the least being able to perform High-G turn and Post-Stall Maneuvers are the icing on this beautiful game. As for the things I personally didn't like or could be improved are the following:

- The control scheme for joystick is locked. It took me quite a while to get used to the new controls introduced in this game. I can't say I'm quite used to how throttle and yaw, radar and SP weapon controls were swapped. Personally, I'd rather like to map the controls I'm used to rather than being forced to use a specific control scheme.
- Targeting system first knocks you off at first because it's different compared to the PS2 games but you can get a hang of it in time. I personally didn't like why boresight was removed. It was quite useful in my opinion.
- The playable plane variety is somewhat feeling less to me. The exclusion of many jets, but not limited with such as the F-117A Nighthawk, F-5 Tiger, F-15 S/MTD made me feel rather sad.
- Similarly no FAEB? Just why? That'd be the first thing you'd need on annihilation missions to begin with!
- While I didn't have any HOTAS, the reason to lock out certain joysticks feel rather anti-consumer to me, I hope this issue gets fixed as soon as possible.
- The controversial anti-tamper software Denuvo is craftily hidden in the EULA page. This is not a good move and makes me think that if they hadn't done this the sales would drop. Rather sneaky but definitely not nice. Either be more blunt about it in the product page or just don't include in it. Despite having a strong build I did experience minor stutters while playing the game, be warned.
- Too much missile alerts! At some point I stopped using my headset because it'd give me a headache.
- Be warned that the first annihilation mission turns into a nightmare for the most of the players, me included. The difficulty doesn't seem to progress in a linear way at times, but at a random pace.

Overall do I recommend this game? Yes I do. Despite it's flaws it's still a nice game.. feels like early access, but fun nonetheless, I hope developers will polish it a bit more, both graphically and physics/damage modelling wise -there is zero damage modelling currently implemented but it doesn't take too much from the fun of racing

Loved this game. Loads of fun. Games don't take long. I played with a large group of friends queueing solo together and we had nothing but laughs. You earn rewards rather quickly. You don't feel like you have to grind out cool cosmetics. Especially good game to get the Discord server together for a night of solo rumble.. Originally, I purchased this game as a pre-release. I think I paid \$10 or \$15. I played for a weekend or two until I couldn't go any longer. Then I forgot about the game. As I looked through my Steam games this week, I came across this title again to find out that it had an official release date. I checked it out again.

I can't find the words to express how in love with this game I am. If you like Stardew Valley, then you'll love this game. It's like that game, but in 3D and on steroids.. ez \$100 bois gg
worth 69V69. 10V10 solid game, pure llama slaughter satisfaction. There's nothing that hits my llama murdering needs like this game. Every person who believes llamas are pure evil will get their tinfoil hats after playing this game for 10 minutes. Let the llama murder commence #llamanatiMustFall. After the first tutorials - that game is very good already!. It's mindless, it's ridiculous, it's loud, it's campy.... it's fantastic. :P

If you want a game to play with your friends that gives you an obnoxious amount of enemies to mow down and enough guns to make Borderlands say "Woah, calm down, bruh." here you go. It's great if you need a lil stress relief and just wanna blow stuff up for a bit. It's not just guns, either! You'll also be able to summon tanks, mechs, turrets, missile and gunship strikes, lasers, and all that is just ONE of the four classes you can play as. It even makes playing the basic class (Ranger, aka Call O' Duty Rooty Tooty Shooty Class) interesting with some gimmick weapons and quality of life stuff that makes them really help the other classes. All the classes have their own flavor, really. You like to zip around and shoot lasers? Got it. You wanna dual wield chain guns AND a giant sword AND a giant hammer? Got it.

Now, due to the nature of it, yeahhh, it's repetitive and collecting the loot can take a while in some missions, since you have to actually go "collect" it (AKA working the dodge roll more than a Legend of Zelda speedrunner) and that can be a bit tedious.

If that doesn't bother you too much and you just wanna shoot bugs (or if you're like my roommate and ants seem to gravitate towards you, more than likely due to the sugar addiction, I mean, c'mon) you'll probably love this. :P The voice acting and lines are B-movie as heck, too, so that just adds to the ridiculousness of it all. In a fun way!. Near the beginning of the game, I encountered a ship that had a description that went something like "Extremely tough. Do not fight alone".

I MAY have took a shot at it..
it MAY have led to my almost immediate death
But one thing is certain:

10V10 would do something stupid again.

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