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About This Game

Guns'n'Stories: Bulletproof

is a dynamic VR western shooter that fully immerses players into the ambiance of weird Wild West.

Stepping the tangled storyline, you will encounter many intimidating but comical enemies and fight Big Bosses.

You will have to shoot aptly and a lot using both hands as well as to use various covers and move actively, avoiding bullets of enemies.

You will visit many beautiful locations and will be able to try a big arsenal of weapons under the rhythm of the western rock music, jokes, and cynical humor!

Full Immersion

Guns'n'Stories: Bulletproof is a full immersion into the ambiance of rollicking Westerns and shooting like flash from both hands, with cynical (and sometimes even black) humor.

Vivid Impressions

This is unforgettably vivid cocktail from emotions, in which we've added everything to make a player fall out of reality for a

while to receive exactly these bright and fresh emotions we've only experienced when we were kids. The game will not make you bored even for a bit, constantly surprising you with its new story shifts, shootings, and various but unchangeably hilarious enemies.

Realistic and Dynamic

This is a persistent feeling of realism of what's around and a possibility to be on Wild West. Though, a little bit Hollywood-style.

The game will generously reward you for a desire to move actively – you can evade bullets, shut them down, and hide behind the objects while shooting back in your enemies.

Weapons and Environment

You will have an impressive spectrum of weapons (firearms, throwing weapons, and even futuristic arms) that will allow you to feel as an experienced shooter who is capable of dealing with hordes of attacking enemies alone.

You will visit lots of locations, every single one of which has been thoroughly thought-out and designed.

Comfort

Along with that, the game is maximally comfortable and user-friendly. You will never feel sick or discomfort during the game.

However, you will need a good physical shape to play on the high level of complexity. So, we advise you to start from easy levels in order to receive more seamless gaming experience and get tired much lesser. There is nothing to be ashamed of!

[Available for Arcades on SpringboardVR.](#)

Title: Guns'n'Stories: Bulletproof VR
Genre: Action, Adventure, Casual, Simulation
Developer:
MIROWIN
Publisher:
MIROWIN
Release Date: 8 Mar, 2018

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English,Russian,Traditional Chinese,French,Italian,German,Japanese







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It's an interesting approach which hasn't really been explored before. The program as it stands is still lacking in features compared to existing drawing platforms but what it has is fast and fluid to use and can already produce designs almost impossible to replicate in other programs. I'm looking forward to seeing what this becomes and I'm happy I backed them.. **DO NOT BUY THIS GAME!** Runs very poorly even on a built computer, i have had it even set to lowest settings and it is just trash.. The game is fun even though it could be luck based sometimes. For example, you need to get lucky getting good items such as diamond weapons. However, you might not need to get lucky if you have skill to beat the level. The game is good with it's soundtrack and gameplay. I recommend getting a coupon for this game though. A way to get this coupon would be trading with the profile named Trashdump.. I have tried several times this game before the Steam release and I'm not impressed. Most of the time i do not know what is going on or why things are not working as expected. Waste of money.. hard game but i love it !!
Exploding dog hurts me..

x)

Was just getting into it then realised I was being punished for trying to actually play the game.

If you try any kind of combat movement (unless you call standing on the spot and hoping for the best the only worthwhile tactic) you take a fair bit of added damage.

Isn't that supposed to be part of the fun with these games, manouvering to a good position, dodging, even luring enemies into a room or trap? Not to mention you should have the option to flee if necessary.

First time I've ever played this type of game where none of that is viable and all you're "supposed" to do is spam from a single position.

So for that reason alone I can't recommend this title for fans of the genre.. Decided to pick this up after seeing the gameplay. I'm glad that the gameplay itself lived up to my expectations. The game is very fun and accessible for newbies to fighting games like me, and nothing is too complex but I can tell there's a LOT to master.

As for the port, it's honestly bad. UI is ugly, it's a little annoying to have to look for your character every time you go to the commands list, and there's some bugs and crashes. Fingers crossed that they'll address the issues, but even if they don't this game is worth supporting if you want more SNK games on Steam!. A solid premise, destroyed by terrible beat detection. More often than not this flaw makes play next to impossible. If you want a real music game, buy Beat Hazard and never look back.. This game has several videos in it and they don't work unless you are in windowed mode but even then it likes to jump back to full screen when it feels like it. That alone should keep you from playing this game.

The game itself seems to be VERY artistic to the level of only the artist knows what is going on. Very dated indie game. Might have been interesting in it's day but it has not aged well.. A very pleasant visual novel with a magical elements. I liked the many choices and also possibility of solving the issues in different ways. The art of the game is rather pretty and I enjoyed the music too.

Only thing I STRONGLY disliked was the typical ending slide with "oh what if I could have made different choices and gotten the TRUE ENDING..." Is it really necessary? What is this ♥♥♥♥♥♥♥♥♥♥t with "true ending" anyway? I loved my ending, but noooooo, you gotta make the protagonist look wistfully out of the window so that the player feels compelled to replay and get this ♥♥♥♥♥♥♥♥♥♥t "true" ending. Way to dismiss all your great dramatic endings which don't end with sugarcoated "everyone is happy now" ♥♥♥♥♥♥♥♥♥♥t.. Music, visual, feeling, atmosphere, story - is on so HIGH level you cant even reach it from some AA games (AAA can:D), gameplay is fun in a some way, but hard as hell, it was said before, but I will repeat for ne guys: GAME IS HARD AS HEART OF YOUR EX.

You will die here a lot, you will lose energy and will have to replay previous levels to be more optimal about levels, but you know this is rewarding in a same time, I mean when you spend THAT time to beat some levels you feel that yoy are really happy now, you feel that you progress and bet this game, actually it is in a some way like DS game.

If you not afraid of chalange and like good story and atmosphere, this game is for you.. RPGolf is a game that embarks on the treacherous journey of combining together two completely unrelated genres and in my opinion it succeeds. In this case the genres are retro almost zelda-esque action RPG and 2D top down golf game. Both of these core elements function fairly well (although some of the hit boxes of the enemies seemed a bit misleading) and each provides a nice break from the other. These genres also merge surprisingly seamlessly with each other with the gameplay loop of make a stroke then get your to ball by fighting through enemies just feeling natural. To top things off RPGolf wraps the whole package with a healthy dose of charm. Overall while probably not the best golf game you can purchase nor the best action RPG it is nonetheless a very compelling package that ties together both of these genres in a manner whereby each genre complements the other very well.

For more info check out my first look video.

<https://www.youtube.com/watch?v=g1x4wqDATjI>. very bloody. very hard VERY ENJOYABLE
7V1Q
[very satisfying.. Cool consept, terrible level design](#)

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