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## About This Game

A fast red airplane is your transport as you fly at high speed through a landscape of mountains and suburbs, the ocean, a ranch and more. Don your Oculus Rift headset and pilot the plane with an Oculus Touch controller (designed to be played sitting down!) avoiding all obstacles and collecting fuel tokens to fly as far as you can. We wish you good flying and an exciting journey!

- \* Thrilling endless-flyer gameplay
- \* Colorful, low-poly graphics
  - \* Play with Oculus Touch
  - \* Exciting in-game music
- \* Make it to the top of the Steam global Leaderboard

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Title: airRevo VR  
Genre: Action, Casual, Indie  
Developer:  
IndieRevo  
Publisher:  
IndieRevo  
Release Date: 1 Mar, 2017

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English







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This game is actually one of the better runner VR games out there. The reason is because it actually adds something besides visuals to VR (although the visuals aren't terribly great here). You can use your touch controller as a flight stick (HOTA? well not really). So this brings a level of immersion for those of us without a flight stick controller. It also adds verticality to the classic runner formula. Keep in mind, this is a seated experience, but in the VR world you are seated in the plane so it actually fits the game.

You have to fly up to avoid danger. And you have to fly down to get some coins to keep flying or you'll run out of gass. You have to judge how low you can go to clear obstacles. And all the while you still have to move right or left to avoid obstacles. Your speed is always constantly fast, so you have to think and move quickly.

Definitely recommend this game at \$2 and it's just fun to fly haphazardly for as long as you can.

Rating 7/10. Paid 2 dollars for the game, and it's about the right price for this genre. It has an arcade feel to it, start from the beginning when you die V crash, that sort of thing. Nothing complicated, you fly the plane around objects like houses and skyscrapers, and collect coins that boost your fuel level. Good to pick up and play every now and then, but probably wouldn't spend more than 10 minutes on the game each session.. Paid 2 dollars for the game, and it's about the right price for this genre. It has an arcade feel to it, start from the beginning when you die V crash, that sort of thing. Nothing complicated, you fly the plane around objects like houses and skyscrapers, and collect coins that boost your fuel level. Good to pick up and play every now and then, but probably wouldn't spend more than 10 minutes on the game each session.. Paid 2 dollars for the game, and it's about the right price for this genre. It has an arcade feel to it, start from the beginning when you die V crash, that sort of thing. Nothing complicated, you fly the plane around objects like houses and skyscrapers, and collect coins that boost your fuel level. Good to pick up and play every now and then, but probably wouldn't spend more than 10 minutes on the game each session.. This game is actually one of the better runner VR games out there. The reason is because it actually adds something besides visuals to VR (although the visuals aren't terribly great here). You can use your touch controller as a flight stick (HOTA? well not really). So this brings a level of immersion for those of us without a flight stick controller. It also adds verticality to the classic runner formula. Keep in mind, this is a seated experience, but in the VR world you are seated in the plane so it actually fits the game.

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