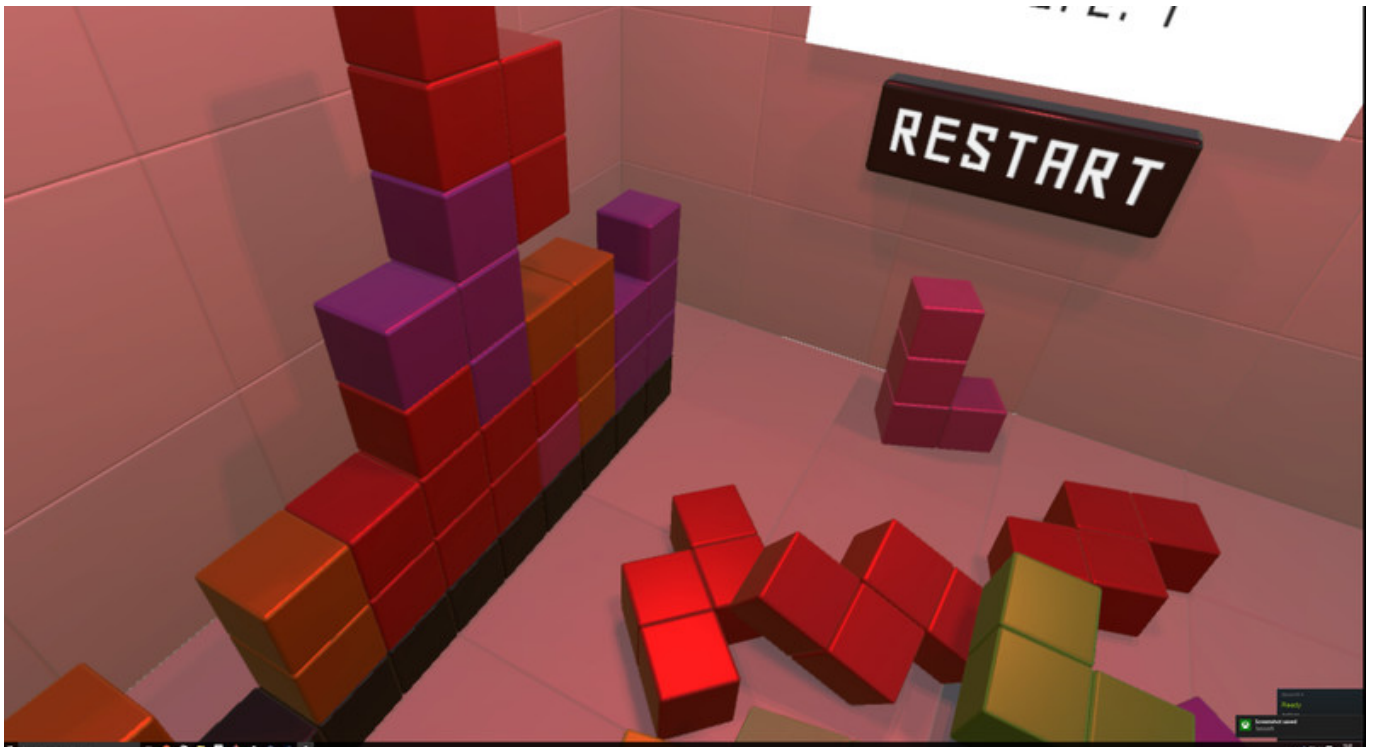

Kubz VR Free Download [addons]



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About This Game

Kubz brings one of the most famous puzzle game of all time to the Virtual Reality world!

Play with an HTC Vive in a 3d rooms with very realistic Tetrominos falling from the sky. Your goal is the plug them in the grid as fast as you can or everything around you will be destroyed.

Best of all, you can challenge your friends and get to the top of the leaderboard!

We already have some improvements in progress:

- Add new game modes
- Multiplayer online (cooperation, battles...)
- Any awesome idea you have!

Title: Kubz VR
Genre: Casual, Indie
Developer:
bibimbapstudio
Publisher:
bibimbapstudio
Release Date: 5 Sep, 2016

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English







UPDATED: New release brings needed fix, joy and much fun!

Performance is excellent now (GTX 980V i7-6800k)

The good: the game concept is obviously excellent. a nice twist being able to arbitrarily rotate the pieces.

The bad: Absolutely horrible performance/lag. The game was essentially unplayable. The first time I played it, I could only take a minute or two before throwing in the towel. the frame rate was so bad the right eye rendering was at times in a totally different place.

Many others complained about the performance issue and after a month, a single post from the developer saying it was fixed, but it wasn't. so i can't recommend the game based on the responsiveness of the developer.

Really unfortunately since the graphics of the game really shouldn't be very challenging. After building a brand new VR system i gave it another try (from intel Q9450/GTX 980 ->intel 6800k/GTX980) it was playable (still just barely). The fact that a big bump in performance resulted from just CPU upgrade points something being unoptimized and (needlessly) very CPU bound.

Hopefully the developer will actually fix it. would be more than glad to revise my review.

NetVNet: if you have really big CPU it's (barely) playable; developer wasn't responsive to addressing complaints from many buyers. This is a must-buy if you like puzzles at all. It's room-scale tetris where you can rotate the blocks in all directions. Instead of the game ending when there are too many blocks in the stack, it ends when there are too many piled up on the floor. You have to work fast. I played a few games and managed a score of 30.. +Tetris Style
+Fairly Cheap

- controls sometimes wonky
- Annoying sound effects
- warning noise is irritating
- Poorly executed

1V5

Much better Tetris VR games. And the "Warning" sound is terrible. I mean constant loud alarm beeping noises, are really overboard and irritating.

If you liked this review [Click here and follow for more reviews of VR titles. And Click here if you want to request reviews on other VR titles.. I have a few VR Tetris games, and this one is the best. That said I don't feel it translates well to VR. I'm giving this a positive review, as it's the best one, but it's a weak positive review. 6/10.. This is a great \\$4 purchase for fans of Tetris-style puzzle games. The controls are intuitive, though much like Tetris itself you have to be a bit careful how you try to place the blocks -- if you're not paying enough attention, you'll place the block in an unintended way \(this is not a slight on the game, it's part of the inherent difficulty of the puzzle\).](#)

[One of the biggest things I like about this game that sets it apart from Tetris is that you can rotate the blocks around to place them in 360 degrees, which makes it quite a bit easier to place blocks on the grid -- for example, you can take a right-facing L block and rotate it in 3D to a left-facing L block; the two "types" of L-blocks are still color coordinated \(purple and orange\), but functionally they are the same block.](#)

[All in all, for \\$4 this is a good addition to your VR library, especially if you're wanting to introduce VR to people because everyone's already familiar with Tetris and this game does a great job of showing how VR can expand/enhance gaming. Plus, it's Tetris. Who doesn't like Tetris?. Fun concept. I'd like if there was a few different game modes \(Zen, Original, Variable Difficulty maybe?\)](#)

[It was pretty involved physically, there's not really a way to "reach" and set a block down, you actually need to more. It's nice for the fact that it gets players involved.](#)

Ramps up very quickly. I would place a block turn around and have 3 more on the floor. I think it would be better to have a simple timer. you get one block at a time and you get time added back to the timer for every line you complete. Either way, it's still fun, just too difficult to play for long.. I got this as "Tetris in VR", but it's so much better than Tetris. Moving in a 3d space, you can turn those pesky z-blocks around to make them s-blocks. You can also fill holes left so long as the shape will fit it. The capacity concept is the only flaw, and I saw this even before the purchase (I bought this on sale). In classical Tetris the rate of the blocks increases with the number of lines you complete. In Kubz VR the rate increases automatically but does reach a maximum. Basically, as long as you can keep up with the max speed you can keep playing, but don't expect to do that without breaking a sweat. It does have leaderboards, but they are local. Online leaderboards would be a great addition.. I don't want to give this a good review.... Because of the neglect of this simple game by the DevVs. It is a very good idea for a game. Too bad it was made and then forgotten about, regardless of its quirks.

It is fun. It is worth about a dollar, maybe 2. But, it is buggy and slow even on beast equipment. Lacks polish and variance. Would really love to see a good Tetris VR implementation, unfortunately this doesn't take the cake.

5V10.

I'll fix my review if the devVs fix the game.. The core concept of the game works well enough, but it doesn't really have enough to justify paying any amount. There's absolutely no options to adjust the gameplay, like if you want to play with a more lax pace.

Right now, the default and only spawn rate grows exponentially and independently of the player's performance. What ends up happening is that most games end up finishing with roughly the same duration, since it always reaches a point that's almost impossible to manage within a few minutes.

Also it probably wouldn't hurt to have a few quality of life improvements to grabbing and manipulating the blocks. Like if you could swipe the trackpad to rotate one while you're holding it instead of fumbling with both hands.. It's a great twist on Tetris that I'd recommend to anyone with "VR legs." For those who get a little queasy when the VR world shifts on you, stay away until they update it with a way to disable the ending "fall."

Essentially, when you lose, the floor falls out from under you and you fall twenty feet. For those who are not strongly affected by VR sliding, it's fine, but for those who do not handle it well, this event essentially ruins the game.

I've suggested to the Devs to add an option to disable this (or teleport you down, or something), but so far no response.

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