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## About This Game

Got skill? Like dynamic action? Then Psyche Soldier VR is for you... and will take you to battles inside the psychedelic realm of your subconscious, tackling shadow creatures using five different Caster light-energy attacks, a channel ability, a spotlight, and an active Power Up. Challenge yourself!

### Description

What if renowned Psychoanalyst, Carl Jung, were to have made a Virtual Reality game? It would have been something like Psyche Soldier VR.

Psyche Soldier VR is a challenging, truly dynamic, duck-and-dodge shooting gallery game that takes place in the player's subconscious. Players cast light energy to battle against the shadow aspects of their psyche in seven different themed missions: Agency, Attachment, Fear, Procrastination, Shame, Stress, and Perfection. Each mission features unique enemies related to the theme along with a challenging Boss Fight! In addition, there is a Secret Boss Fight! There's even a dog you can play fetch with in the menu area, who can also appear as an energy form in the subconscious to save the player from failure.

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Unlike games with a passive shield, the action-based Power Up ability is both defensive and offensive -- surrounding, protecting, increasing damage, and strengthening slowing power with the press of a button. Add that to the five Caster abilities, the Spotlight slow, the Energy Collect channel ability, the fluid energy system, and the 18 different enemy types, and what you get is an on-the-fly strategic and athletic game that truly uses the dual controller and room scale aspects of VR, making it unlike any other!

There is an experience-based upgrade system to empower your abilities and chances, and four difficulties to test your skill: Easy, Normal, Mentalist, and Psychonaut. There's also an infinite wave Endurance mode with a leaderboard where you can see how deep into your subconscious and how high up the ranks you can go!

### **Features**

- Shoot-and-dodge in this truly dynamic and fun game
- Activate your Power Up for an exciting rush
- Experience the time distorting Psychic Slow-Mo
- Play 7 missions, 18 different enemies, and 8 unique Boss Fights
- Entertain yourself in near-invincible "Easy" difficulty for an enlightening experience
- Challenge yourself in "Normal," "Mentalist," and "Psychonaut" difficulties
- Rise in the Leaderboard with the endless "Endurance Mode"
- Earn experience and improve your powers with 18 upgrades
- Play fetch with a dog or break glass jars in the menu area

### **Story**

Long ago, there was a time when happiness came easily, stress was alien, and life was an adventure.

At some point, the tables turned; happiness became fleeting, stress more common than air, and life—life began to feel like a cruel joke—a bleak existence that gradually crept into your psyche.

You didn't even know the shadows of your psyche were amassing like an army! How could you have known? How could anyone know? They couldn't even be seen until now! Sure, they could be felt; migraines, neck pain, back pain—all distractions!

Physical distractions that enable avoidance of your emotional pain, your darkest fears, and your inner most secrets, in other words your psyche shadows.

These unnerving shadows live and take form in your subconscious, affecting your thoughts and feelings daily, just out of your awareness. Although they once served you well, they've grown malevolent and overwhelmingly powerful.

You must conquer and convert them! Where they thrive just out of mind's reach, you must cast your light energy. These are the shadow battles of your subconscious—in the war of your enlightenment.

Go forth hero! Face your dark side. Face your shadows.

Oh, and one more thing... It's dangerous to go alone! But you must...

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Title: Psyche Soldier VR  
Genre: Action, Indie  
Developer:  
Single Step Games  
Publisher:  
Single Step Games  
Release Date: 15 Dec, 2017

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**Minimum:**

**OS:** Win 7 or higher

**Processor:** Intel i5 or higher

**Memory:** 8 GB RAM

**Graphics:** GTX 970 or higher

**DirectX:** Version 10

**Network:** Broadband Internet connection

**Storage:** 780 MB available space

**Sound Card:** Integrated

English





	$x^2$	$\times 8$	-13	$x^2$	$\sqrt{x}$	$\sqrt{x}$	-84	
14	8	-8	-3	12	-5	18	-8	$x^2$
-11	-6	9	2	-12	6	-13	3	-55
72	3	4	16	50	-12	-4	15	$x^2$
-40	2	-11	-4	-9	-13	5	-10	$\sqrt{x}$
315	-2	3	11	-7	-11	-17	338	-57
68	88	-1	-17	-14	9	4	-1	$\sqrt{x}$
3399	1	9	12	-3	28	3364	-12	$\times 2$
	94	5	17	17	2	3357	325	

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Its so fun, I think specifically Ash Jeffby would like to play this game. I have seen the face of God.. simple, senseless, honestly enjoyable!. Being a pretty fussy gamer, I don't say this lightly. This is truly one of the most stimulating, absorbing, entertaining, educational, and just plain coolest games I've ever played, indie or otherwise.

The stock graphics are a tad plain but it can be easily modded for those that require awesome visuals (or whatever else), and it can be tricky and time-consuming, with a huge learning curve, but it lets you go at your own pace, and, unlike 90% of others games, at least youre actually learning something potentially useful (and part of reality) to make up for time-wasting.

Otherwise, this game is awesome, and I would highly recommend it to anyone that enjoys serious simulators\building games and\or just being creative, having fun playing with physics, and\or blowing things up.

Been playing it for years now, and its very rare for me to keep interested in a game for so long, and thats because, not only is it a playground for one's own imagination and ingenuity, its also a crash-course tutorial\guide\simulator to space\astro and terrestrial physics. A literally gateway to understanding and learning about the physical (and mathematical) dynamics of space-travel and rocket building, which, because it makes you do everything yourself, hands on and practically, from building your rockets, to piloting them, to navigating in space, and having to carefully strategize in missions, it helps to increase the learning and understanding process by tenfold.

Also, unlike many other games, it just seems to be getting better and better with each update. Just hope they keep up the awesome quality of the updates, and dlc, and dont get too dodgy and greedy, ie, mainstream.. Any game that I buy on sale and gives me 200+ hours of enjoyment is good.

I played PCM 2013 a fair bit, so this was an upgrade for me. The changes to being able to follow team members at all parts of a race is a nice improvement. The graphics are generally improved, although some people still go through objects at times.

The only real criticism is that there is little variation to AI tactics. It would be good to seem some more random factors at play.. Dovetail Games has brought to us another classic icon to the Train Simulator world: the Amtrak E8! Does it hold up? Let's take a look...

#### **Locomotive Variety \u2734\u270f**

**The add-on comes with the E8 in both "A" and "B" type units in two Amtrak paint schemes: Phase I and Phase II, and that's it. There's not much locomotive variety in the pack. However, it does come with the DTG U36B for the time period-correct freight locomotives, but I won't count it as that's an add-on you can get separately, which is in my opinion a red flag if you're going to include an add-on in an add-on that includes it.**

#### **Locomotive Design \u2705**

**The locomotive in-game is designed rather well, like with DTG's other products.**

#### **Locomotive Physics \u2705**

**Brakes and acceleration work fine, better than what I expected.**

#### **Locomotive Functionality \u2705**

**It has the usual DTG flare in terms of controls, but it does have some extra functionality such as opening doors and windows.**

#### **Locomotive Sounds \u274c**

**As always with DTG products, all the sounds are recycled, with minor changes put in. The engine sounds almost come directly from the old Kuju F7, while the horn and bell come directly from the WP FP7 California Zephyr, and even the US-only Great Northern F7 Empire Builder add-ons. Not really worth it for the sounds alone, but it can be modified.**

#### **Rolling Stock Variety \u2705**

**Like with DTG's other products, most if not all of it are recycled from the WP FP7 California Zephyr, with some minor changes. The passenger rolling stock does look pretty good though, and the variety is quite decent, so I'm giving**

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this one a passing grade regardless. It does also come with the DTG U36B for the time period-correct freight rolling stock, but like I said before, I won't count it as that is a separate add-on that happens to be included with the E8 add-on.

#### Scenarios \u2734\u270f

There are 3 scenarios for the Miami-West Palm Beach route that come bundled with the E8 add-on. I ran through all of them, and 2 out of the 3 are beatable with a gold medal. The 2nd scenario has a major timing issue where you are forced to wait for a SCL U36B Freight to pass by, and the Miami station arrival time in the scenario is 13:15 (1:15 PM), but you actually arrive at around 13:22 (1:22 PM) due to the delay, making this scenario impossible to complete at Gold. The third scenario also has an issue with the 1st freight AI; the last 6 wagons were for some reason not hooked up to the train, thus they are left on the main line as static stock. However, those can be fixed in the editor manually. Other than that, the scenarios are functional, but aren't really that good. I'd prefer High Iron Simulations any day.

#### Value \u2734\u270f

While this pack is worth it for the E8 alone, unfortunately most of the passenger rolling stock is recycled but varied, there's not much locomotive variety included, and 2 of the bundled scenarios have issues. If you didn't own the U36B add-on before, this might be of good value, but if you already had it, I'd only recommend getting this when it's on sale, like with DTG's other products.

Final Score: 7/10 (Average). Windows Runtime error crashing the game at what im guessing was near the end of the tutorial sequence



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I haven't beaten this game yet but so far it's quite good. I'm writing a review early because it's a travesty that this game has so few reviews; I intend to update it later. But I've played enough to know the positive rating is deserved.

Simply put, if you like Zelda you will probably enjoy this game.. Total scam and not worth the money. lvl 2 doesn't load and lvl 1 there are so many false painted pixels on that lvl plate that you can't aim smoothly.

Saw so many games being much better, much more stable and less expensive on goble game jams than this.... Hot bikini nami. Very sexy 10/10. I really like the idea of playing fetch as a dog. I wish it felt more dog like instead of just a minimap quest through a maze. The content that is here is pretty good but could be much better with some polish.

<https://youtu.be/V4NH6DtUwZ9A>. Fun for a very short time. After that fun time. I started to hate it and uninstalled it quickly. until my next installation. My experience. Hard to explain.

[~ 5 hours for a playthrough and online multiplayer. as an option. is dead.](#)  
[Unless that its good for a cheap sale.. Best game about waterloo. Oh dear. Oh dear. Oh dear. amazing how a bit of success can turn what felt like a trustworthy honest small team of developers into the next EA.](#)

[They have polished everything, improved a lot of things, and added new and better content. superb! Honestly Superb...but why. Oh why push your DLC packs down my throat every single time I load the game? If I want it I will go and look for it. Add a button, call it DLC's and then I can click and look whenever I want to.](#)

[Honestly I don't want to subscribe to your mailing list & I certainly don't want to be reminded V offered it every single time I load the game up.](#)

[A Season Pass?!? Are you serious? C'mon. I think the money and success has gone to their heads: Funny how that changes people.](#)

[As for the update hmmm Less realistic now, more arcade than sim now and tbh for me heading in the wrong direction.](#)

[It is Such a shame. My argument below.](#)

[\(Please do feel free to offer a counter argument\)](#)

[PLEASE NOTE ALL ABUSIVE COMMENTS WILL BE DELETED FROM THIS POINT ON](#)

[== MY ARGUMENT FOR NOT RECOMMENDED ==](#)

[The recommendations and suggestions for improvement from the community to the devs were intended to improve the main game. not be split into 100 micro DLC's.](#)

[We all accepted DLC's would come. B-17's as a DLC great.](#)  
[New mission arena: the Pacific for example...DLC OK.](#)

[Not weather update as DLC.](#)  
[20mm Cannons as DLC.](#)  
[New Enemy Aces as DLC.](#)  
[Aircraft updates as DLC.](#)  
[New and non-historically accurate features like Homing Missiles! No thank you.](#)

[At this rate you will have a price tag exceeding that of a AAA game and with the likes of cannons & homing MISSILIES <-- WTF!! You are effectively introducing PAY TO WIN.](#)

[Now I know it\u2019s not MP....YET but this practise is damaging and I think just simply wrong.](#)

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My hope is this was rushed out by the devs for xmas (hence the limited content) and priced too high for what it is by the publishers (who are money and profit oriented only) and this is my message V wake up call to the dev team to knock it off now and not let this continue any longer.

My opinion, you are of course entitled to your own but I see no counter argument from anyone else??? Just insults and abuse so far.

Please do tell me what is so good about this DLC?. This game is really cool. I've been looking for a dragon riding sim, and this is awesome! I can see how it would make some people dizzy, but it didn't bother me. I wish the dev would add more levels or longer courses, but otherwise the execution is spot on.

Btw, we play on top of a little kid's rocking horse to give the senesation of really riding. It's a blast.

Edit: since writing the intial review, I discovered 4 courses for each race type. So, it turns out my wish above was already granted. One small wish: make the race time more prominent so that my friends and family can directly compare our best times.

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