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About This Game

VR Theme Park Rides is a fun collection of twelve exciting VR-experiences featuring classic and thrilling theme park rides restyled in **Classic Americana**, **African Safari** and **Christmas** themes. Catering to enthusiasts of all experience levels, the collection includes something for everyone. Thrill-seekers will enjoy rides that hurl you through the air, while casual players will enjoy ground-based rides and the creepy castle of terror. Skip the line and step right up! No tickets required!

- **Castle Of Terror** : Go for a scary ride in the creepy castle of terror

- **Wind Seeker** : Do a vertical climb and go round in circles

- **Bumper Cars** : The classic must-do ride at any theme park

- **Trumble Bug** : A gentle and relaxing ground-based ride

- **Troika Trove** : A real spinner with rapid turns for the daring

- **Roller Coaster** : No theme park is complete without it!

- **Angry Octopus** : The angry octopus invites you on a thrilling whirl

- **Super Flyer** : Hang on tight for a breathtaking aerial experience

- **Awesome Airplane** : No mercy in the skies as you rotate 360 degrees

- **Cliff Hanger** : Your need for speed guaranteed

- **Little Teacup** : The classic ride to those with fear of heights

- **Ferris Wheel** : Up, up and up you go!

Title: VR Theme Park Rides
Genre: Casual, Simulation
Developer:
EnsenaSoft
Publisher:
EnsenaSoft
Release Date: 8 Jun, 2017

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Minimum:

OS: Windows 7, 8, 10

Processor: Intel® Core™ 2 Duo / i7-3770 CPU @ 3.40 GHz (8 CPUs)
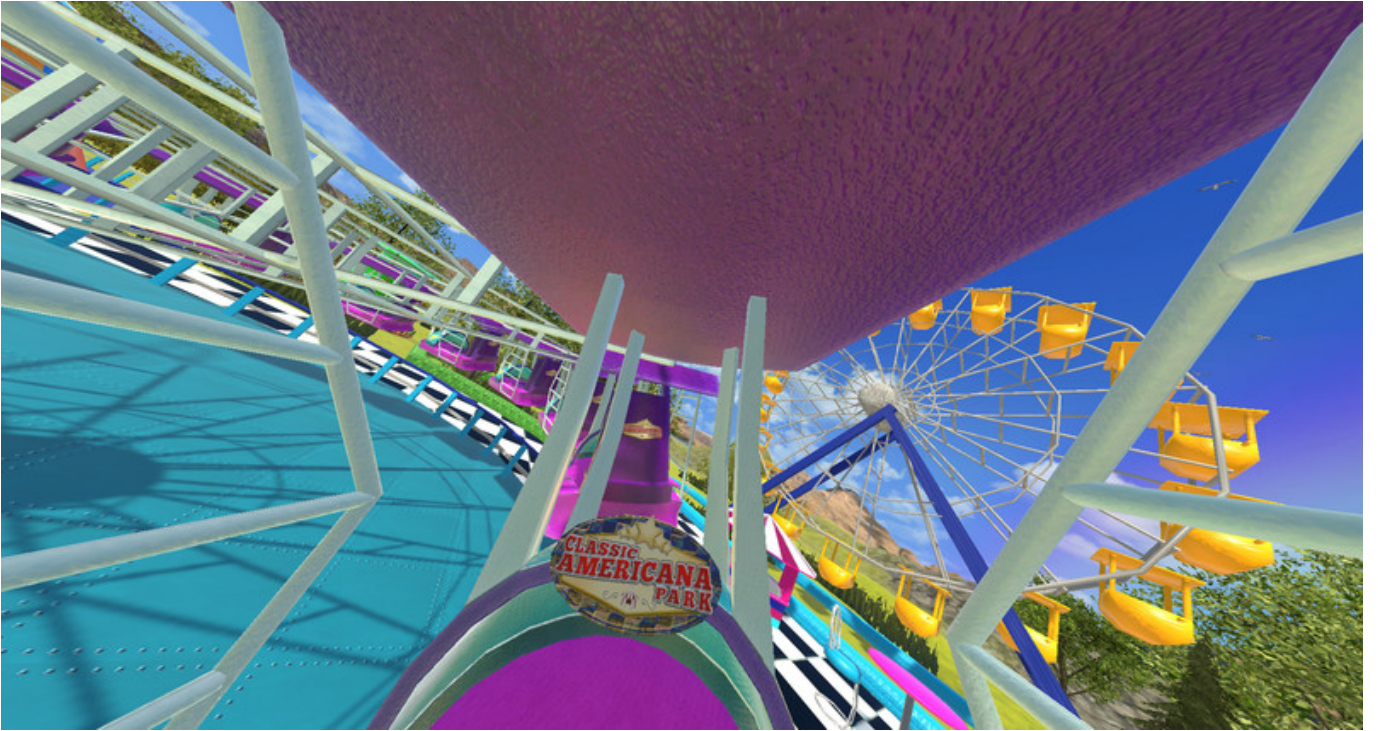
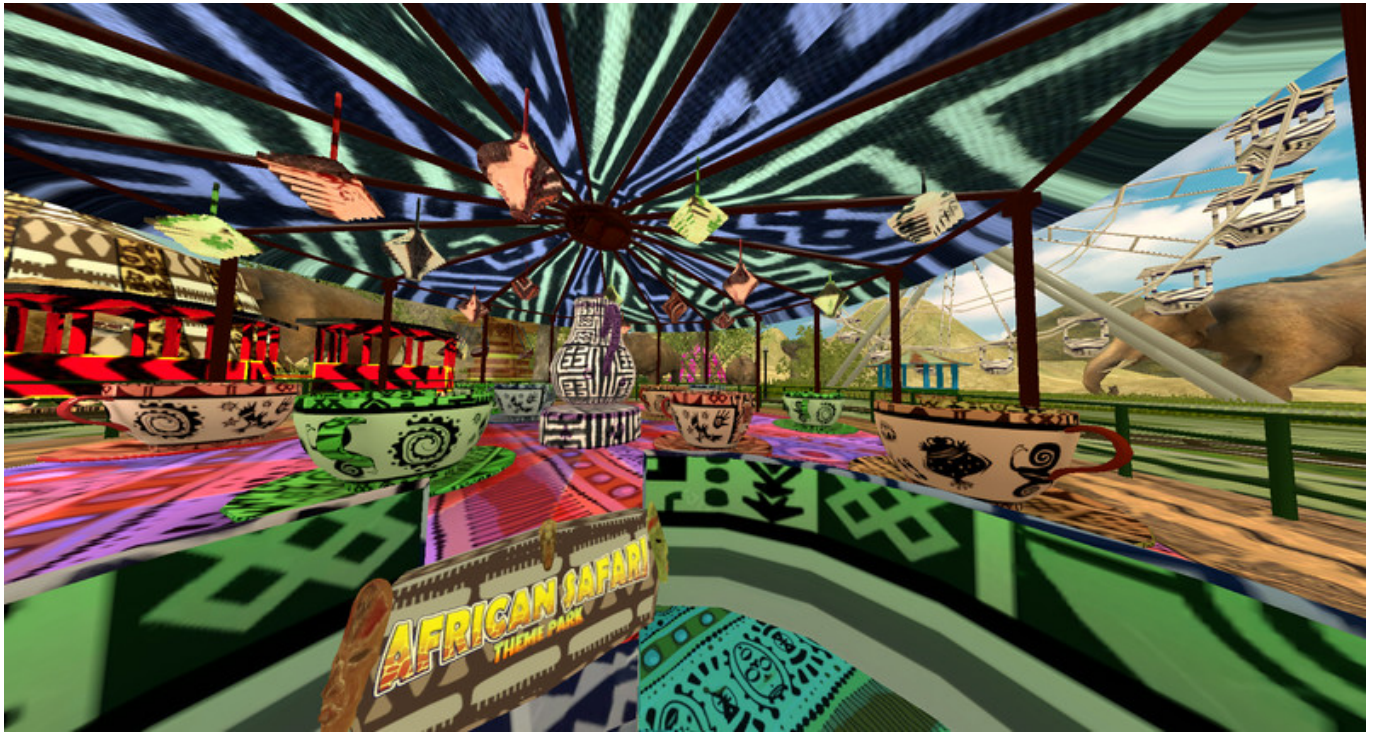**Memory:** 16 GB RAM

Graphics: Nvidia® GeForce GTX 660

DirectX: Version 10

Storage: 2 GB available space

English,French,Italian,German,Dutch,Hungarian,Japanese,Korean,Norwegian,Polish,Russian,Swedish,Portuguese,Simplified Chinese,Traditional Chinese

Oh how I wanted to love this game, but in its current state it should be a free demo. I only tried 3 of the rides and it is all I could take before requesting a refund. First off, no options at all for anything, no adjusting music or sounds or anything. I thought I would start with one of my favorites, the teacups...now in real life you can spin the teacup yourself, that is why I love it so much, but in VR land you can not, just sit back and enjoy the ride, which I did....problem was the music was so loud it was taking away from ride, which I found no way to get off from...would just repeat itself and no way to get back to main menu to choose another ride. So I close the game and restart it and choose the roller coaster next thinking this is going to be a fun ride...the graphics are very simple and do not look polished at all, the track looks so unrealistic and cartoony and your outside in the middle of a barren canyon, with rain and lightning going on, which seems like miles away from this amusement park, where did it go? After about 5 seconds into the ride there is the sound of a crowd of people cheering and clapping that repeats itself every 2 or 3 seconds...I am not kidding...there are no people on the ride with you or standing around but you hear them like they are there...constantly cheering and clapping the entire ride...is very anoying and unrealistic..who does that?..this time when the short ride ends, with no real excitement, no cork screw or loops, you get to sit and listen to the repeated cheering and clapping as the fake moon rises and your stuck once again in the ride and have to restart to get back to main menu. I try the ferris wheel as my last hope and am instantly taken by the 2D background like a cheap canvas wrapped around a dome tent...shame on you developers...especially claiming award winning...Im sure this review would be muich longer if I had tried all 12 of the rides but didnt want to chance putting in too much time to request a refund, three strikes and your out for me, maybe after many improvements but as it stands now I'd hold off. The flat rides like the Octopus work really well, they really give you that feeling you want. The coaster and haunted house are truly awfu but there are a lot of good flatrides. But all simulations like this need to use feedback or you don't really feel like you're part of the ride, you just feel like you're floating. Either the haptic feedback of the Vive Controllers can be used or the experience can be made compatable with XInput controllers. Have you ever tried No Limits 2 : Coaster Simulator. It works with the XIput Controller feedback and really brings the rides to life with heavy rumble when you're going fast through a turn and lightens when on a hill and such. It really makes you feel you're attached to the ride. All coaster and ride experiences need this but of all I've bought only No Limits 2 has it. Buy No Limits 2 : Roller Coaster Simulator and download a few hundred costers from the workshop and try them with XInput Feedback, you'll love it. Oh yeah, in this the background photo isn't of high enough quality and it's way too close, needs to bet set way farther back.. I can see what this Dev tried to do. VR truly needs a good amusement park experience and this one has many rides to try out. Unfortunately this VR experience is deeply flawed. The rides are rendered nice enough for the most part even though scale is off for some of the rides.

But the VR world and surroundings is completely dead. No people anywhere to be seen and even worse the sky, the horizon etc. are all comically flat and low def. The sky and surroundings in this game look like a flat cityscape wallpaper wrapped around a tube instead of being even remotely realistic and even borders on being insulting to the player.

I hope the Dev of this game is serious about improving their work because a good VR amusement park is a great idea and i hope this isn't someone's idea of a bad joke. No way is this worth charging for. Not yet anyway. Not even close.. UPDATE: They fifth and final park, The Day of the Dead park, has the most charm and the best music. The coaster is another that is different and I won\u2019t spoil the surprise for you, but it and many of the other treats in this park are something special. If anything hurt the park I think it\u2019s two things. One, everyone and their mother wants to be the first YTer to run a game into the ground, so everything is covered in pre-alphas then abandoned, and two, the ad mixes real park footage with footage of the virtual park. Obviously they are easy to tell apart from the shots, but I think it implies the park is hyper realistic, when it is definitely more charmingly cartoonish.

UPDATE: There are now four parks to choose from! The Western park has great music, a unique coaster that keeps going and the rides seem to move at a different pace. The graphics seemed a tiny bit simpler compared to the other three parks, but there are dancing couples on the tumble bug ride and some great sunsets. If you can accept the goofy charm of the graphics the rides themselves in all four parks are pretty fun.

This game has quirky charm and a whole lot of love. The Christmas park went all out with inflatables, deer, reindeer and foxes. Also, Santa himself is at a lot of the rides. There was a ton of detail like little cottages, gingerbread, and the rides were festive for Christmas.

The classic park is pure 1950s meets 1980s, and it's obvious a ton of love went into this game. I liked the bright colors in the park and the rock soundtrack was a plus. The haunted house is actually spot on for the time period, trust the old lady. The

haunted house was always the worst part of any park so far as effort went after the park shelled out for bargain basement animatronics. Though scarier artwork might help?

The African Safari has tons of animals, even in the haunted house. The coaster was pretty good, and overall, although I wasn't blown away, I was laughing and enjoying myself as I rode rides in the snow. TIP: Turn down your system volume and follow the on screen directions to get the most out of all three parks.

What could be better? Sound effects to make the rides feel more on point. Half the fun of tame rides is that they still groan and creak like they might collapse at any second. Also, some of the other rides you see look mighty tempting, and free roam of the park?

If you want hyper realism you are sort of missing the point of this charmingly quirky game. Pretty good deal, even at fuill price, just needs a little more love. And yes, buy it now!!!! Trust me, it grows on you and gets addictive.. Not bad for price and demo for cinetose (hihihii) but gaphics (lack of effects) could be better...
. I have been wanting to see a actual themempark.This makes it possible.I like the different themes and variety of rides.

It looks like someone wanted to make a game to get easy cash fast....
The screenshots might look fine, but the scalings in the game are WAY off, the movements are jerky and totally ruins the immersion.
Luckily Steam have the refund function.. Great concept, but just not ready yet. There's a lot of potential, but it just doesn't work. The graphics are primitive, the movement is jerky, and almost all the rides are the same style (spinny) carnival rides. All ya get is car sick.. So is this game worth the current Halloween sale price of $1.49? Definitely. Unfortunately, the mostly negative reviews will drive most people to not even consider buying this game. I read through most of the negative reviews, and I think these people have unrealistic expectations.

There are 12 total rides in this experience. There are 3 environments for each ride (Americana, Christmas, and African Safari). Most of the rides are enjoyeable. My favorites were the airplane, octopus, and teacup. A few of the rides scales are off like in the Ferris Wheel (the rides seem much bigger than they should). Also, several objects in the environments are off scale (every animal in African Safari).

The worst rides were the Rollercoaster (especially in Americana it seemed very laggy\/stuttery) and Haunted Ride (very cheap quality graphics, no real scares, just laughable attempted scares really). The music was also not the best. I suggest sticking to Christmas themed park as it has the best visuals and music . Just don't expect amazing visuals and enjoy the rides.

I played this for 45 minutes and easily got my money's worth. Keep in mind, you have to press B on Oculus Touch when it says menu button. You have to hold down trigger to select the ride.

Sale price rating 6\/10 enough fun rides, F the haters

 yeah I wish I could hold on to the steering wheel in bumbers cars and steer, but it's to be expected in this type of VR title

. It looked so promising in the pictures then it's all down hill from then .it got to be a 1 for effort out of 10 .at one point the floor texture just went to black n white even into the mountains .one ride as it went around the floor texture comes into the cab .
If the person or company just had taken more time it could had been great.ps the only ride that does look good the tcup, worst ride is Iver bumper cars you can't control or the house of horror that is not even a 1\/2 out of ten .it's not worth spending your money on until it had a lot of work done. This Program is Perfect for Making you Sick!

Things I liked:
-Price! Note: Bought while on sale for $1.49 and it is well worth it...
-The Rides Feel Real alittle Too Real...Motion Sickness x10
-The Graphics are Way Better than Expected...
-There is Actually alot of Rides...Some of them are Fast!
-Another Great Program to Share to first timers in VR....

Things I Disliked:
- I'm Still Feeling Sick & Dizzy...
- The Program isn't the Best Quality but, Was Way Better than I Expected for what I paid!

Overall:
 I Think this Program is Neat! It Actually Works...Alot of Rides to Ride but, Unfornately, The Motion Sickness hits you pretty Quick! I will Try Again Later...But, For what I Spent, I Feel it is Well Worth It! You Should pick this Up if you like Feeling Dizzy and Sick! Note: It is Just Like what the Real Theme Rides do too me...Awesome!. Don't buy it there are 100x better alternative options for free.
This game is a joke.