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## VROOM: Galleon Activation Unlock Code And Serial



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### About This Game

**Experience virtual life at sea aboard your own pirate ship!**

What wonders await ye:

- Explore the decks and cabins of an historically accurate 16th-century English race-built galleon!
- Relax to the soothing sounds and gentle rocking motion of Caribbean waves!
- Swim past man-eating sharks to explore a lush tropical island!
- Get a bird's-eye view as a seagull; soar through rigging and over trees!
- Fire each of her twelve mighty minion cannons!
- Climb the shrouds to the crow's nest!
- Bask in the warm glow of your pirate treasure!
- Keep a watchful-eye for mermaids with your trusty telescope!

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- Eat and drink your fill at the captain's table!
  - Shoot objects thrown by monkeys before they hit your head!
  - Experience additional "magical realism" events that only VR makes possible!

Developed exclusively for virtual reality headsets, this is not a traditional PC game or sailing simulator. It is an immersive experience designed to delight your senses in life aboard an old sailing vessel, with several fun activities thrown-in for good measure. Due to heavy VR performance constraints, the ship does not currently sail, but rather floats in place at two different locales.

If you enjoy this title, be sure to check out **VROOM: Aerie**: <http://store.steampowered.com/app/375190>

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Title: VROOM: Galleon  
Genre: Adventure, Casual, Indie  
Developer:  
VROOM  
Publisher:  
VROOM  
Release Date: 5 Sep, 2016

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 (64-bit) or newer

**Processor:** Intel i5-4590 equivalent or greater

**Memory:** 8 GB RAM

**Graphics:** NVIDIA GTX 970 / AMD 290 equivalent or greater, plus latest drivers

**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 1 GB available space

**Sound Card:** Any Windows Compatible

**Additional Notes:** VR Headset: HTC Vive w/Steam VR

English, French, Italian, German, Arabic, Bulgarian, Czech, Danish, Dutch, Finnish, Greek, Hungarian, Japanese, Korean, Norwegian, Polish, Portuguese, Romanian, Russian, Simplified Chinese, Swedish, Thai, Traditional Chinese







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Very impressed! While some may feel (correctly), that this is not a game, these VR "experiences" still provide much opportunity to entertain as the developer VROOM has crammed in many little details that elevate this to near simulation status, while also providing the user with many items to interact with.

Pro's: SCALE!! From the very start, you can appreciate the incredible sense of scale this experience provides. You start off in the middle of a Galleon, with the first thing that catches your eyes are the high mast, then the size of the ship, the cannon's, etc. Not that I've ever been on one but..., it just feels right and the 3D conveyed here once again shows why VR is a winner to anyone who tries it!

Graphics: Everything is rendered well, with above average texture work. The water though helps elevate the experience to another level as it's quite beautiful and flat out hypnotising. I caught myself staring a few times, just looking out into the distance.

Interaction: There are many items (the description lists 74). I won't list them here (the entire point of VR experiences is to... experience these for yourselves) but there's a sufficient amount that it should lead me to keep searching to find them all. I will say some of the secrets show a decent amount of imagination! LOL Word of warning... stay off the sauce; if not, you'll regret it.. especially in VR!! :)

Issues: The only glitch I've seen on the current version is once I was in the water, depending on where I gaze, there seemed to be glitches on the edge of my peripheral vision. Nothing horribly bad nor that distracting but should be mentioned just the same.

Recommendation: For me, absolutely a worthwhile experience, however, there is always room for improvement. Same as others, I would love to be able to sail and/or attack other ships but understand the engine doesn't currently allow this level of interaction while keeping this required frame rate. Fair enough, but maybe more could be added via:

- something to keep track of the interactive objects you've discovered (ie; achievements). This would greatly expand on the user's need to keep exploring (we love to catch 'em all!)
- more items to interact with, I guess we can never have enough ;)
- Adjusting the canon's so that we can turn them into a target mini-game (or sinking ships in the distance along the lines of classic arcade games of old... including keeping track of high-scores)

Recap and rating: although not a game per say, this experience still hits home and is a success. There's lots to do, the quality is evident and although there is room for improvement, IMHO from a POV of experience, it's a worthwhile investment. I rate this experience a 4 out of 5 stars.

looking forward to seeing what's next from VRoom!

. Amazing graphics for current VR hardware. Enjoyed the slow pace; just watching the ship rock and waves roll by. Can't wait for Vive support!. This is a very neat concept that still needs some work. The authentic Galleon is quite cool to explore and there are a ton of neat little surprise actions hidden throughout the game (things to open, things to activate, things to briefly enter the POV of). The graphics are great, but the movement is a bit odd and gave me pretty strong nausea. I'm looking forward to trying this in room scale with the vive, but I really think the movement will need something like Cloudhead's Blink locomotion or cloudstep.

I have to recommend against the game at the \$9.99 pricepoint in its current state. Given an updated movement system and some bugfixes for some minor graphical glitches, or a drop in price to 2-3 dollars, I'd change this to a yes.. Cool demo, but needs work. The model is good but movement feels strange and there are frequent glitches with lighting and collisions. No options menu of any kind. Has potential to be a cool exploration experience. Just needs polish.. I really enjoyed this VR experience! Amazing surprises and special effects!

It will be a while until hardware is ready to move the ship so, I understand why it is stationary.

Nevertheless, its very cool VR experience to showcase friends and get everyone excited about VR!

A must have !. This is one of the best VR experiences so far. The graphics are amazing. Controls were simple. I never felt sick at all. Steering the seagull around the island with your head is a blast!. Great VR experience. I love all the details and surprises. I had to buy the bundle.. I really enjoy Aerie and how it has improved over the past few months, so I figured I'd pick this up as

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well. I was nervous about getting seasick, but fortunately that never became a problem.

The graphics are some of the best I've seen in VR. Hopefully the devs will add more content as they did to Aerie, because I'd like to spend more time here. It's well worth the price if you love pirate ships.

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Just tried this on CV1. It's not a game as such, but as an exploration/sitting around admiring the view experience, it's fantastic. The visuals look great and the minigames are entertaining (particularly flying as the bird). If you're looking for somewhere to just hang out in VR, this is perfect.. This was a solid experience, but could use some improvements. But as others have said, don't go into it expecting "gameplay". You basically can roam around a couple environments, and interact with a few objects (i.e. fire cannons).

Positives:

-Great Graphics/Visuals

-Several Interesting and unexpected interactions

-Boobies

Negatives:

-Needs further optimization. i5 4690K and R9 390 were not enough to be completely judder free in all areas. Island was especially bad.

-\$10 seems steep for the lack of replay value

-Controls could be improved, and maybe add a pause menu with controls listed.. <https://youtu.be/5hctSAYILAM>

VROOM: Galleon : Be a pirate in Virtual Reality ! 10/10 love it !. Excellent graphics and ship movement. Need to be able so set the sails and simulate going somewhere.

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