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Catify VR Download 2gb Ram



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## About This Game

Cats are all over the Internet. And everyone loves them!

But who never dreamt of being in the skin of a cat?

- > To see through its eyes! By day or by night!
- > To walk and jump all around the apartment when the master is out!
- > To sharpen his Claws on a Cat tree!

Catify VR makes this dream come true!

Indeed, this VR experience allows you to embody a cat and live the everyday life of a feline: walking, jumping, night-watching and clawing!

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Title: Catify VR  
Genre: Adventure, Simulation  
Developer:  
VR Studio  
Publisher:  
AC3 Studio  
Release Date: 28 Jun, 2018

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**Minimum:**

**OS:** Windows 10

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

**Memory:** 8 GB RAM

**Graphics:** NVIDIA GeForce GTX 1060 or greater

**DirectX:** Version 10

**Storage:** 1 GB available space

**Sound Card:** -

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







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I can't downvote this, because it fulfilled a childhood dream of mine to play a 3d game where you're a cat.

That being said, this game isn't very good. Let's start with the good.

- Good movement system
- Seems relatively polished
- Achievements to do, things to find
- You do cat things, scratch things up

Now for the bad:

- Only one room
- World scale is way off, you're more the size of a mouse, not a cat
- Your paws are also tiny
- In 5 minutes I'd seen everything the game had to offer
- No music, not much going on with the sound effects or ambience either
- No overarching goal or points system

My ideas for this:

I wish there was more life in this game. It seems like it has potential. Maybe there could be some mice to catch, or birds to pounce on, if you could go outside. Some fish in a fish tank to kill? Rough up other cats? A points system to tie this all together with a timer until your owner gets home?

So, in conclusion, was it worth the \$5? Probably not. But I'm still thumbing it up for fulfilling any part of my unlikely childhood dream.. Cute game - You get to be a cat! Had a little trouble reading the tutorial as the text was a little thin - so it took me a minute to figure out the controls without. It's a fun novelty game. I think it would be neat if in the future there was dlc for more locations and objectives! That would add more replay value!. Is it overpriced at \$5? Yes, you'll get 10-20 minutes of gametime out of this, max. But... it's pretty cool being a cat. The goals make sense and are easy enough to figure out. The controls for walking are a little wonky because you can take really huge steps with one stride. The jumping made me a little nauseous, but that seems to be common with jumping in VR. Overall I'm glad I got the game and played through the whole thing. My biggest wish is just that there was more to interact with because it's fun playing in this perspective :). Well, you're a cat. Really not much else to say. There's a few achievements to work towards, and a littler scavenger hunt for hidden pawprints. Not much replay value, but I feel it would be a good introduction to show somebody the basics of VR. 5 bucks is a little high I feel? but what VR game isn't overpriced right now?

There's not a neutral rating option, but I'm definitely leaning towards positive.. 2/10

Very dull game. Not much to do. No scalability for graphics either (and not well optimised).. You can finally be a furry!. Let me be clear, this is a \$6 game and I did not expect much from it to begin with... It's a cute idea but comes off as a test project for a student. There are some massive issues with scaling and positioning of the user while in the environment. Adding in a reset environment floor or even some ability to move vertically would bring this up to a recommendation from me.

- Items and environmental elements I've seen others jump onto in videos make my version simply fall through them.
- Half of the interactive items are below the floor level (restarting nor resetting my room scale corrects this)
- Movement via the triggers is not intuitive, perhaps use the right trackpad for jump and the left for movement? Yes, I get what you're trying to do here but it doesn't really translate well IMO.
- Jumping needs a lot of work. Sometimes you jump perfectly to where you want then others you completely miss. Perhaps a full path shown on screen to where you will land? This would make navigating onto elements far easier.

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Cat Them All -). Pros:

- Very realistic graphics.
- Funny concept.

Cons:

- Motion sickness GALORE. Made me never want to play it again (But it may vary from person to person)
- . its a good game, but i wish there would be more rooms and more updates, because im just doing the same thing all over again.

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