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Disco Destruction Full Version Free

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## About This Game

Disco Destruction is a VR **DJ** game, where you have to play vinyls, keep your customers dancing - and make some money to pay back your debt!

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Title: Disco Destruction

Genre: Casual, Indie, Simulation, Early Access

Developer:

Subjective

Publisher:

Subjective

Release Date: 20 Jul, 2017

English

disco destruction 1979. disco destruction white sox. disco destruction trier. disco destruction vr. disco destruction day. the digitalist disco destruction. the digitalist disco destruction. disco destruction white sox. disco destruction chicago. disco destruction chicago. destruction of disco. destruction of disco. disco destruction 1979. el mejor disco de destruction. disco destruction vr. mejor disco destruction. disco destruction. disco appetite for destruction. disco destruction 3000. disco destruction night. disco destruction day. el mejor disco de destruction. disco destruction night. disco destruction trier

Disco Destruction is a free Early Access VR game, where you are playing a DJ. It worked on my system, looked good, played good, sounded good. Fun and funny but hard too. Don't worry, you are not playing Disco music. Try it, you might like it.. I had a lot of fun playing this game. At first I was unsure what to expect but it was challenging but not frustrating. I wish there was voice acting for the game instructions. reading in VR generally sucks. but its even worse when you want to be pulled into that world. If just the bartender talked, I would be happy. I'll even record the lines for you for free! This game could use that that extra bit to keep the user mentally in the world of the game.. its free had a good experience but its short worth trying since its

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free. The concept of this game is quite simple but it is in early access. It's still very entertaining to play. Hope to see more from this game in updates! As it is played in our library, people ask to be able to put their own music in lieu of the disk music or if there are leveling systems to the arrows as its not as obvious to newer VR players.. Updated Review June 3, 2018: I'm changing my review from a negative to a positive recommendation. This game actually got updated a while back. I finally got around to playing it again. They were small little quality of life changes, but they made the game a whole lot more fun. Before there was very little to do. Now at least there's some variety. There's still no purpose to the game. I mean you can buy some stuff that helps. But there's no story or progress towards anything, other than buying the expensive item that will take a while to accomplish. The core gameplay improved by the simple addition of colors. Now you can match the color to what the crowd wants and that's pretty neat. There's a reason to mix discs now. The little items you buy sure do help a lot. And the microphone item to buy is pretty awesome. I love saying stuff and hearing yourself so you can roleplay like a real DJ. That was a very good addition, probably the best! I chanted "Make some noise" and other cringy af stuff. But hey, I'm home alone and nobody cares here :) --- Original review is below --- First of all, the disco closes at 9pm. Really? WTF. That's not realistic. You can drink all the beers, but you hardly notice any effect on you. You are limited in where you can move, so I don't see why you need to teleport unless you have a really small playing space. It's a free game, so you may want to try and download for yourself. It's not a terrible game, but it's not really good in its current state. There just isn't much of a game mechanic. The VR atmosphere is also not great. The music is okay, but nothing I would listen to outside of this game. So you're a DJ, but apparently DJing is about putting a disc on a disc player. Then turning a knob so that it plays that disc A instead of disc B. You can turn off A or B. You can only play a disc for so long. You scratch the disc by touching the disc as its playing. The scratching mechanism is too simple and sounds terrible in any event and it's limited. It's more fun to not play anything and throw stuff at people and drink beer. But I can't recommend this game, even at the free price. With more updates, this game could be very fun and it could be worth \$19.99 or more. It's just not there now and it isn't fun now.. It's a fun little game, interesting premise. Obviously you don't really get to work and proper equipment it is still fun to get those bobble heads to rock out. Only 2 locations, also limited sets of vinyls (I think 4) but the option to use your own music (ogg and wave only, though). Nice enough, I think I played it only twice tho.. The new Late Access version is a BIG improvement over the older free 'Early Access' version and definately worth buying. My Son & I have been playing this all day. Below is our honest feedback. The great things are: - + The graphics are much better. The people look really good & respond better to their moods. + The atmosphere is better. The disco lights really add to the scene. + I love the new record crate system. It is so much better than the waiting for a record to appear in a cloud of smoke like in the older free version. That used to be frustrating waiting to the very last second for a record to appear. + I like the extra crate unlocks. It gives you something to work towards & really help the crowd get pumping. + I like being able to teleport around the disco and seeing all the new graphics and environment. You can even go in the toilets area. The things that could do with improvement: - - I found the first/front records in each side of the crate a little hard to grab at times. The controllers wanted to grab the second row instead of the first. Suggestions / New features: - \* It would be awesome if smooth crossfader transitions could be rewarded with an instant visual/money reward with text & voice feedback like "Good Fade", "Great Fade", "Fading like a Pro!", "That got the party jumping" (and have the crowd jumping when dancing). Bad / quick slam over fades could be penalised with minus money or something like that. \* Same with great record choices having an instant visual/money reward feedback that really feels rewarding. \* I would love to see the ability to buy a new crossfader/mixer that has advanced features like high pass / low pass cutoffs. Real DJ's use these music effects all the time to send a crowd into a frenzy. Being able to cut off the bass and then drop the bass back in the middle song is what the drives the peeps crazy. My final words: - Support the devs. They are a small team that are very active on their discord server. They have created a fresh and new VR experience. In a VR field dominated by boring wave based shooters, this is a worthy VR experience to play and support. I really look forward to all the new features, the new story mode (hopefully a real story based journey from a small start out DJ to a huge packed stadium sensation mega DJ) and just where this game could end up. There are so many possibilities for this game, which is why it is so exciting.. Pretty fun diversion for a short time.. Neat game, but good gravy some of the songs are Aweful. I suggest headphones at least to spare your cohabitants.

Getting ready for Late Access: Come join our Discord! : -- Discord invite here: -- Dear players, we're very happy to say, that it's only a matter of days until the release of Disco Destruction: Late Access . This is going to signal the beginning of the last phase of Early Access, which will take the game to what we originally envisioned, through often feature updates. And these "features" are going to be fun! But until this happens, we want to talk to you - and know you better. For this reason, we started a Discord channel [discord.gg] where we invite you to join. This will be the place to keep in touch with each other, and get your feedback or solve any problems (if they arise). Also, if you join the Discord [discord.gg] , we'd like to send you a message to chat a little bit, and ask you some questions that will guide the final phase of our development. Thanks again for the love that you have shown to our little game and we hope to create something that you will love even more.. Disco Destruction: The Unmuted Update. : Dear players, How is everybody doing? We hope you enjoy your festive days as much as we do. There are two things

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we want to share with you. First of all, there's a small update ready for you. The customers now have a better voice (text-voice, that is). Now, they are going to give you much more specific feedback on how well you're doing. Go on, check it out yourselves! Secondly, this will probably be the last update of this current Early Access phase. Up until now, we wanted to test our core ideas, get feedback and, of course, learn how to make a fun VR game. And we think we got what we wanted. So, from the beginning of the new year, we were going to share more about the next version of Disco Destruction: A much bigger, much more polished game, that will also have a (fair) price to it. It's still going to stay in Early Access, though, at least in the beginning - and we were going to need all of you to help us make the best game that we can. So, until our next update, please enjoy Disco Destruction, break things and get ready to experience its world as we originally imagined it. The Subjective Team (ps. Our Steam Community is always open for your comments and your additional thoughts on what you would like to see in a bigger Disco Destruction experience.). "Add your own music" feature is live! (and some updates about us) : Dear players and friends, You're used to our quietness by now, aren't you? The truth is, it's not something we want - but it's the unfortunate result of physical timespace constraints: There's only so many things two people can do in 24 hours.. February Update: What we've been working on! : Dear players, Hello again after a few months of radio silence. We hope your new year started on the right foot. For us, we think it did - and we want to share a few things about what we're working on at the moment. The end of Early Access Updates. When we started building Disco Destruction, we were already programmers and gamers, but we sure didn't feel comfortable calling ourselves Game Designers. That's why we started building our first game right in front of you, through our free Early Access and our constant, iterative updates. During these 7 months, we tested our ideas, got to know our players and learned some things about what makes a VR game fun. So, we decided that the basic idea of Disco Destruction works. And now, it's time to release what we've always had in mind. That's why, since the beginning of the year, we've been working full-time on the new version. The goal is to take what made Disco Destruction fun, and make it look better, have more duration and expand a little on the story ideas. The work is going great and we believe that around late March we're going to begin Beta testing it. Around April, is also our target for the Late Access release: Still Early Access, but self-explainably later than the previous one. That version is going to be our full game and maybe the Early Access tag will remain to explain our plans for some more additions that we're thinking about. That version, also, is going to have a price - but we'll talk about this soon. Where are we now? At the moment, we have done a lot of work to streamline the main gameplay to support a night's progression, where each night is going to vary in difficulty. We are constantly working on making everything look better. The art style is new (forget the blocky aesthetic), the level is a whole piece of a Miami neighborhood (not just the clubs main area) and you're going to be able to move around freely. We know, you always wanted these (we also did), but things take time to make. :) We've also reworked the behavior of the Customers to make them react to many more of your choices. They're going to feel much more alive! We have also changed the Disc Selection system. In the Early Access builds, the discs came in a random order after a specific waiting time. Forget that! Now you'll be able to select whichever disc you want and play it. You're the DJ and it should be your choice. But, you'll have to work hard, to make some money and buy better discs to better suit your customers' tastes and leave your mark in Miami's nightlife. And who's gonna sell you those discs? We'll talk about that in the next update. Until then, take a look at some screenshots from our work in progress and don't forget to watch our new trailer, that includes a teaser for the next, big version in the end. Again, thanks a lot for your support! We're open to all comments and discussions in the forums. We'll be waiting to hear your thoughts on everything. And you can always follow our Twitter account [subjectivevr](#) for more frequent updates.. The December Update is here - with a new level! : Dear players, One month after the release of our Late Access, we're back with our first update. We talked with a lot of you (some had spent many hours on the old Early Access) and asked you for specific feedback for the new version. And according to all of that, in this update, you will find many important improvements (with even more coming later) - but let's list the biggest ones: A new level: You can now select a level for your Arcade session: Either inside the club, or in front of it. The level is part of the planned Story mode - but for now you can have fun making your customers happy (and making money) as usual. Much better feedback for the customers mood changes: Whenever a mood change happens, positive or negative, you're going to have a strong visual and audio cue. We think it makes it much more fun, and of course, it gives you a better understanding of how the customers feel about your playing. You can now drink from the bottles!: This has been a looong-standing request - but now you can drink from the bottles around AND it will affect you. :) Song names: Another very requested feature. Whenever you touch/grab a vinyl, you will see the song title and artist name. A new Power-Up: A party firework to light up the mood - buy it from the Tech guy. Christmas Decorations: For the next few weeks, it will be snowing in the outside level - and the customers will have their Santa hats on. We hope you have fun with the update - that's what we'd like the most. Also, check out a video, showing-off these features: And we're already working on the next one, which will include the overall most requested feature: The ability to add your own music, along with a Free Play mode. We're very excited for this - and we'll be waiting to see your playthroughs, when the time comes. Again, if you want to talk to us, to give us feedback or suggest something, we invite you to our Discord chat room: [discord.gg/VkG9Xz2](#) Until the next update, have fun and enjoy the holidays The Subjective Team. Disco Destruction: Late Access is now available! : After more than one year in the making, we're happy to announce the release of our "Late Access" version. This is the Disco Destruction that you liked in the free Early Access, now built to make you love it. We upgraded every part of the game, taking

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into account all of our players' feedback: The visual part is totally overhauled the core gameplay is improved in every way the customers are much more alive than before, reacting more naturally to your choices we now have first-class Oculus Rift support so many small details and polishes that fill up a whole year of development. .and we're putting the finishing touches on big features that will be coming in the next few months. Check out our new trailer here: This is the last step, before reaching the vision for the game that we had from the beginning - and we need your support to make this happen. Please, enjoy what we created for you, and we'll be waiting for your valuable feedback in the Steam Discussion boards and our new Discord [discord.gg] channel.

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