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This game is set in a magical town called "Arcadia". The player is the "Hero" and must explore the six environments and defeat all adversaries in the tunnels in order to restore the lost happiness. Our game challenges the player to reach the highest score by avoiding all the hazards on their way. There are many traps which must be avoided. The player has to complete the tasks to collect the ruby crystals and other items while defeating all the adversaries. ArcadiaXR is a premium project and the graphics and gameplay are hi-quality, so it has a huge potential for both Virtual Reality and Mobile. In ArcadiaXR, we are using the Unity engine. - Suitable for HTC Vive, Oculus Rift and Gear VR. - Includes Demo version and Demo version for PC & mobile devices. - 6 different environments. - Highly detailed and real environment and creature design. Features: ===== - 5 different environments. - More than 60 unique enemies in the game. - 60+ upgrades & bonuses. - Different types of traps & puzzles in the game. - VR melee combat. - 12 different mechanics to use throughout the game. - Oculus Touch support. - HMD Controller support. - Steam Achievements support. ===== Gift: If you like our project, please consider making a small donation to help us support more projects. It will help us to continue improving the game. This is a premium project so it is not free. So please respect that. Any amount will be highly appreciated. This is the best way to show your appreciation. Github: Donation Page: Facebook: - Ashutosh Dhamija. published:23 Oct 2017 views:5716 Check out our playlist of all our VRQuest videos at Play as GaijinGamesLegendSam Lake in action in his new Virtual Reality RPGFantasy Quest! Website: Join us on Facebook!:

**Poly Quest Features Key:**

- P.O.V. view two-three avatars at once
- Every avatar has to be of the same type (PAL NTSC USA), 4 categories (person, animal, object, and celestial P.O.V. view of celestial bodies!) This set of categories allows to differ between each game host.
- Profiles and profiles of third kinds (3 variables Light level, Fog level, Health)
- Erosion (water level) (map and third kind profiles with this feature)
- Chilling breeze and sun rays (map and third kind profiles with this feature)
- Different maps. All the different sprites are saved into 256x256 arrays. Each map has a 128x256 array inside of it for P.O.V. views only.
- All people are different colors, not just in profile pictures
- Real-time gravitational perils. One person can escape only if the gravitic status is good.
- Automatic camera control when moving. (Some sprites "fly" a little when walking.)
- Automatic light control when moving Only needed for profiles with light levels (fourth variable)
- Automatic health control when moving
- Dive barreling when falling underwater (if necessary)
- Water types (map and third kind profiles with this feature)
- Flashlight (PAL NTSC USA) Enabled (PAL NTSC)
- Shark oil spray from torches (PAL NTSC)
- Notebook Map Memory
- Static text and/or comments of all sprites generated by a map and a third kind profiles All static texts have to be on the same line
- Helicopter view control (when necessary)