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About This Game

From Ninja Theory, creators of Heavenly Sword and DmC: Devil May Cry comes DEXED, an endless on-rails VR shooter where DEXterity is a must. Target and shoot flurries of enemies with two blasters, one launching ice to destroy fire and the other shooting fire to destroy ice. Journey through beautifully realized worlds and hone your skills in Challenge Mode before taking on the endless battle of Arcade Mode. Gain multipliers by tagging as many enemies as possible before releasing a barrage of missiles and use your shield to defend against incoming attacks. For a more chilled experience, admire and explore the diverse worlds of DEXED free of enemies in Zen Mode. With global and friends leaderboards to top, DEXED is the home of arcade-style shooting in VR.

- A unique shooting mechanic that requires two-handed DEXterity
- Gain multipliers by correctly tagging as many enemies as possible before releasing a barrage of missiles
 - Compete on global and friends leaderboards
- Push your skills to the limit against a bombardment of enemies in the endless Arcade Mode
 - Simply sit back and enjoy the lush, colourful environments at your leisure in Zen Mode

Title: DEXED
Genre: Action
Developer:
Ninja Theory
Publisher:
Ninja Theory
Release Date: 26 Sep, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1 64 bit or newer

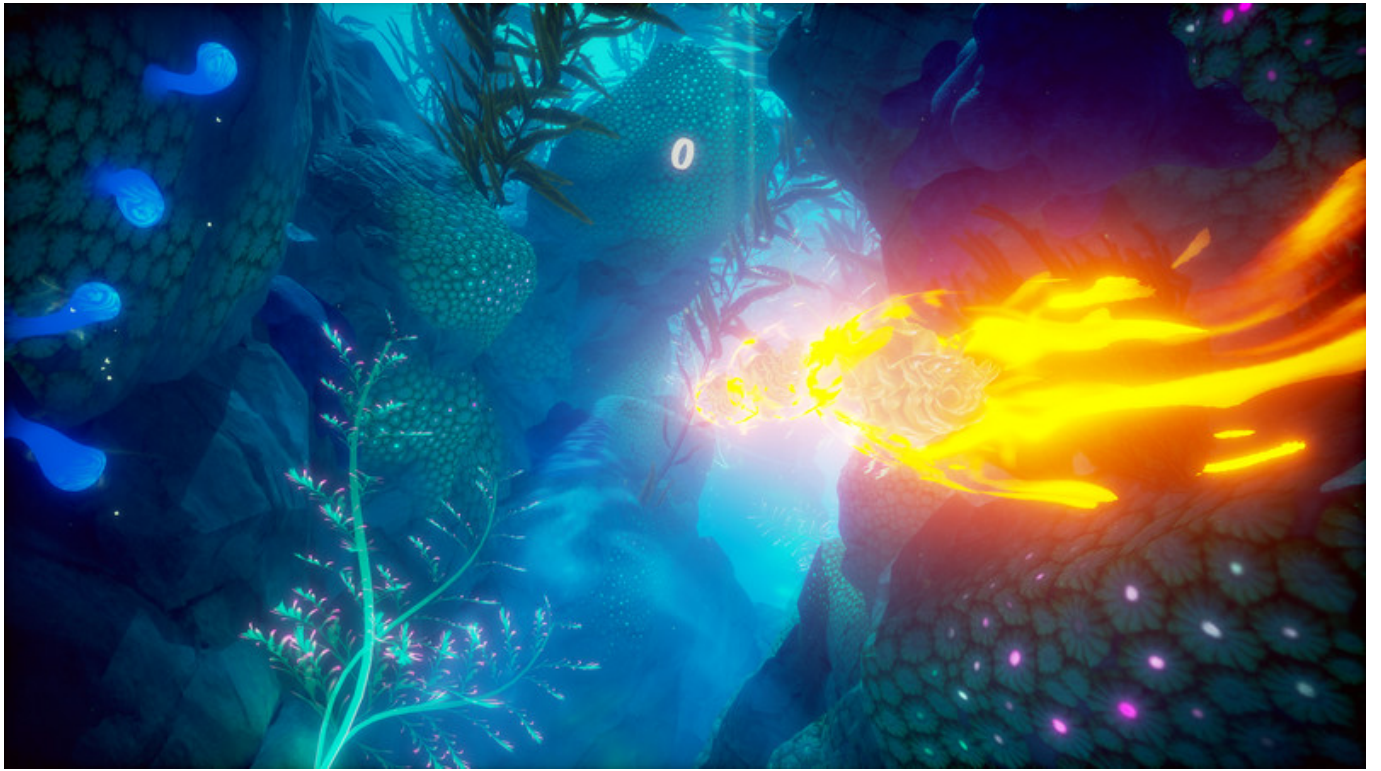
Processor: Intel i5-4590 equivalent or greater

Memory: 4 GB RAM

Graphics: NVIDIA GTX 780 equivalent

Storage: 2500 MB available space

English,French,Italian,German,Russian







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DEXED is a clean, vibrant, surprisingly calming and especially satisfying arcade VR experience.

Check out my full review @ <https://vivereport.com/2016/09/28/ninja-theory-joins-the-vr-party-with-dexed/>
.this is one bad♥♥♥♥game i just purchased the game . ive played about 5 min of the game its absolutly fun i reconmend this game . well done to the developers i hope to see more levels. Vive Pro No Audio. With the game visible in your HMD there's no audio. If you go to the desktop and click on the game icon in the taskbar, you hear the audio but no longer see the game in your HMD. It just can't seem to do both together for Vive Pro. Most titles work fine in Vive pro, but I thought all would work just as before and I'm coming across more issue than I'd have hoped. I've always like Dexed and will keep a positvie review for a time, hoping that this issue is fixed, but if not will have to change it to a negative. Hellblade works perfectly on Vive Pro, wish this did too.. DEXED has a lot going for it, awesome art direction and the gameplay is quite fun. You basically have two 'guns', ice and fire and have to target enemies according to the elements. Fire beats ice mobs, ice beats fire mobs. I cannot stress enough how nice the art is in this game, the environments are breathtaking and easy on the mind and not motion sickness inducing.

As with a lot of VR games the game is rather short, but this game has a lot of replayability and the pricing is fair and half that of many other games that are more tech demos over this polished product.

I do recommend this game because it does not entirely focus on the novelty of VR but offers an interesting take on gameplay and what the Vive controllers can do.. Simple, some nice visuals - OK for an hour or two.. Meh.. Its an on the rails shooter, blue gun shoots red objects, red gun shoots blue objects... This kind of thing was fun in the 90's for some people, but it doesnt work for me. Technically its solid, graphics are kind of impressive. But its overpriced for its content and wont keep you entertained for long, just look at everyones play times. Would recommend if price was lower.. DEXED is a clean, vibrant, surprisingly calming and especially satisfying arcade VR experience.

Check out my full review @ <https://vivereport.com/2016/09/28/ninja-theory-joins-the-vr-party-with-dexed/>
. Simple and kind of relaxing. Stunning visuals, will play again :-). When I first heard of VR coming to mainsteam, one of the first games I thought of was "Child of Eden". That was a lot of fun, esp if you had a 3d TV and a playstation. This games borrows a ton from it. I still hope that Eden gets ported, but this is the next best thing. Visually, one of the best VR offerings. A good idea, with an averagely polished graphics (not very detailed but competent, and with two dominant colors) and an on rail shooting gameplay with an Ikaruga kind of targeting.

The only huge problem is the longevity: 20 minutes to beat all levels and the only boss. I knew before about the lenght, so my expectations about contents were very low, but Dexted is even shorter and easier than my worst fears. Replayability is just playing for best scores on leaderboards, and an arcade mode than (after 10 seconds of enthusiasm, finally some challenge!) is just a wave shooter in a closed arena.

My wife and I just couldn't get into this game. I gave it 30 minutes, and it just seems really boring to us. That is just my opinion, and this seems like a game one might play on a touch screen tablet or phone. I do not see this as a VR central game, but a phone port. Not bad in VR if you like those sort of games. I just expected something more than that from all the positive reviews.. If you consider this game has been pulled together in only three months by a team of 8 persons, I find it rather fantastic. The game is very polished, the animation of the boss is very nice, the environments are splendid.

But don't your hopes too high: it remains a rail shooter, and thus suffers from all the associated problems if you mix it in VR, especially motion sickness which comes quite fast but your mileage may vary.

There's also only kind of monster for the moment, but I hope to see some variety later on.

Finally a few suggestions for the team:

- Find something else to represent your aim, because most of the time I can't tell the difference between the monsters and the aim thing. Maybe add a kind of line/laser from the controller to the target so that you're not lost when there's action
- Reduce the FOV by vignetting the screen when you move fast to avoid sickness (or reduce it once for all by adding a kind of helmet, like of you were looking from within a scaphander)
- Materialize the path better: it will help the player to anticipate the movement and prepare for turns, avoiding sickness.

Ordinary I would ask for a refund, 10 euros isn't cheap especially to get sick, but I want to show support to you guys because we need more solid games and studios like yours on this platform.

GG !. Meh.. Its an on the rails shooter, blue gun shoots red objects, red gun shoots blue objects... This kind of thing was fun in the 90's for some people, but it doesnt work for me. Technically its solid, graphics are kind of impressive. But its overpriced for its content and wont keep you entertained for long, just look at everyones play times. Would recommend if price was lower.. Yes.

And this is exactly one of the best VR titles I've seen on the HTC Vive.

Even though it's an arcade game and there is not that much to it. But what it does, is great.

This game is not rich in content nor does it offer a lot of control in the game itself, however the game design, the game mechanics and the reward system is brilliant. The feeling to "be there" is so relaxing and satisfying.

It was difficult to understand what the game was all about and how THAT could even be good. Especially by looking the trailers it looked rather boring.

On a monitor with 2D mouse controls it would be dull. But in VR it looks and feels absolutely fantastic. The controls are highly precise and it is such a challenge to really get it right, to get the combos right, to memorize the levels and enemies a little and reach high scores.

Now what's missing would be even crazier worlds that could dynamically/organically change, leave you in a storm or rain.

Highly polished and well thought out!. this is one bad game i just purchased the game , ive played about 5 min of the game its absolutly fun i reconmend this game , well done to the developers i hope to see more levels. I got this on sale and it's a very polished rail shooter with only 3 levels.

It has some infinite modes so you can play around with the satisfying gameplay mechanics. enemy patterns are complex and there's definitely some skill involved.

It's not purely Ikaruga like I expected there are some additional tactics like ability to freezing bombs.

The game feels profesionally made which is nice. enemies look pretty cool when they get close to you.

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