

---

In League Download Now



Download >>> <http://bit.ly/2QN4I4c>

## About This Game

### Join our Discord to meet other players!

Battle online across diverse maps in this VR shooter with realistic gun mechanics, and deep gameplay mechanics rife with endless possibilities. Outrageous but realistic combat situations. Wild fun, contains gameplay elements to master, and features unique gameplay mechanics. Tactical teamwork and strategy is required to win across all our target rich environments.

Three game modes:

- Hunt - Load out your character and team through loot boxes with a shared pool of lives you have to preserve.
- Hostage - Either defend or rescue the hostages to win.
- SLAYER Coop or single player - Survive with friends against an onslaught of challenging enemies

Gameplay:

- Wide array of guns, characters, melee weapons, and explosives.
- Full roomscale support, run in place sprinting, climbing, and zip lines!
- Weapons have interactive sweep. You can rest guns on ledges and melee requires velocity when swinging to do damage.
- Interactive levels with working doors, loot boxes, and explosive barrels. (More to come VERY soon.)
- Weapon attachments to enhance capabilities depending on the environment
- Unique inventory system with great reliability and quick management.
- In game team VOIP
- Bot support to fill teams if selected

---

Title: In League  
Genre: Action, Adventure, Early Access  
Developer:  
Fatmoth Interactive, Potato Face Games  
Publisher:  
Fatmoth Interactive  
Release Date: 4 Sep, 2018

7ad7b8b382

**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 10

**Processor:** i3

**Memory:** 8 GB RAM

**Graphics:** GTX 980

**Storage:** 6 GB available space

English







---

weapons are not that realistic. the climbing system needs work. I could not get off the top of the ladder after climbing up. the hostage doesn't work either.. I really wanted this game to turn into something good, but it didn't. It's very poorly made and sorry devs, but you don't seem to know a lot about the weapons you put in the game. lol I almost crapped my pants when one of your guys said he's an Army or Marine vet or something, and had no idea how the MK18 should operate mechanically. You had a cool concept, but I'm afraid you blew it.. weapons are not that realistic. the climbing system needs work. I could not get off the top of the ladder after climbing up. the hostage doesn't work either.. I really wanted this game to turn into something good, but it didn't. It's very poorly made and sorry devs, but you don't seem to know a lot about the weapons you put in the game. lol I almost crapped my pants when one of your guys said he's an Army or Marine vet or something, and had no idea how the MK18 should operate mechanically. You had a cool concept, but I'm afraid you blew it.. weapons are not that realistic. the climbing system needs work. I could not get off the top of the ladder after climbing up. the hostage doesn't work either.. I really wanted this game to turn into something good, but it didn't. It's very poorly made and sorry devs, but you don't seem to know a lot about the weapons you put in the game. lol I almost crapped my pants when one of your guys said he's an Army or Marine vet or something, and had no idea how the MK18 should operate mechanically. You had a cool concept, but I'm afraid you blew it.

---

### Update 4 is now out!:

Thanks to feedback we did a ton of improvements and a few rounds of polish this week. I will be pushing these to the demo shortly, and will probably be the last update to the demo.

#### Change list:

- Slayer bots won't steal loot anymore
- Reduced volume on gun shots and impacts so you can still talk to other players
- Heal sound is fixed
- Can't accidentally revive a dead player anymore
- Forced bot spawn if user forgets to pick a team
- Bigger grab radius on some items so it snaps to grip easier
- More natural default hand position (more similar to Onward/Pavlov ect)
- Fixed up climbing more
- Recoil on 2 handed weapons now reduced to 1/3 vs 1/2 it was before when double gripped
- Throw distance on items increased. Matches more closely to IRL throw distance and feels more natural
- Sprint when pressed maintains walk speed still and just increases to max when physical sprint action is taken
- Fixed up bot behavior more to stop them sticking sometimes
- Reduced time moving between levels. Appears to still work, and will be more comfortable to players.

Also working on some really cool new stuff I can't wait to show! Creating a system that will generate missions to be played single player or coop, and also working on bosses. The new system should generate procedural levels and procedural missions so each play through will be a bit different. Still needs a lot of work, but soon the base systems will be complete. This will allow new content to be more rapidly generated in the future.

#### . Hotfix 3:

- large cuts to replication cost on guns and general cleanup and improvements
- fix bug where bots spawned in on hostage
- force bot spawn on slayer if the user forgets to pick a team before starting the match
- misc cleanup and minor other adjustments.

Going to start on boss characters for slayers and some single player/coop missions next for content updates.. **New article from VR scout!:**

Hey all,

Gabriel Moss was kind enough to do a feature on In League! You can read the article here.

<https://vrscout.com/news/chatting-with-the-developers-of-tactical-vr-shooter-in-league/>. **New Climbing and Collision Patch +**

#### **Jump Button:**

New patch is live:

Updated all collision- Maps should be more forgiving with reactive physics like guns and grenades, as well as more forgiving on what you can climb (more like Sorrow)

Jump Button- Tentatively added, for VIVE its the right button on your non movement touchpad (the one that drops mags) and on OCULUS its up on the joystick with the same buttons

As always: JOIN OUR DISCORD

<https://discord.gg/2UfTzHm>. **New update now live:**

New build is Live!

- New LIV plugin fix to hide body mesh. Should work for both Oculus and Vive
- Elevators in Mercy Medical
- Updated collisions on Sorrow
- RPG added. can be found the same way as traps
- Grenade launcher added can be found same as traps
- Misc bug fixes

---

[Around the World in 80 Days Download\] \[Torrent\]](#)  
[Fantasy Grounds - Darkwoulfe's Token Pack Volume 18 Crack Serial Key keygen](#)  
[Grave Danger: Ultimate Edition crack folder download](#)  
[This is not RPG Torrent Download \[portable\]](#)  
[Overpower \[key serial\]](#)  
[Train Simulator: Norfolk Southern C39-8 Loco Add-On download windows 8](#)  
[Asura: Vengeance Expansion download by apunkagames](#)  
[Birthdays the Beginning Digital Limited Edition \(Game + Art Book + Soundtrack\) download direct](#)  
[Don't Starve: Reign of Giants Torrent Download \[addons\]](#)  
[Download NoseBound Demo .exe](#)