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## About This Game

The first chapter in the VR Superhero platformer series *I Hate Heroes*! Play as a Rocket Man, a superhero trapped in the hell-prison of the greatest supervillain the world has ever known. Use your rocket thruster hands to zoom on the ground, grab massive air, avoid death, and collect keys to escape.

## I Hate Heroes Collection

This game is not the only one of its kind! Well, for now it is, but more are on the way very soon! Each game in the *I Hate Heroes* collection features new, unique locomotion, inspired by superheroes. They are designed to be completed in 1-2 hours, with challenging obstacles that provide immense satisfaction when completed. We chose this format so that we can share with you many locomotion experiences quickly. Each title is designed as a standalone experience, so you don't need to play them in order.

## VR Superhero Locomotion

As Rocket Man, you will be able to live out your flying fantasies in VR! In each hand you will hold a thruster capable of propelling off the ground. Use them to avoid obstacles and complete the courses by skating along platforms, climbing up walls, and making daring jumps.

## 6 Challenging Courses

Despite being trapped by the greatest villain of all time, you won't be stuck in boring or uninspired levels for hours on end. Instead, only six challenging levels stand between you and true freedom. Each level has a unique theme to test your superhero

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abilities. Take your best shot at collecting all the keys to escape the super prison. Revisit old levels to master the mechanics and achieve new best times!

## **Technology**

This game was developed for the Vive and Oculus headsets. We have not tested the game on other SteamVR supported devices and cannot make guarantees on functionality. Motion controllers (e.g. Vive controllers or Oculus Touch) are required.

## **Background**

The I Hate Heroes Collection is developed by VRRemedy Labs, a game studio based at MIT that loves VR and making games. Over the past two years, we have been experimenting with various locomotion methods and game formats. We are excited to share what we have found with you through this series.

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Title: I Hate Heroes: Rocket Man  
Genre: Indie  
Developer:  
VRemedy Labs  
Publisher:  
VRemedy Labs  
Release Date: 30 Jun, 2018

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**Minimum:**

**OS:** Windows 7 SP1

**Processor:** Intel i5-4590 equivalent

**Memory:** 4 GB RAM

**Graphics:** NVIDIA GeForce GTX 970

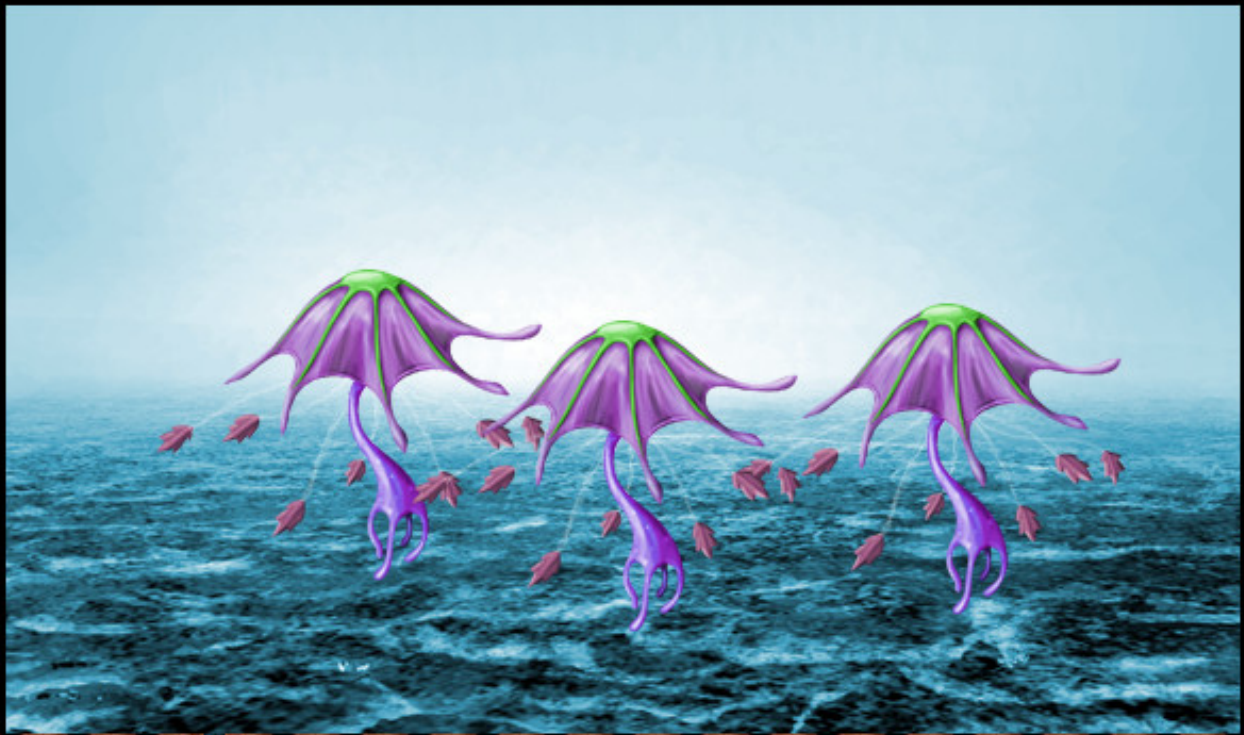
**Storage:** 764 MB available space

English









Fight  
Escape  
Auto

 Crystal



 Raven



 Vulcana



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This is a meaningful commentary on the Nazi occupation of Poland. You start the game as an inexperienced, dumb Polish horse. You are forced to balance your physical needs of hygiene, sleep, and hunger with the instinctive human drive to progress in life, be it in the growth of family or career path, in the midst of the oppressive uncaring populace of Nazi occupied Poland. The work explores the relationship between the body and unwanted gifts. What starts out as a visage of whimsy and garish horse hijinks soon becomes finessed into a carnival of futility, leaving only a sense of dread and the dawn of a new understanding, the player is left with an epitaph for the edges of our human condition. We work, we eat, we sleep, bound by our economy and driven only by our dreams of progress. What starts out as hope soon becomes corrupted into a cacophony of distress, leaving only a sense of what could have been and the possibility of a new reality. This experience of beauty stresses the theoretical limits of the mind.

10/10, better than Fallout.. You can hit monsters with a gold club

Best game in ever made 1000/10 give it an oscar

. The game is worth 5 dollars just to ride around the tracks which look sharp. However it's more of an experience than a game right now. I say this because the aiming needs to be fixed. You can just flail the controllers around and blindly squeeze the triggers and hit as much as if you were aiming. Feels pointless. Hard to tell what are targets, would be nice if there were points or something to designate hitting a target. So fun experience riding the tracks, smooth and well worth 5 bucks. The shooting really needs a lot of work.. Very cool concept and design. The interplay between NPCs is groundbreaking in my experience. Don't let 'mixed reviews' deter you, this is worth playing if it seems at all interesting to you! Looking forward to further development, I'm hooked!. would be great if it didn't crash every time I open it before it gets through the logos. The heroic story of a sociopath overcoming turrets.. I really wanted to like and recommend this game, but I simply can't do it. The graphics are good looking, there're some cool songs and sound effects, the overall gameplay is acceptable, with some power-ups and everything and there's even a story as a background to keep you engaged. So, what's the problem?

The random premise of the game, combined with some relentless conditions that have to be fulfilled in order to advance, turns the experience that it was supposed to be fulfilling into something completely stressful. In other words, if you're expecting to play something casual and relaxing, you're gonna be extremely disappointed.

If you'd like my advice, save your money, or better yet, save your time: Don't give this one a try.

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Booooooobs...@\_@. Didnt enjoy one bit. Controls dont work well picking things up.. Thank you for this beautiful and original game! The difficulty was perfect for me and my wife, everything was possible to understand and solve. We were amazed by atmosphere, slowly revealed story, but mostly by the game design with all the details. Perfect for an autumn weekend!. This is the good\u2665\u2665\u2665\u2665\u2665 Pure videogame. Wholesome af. Runs on typewriters, post boxes, sewing machines and kettles. Pairs well with loose tobacco in a pipe or some gin.. Nice game!! :)

indonesia bingits.... Great little game, loads of fun. Save yourself the hassle of the boring missions by going into Documents\My Games\DemolitionCompany/savegames.xml and giving your save slot 50000k cash and xp so you can get on with blowing stuff up.. Nifty little platform jumping game, but not very challenging. You will need strong VR legs for this one.

I'd wait for a sale or the price to drop a bit before picking this one up.. A good puzzle game but not worth the \$10. Soundtrack is extremely repetative, better off shutting it off and listening to your own tunes. Would recommend on a sale.. Cute and pretty fun.

Good for all ages :3



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