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## About This Game

It's 2118, space is big business, and it doesn't get much bigger than FIRMA: the corporation that has a monopoly on space exploration - and almost every other industry too. According to some, it's time to bring them down, but they're going to need help.

You're a courier for Trans Luna Logistics with aspirations of leaving your life on the dust-ridden Moon for a promotion with FIRMA on Mars. Buckle up and sit tight because it's going to be a bumpy ride - everything is not as it seems.

No space adventure is complete without an awesome space craft, yours is The Transit Lander - the fast and highly manoeuvrable craft that many can fly, but few can master. In order to fully exploit the VR gameplay, the core focus has been to perfect the controls. Handling your craft can be tricky at first, but with continued play and practice comes faster times and a pilot-pro status.

FIRMA has been designed and built from the ground up for modern virtual reality systems. Look up as you clamber through obstacle-ridden dig sites, peer down as you make tricky deliveries and look all around whilst you seek and destroy enemy crafts.

Whether you're exploring terrain in search of crashed spacecraft parts or racing through open expanse to deliver vital supplies to scientific bases, there's hours of flying fun to be had whilst discovering the dynamic and fully immersive world of FIRMA.

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Title: FIRMA  
Genre: Action, Adventure, Indie, Simulation  
Developer:  
Think Heavy Ltd.  
Publisher:  
Think Heavy Ltd.  
Release Date: 18 Nov, 2016

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**Minimum:**

**OS:** Windows 8

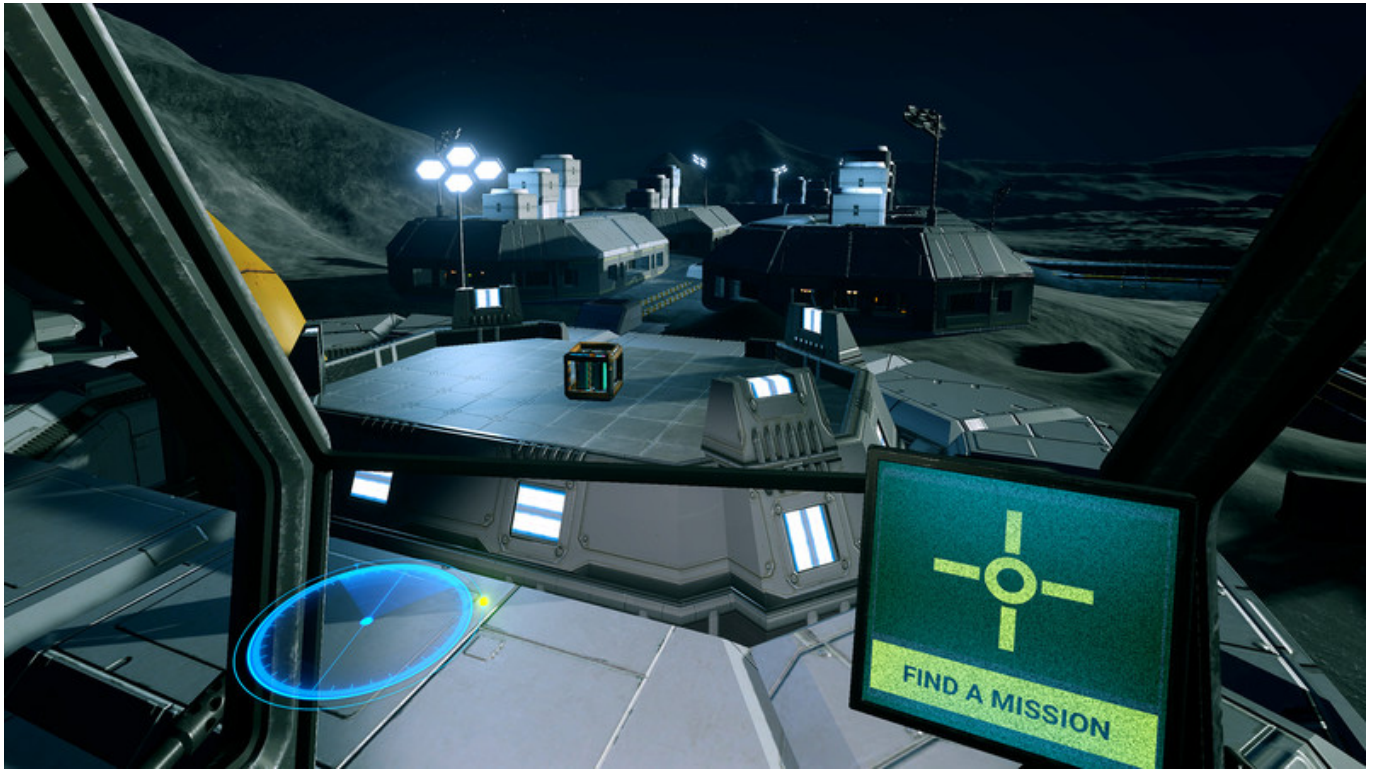
**Processor:** Intel i5-4590

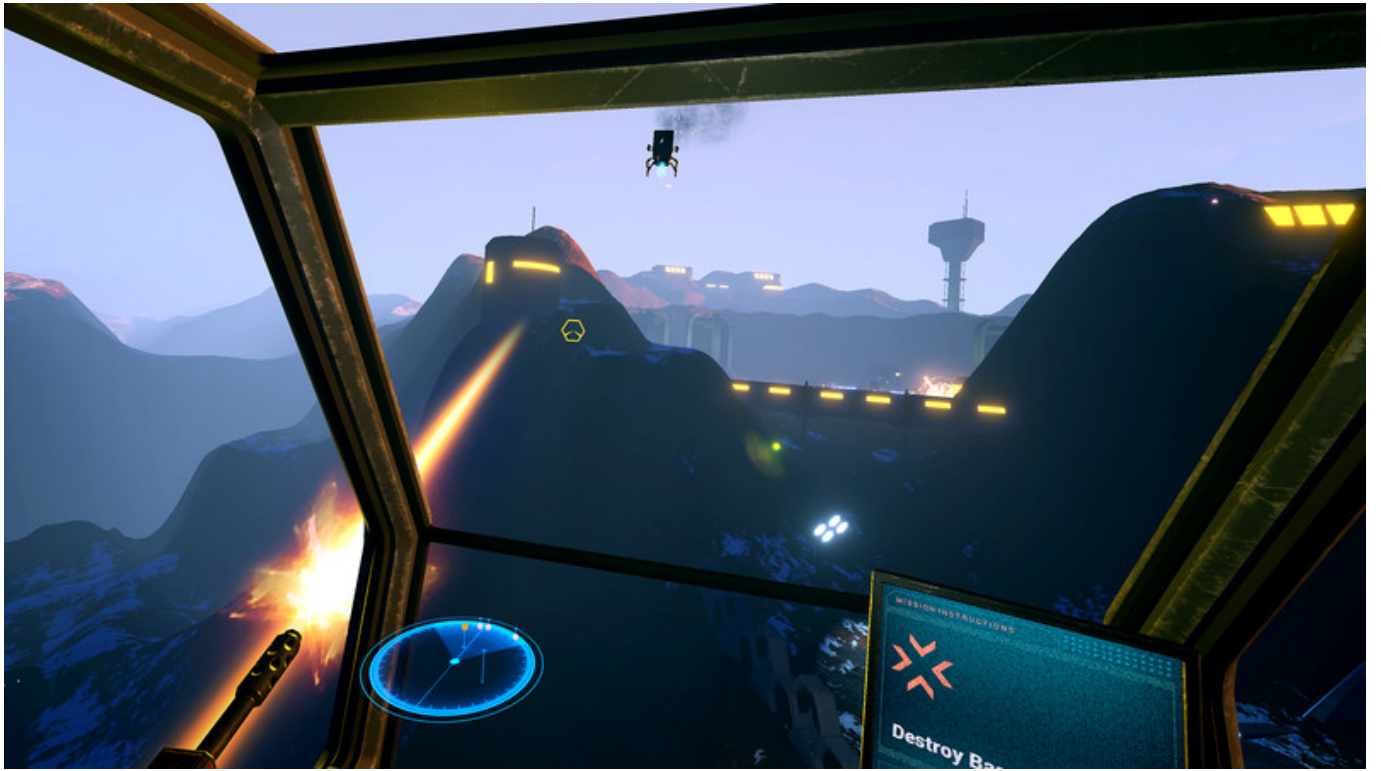
**Memory:** 8 GB RAM

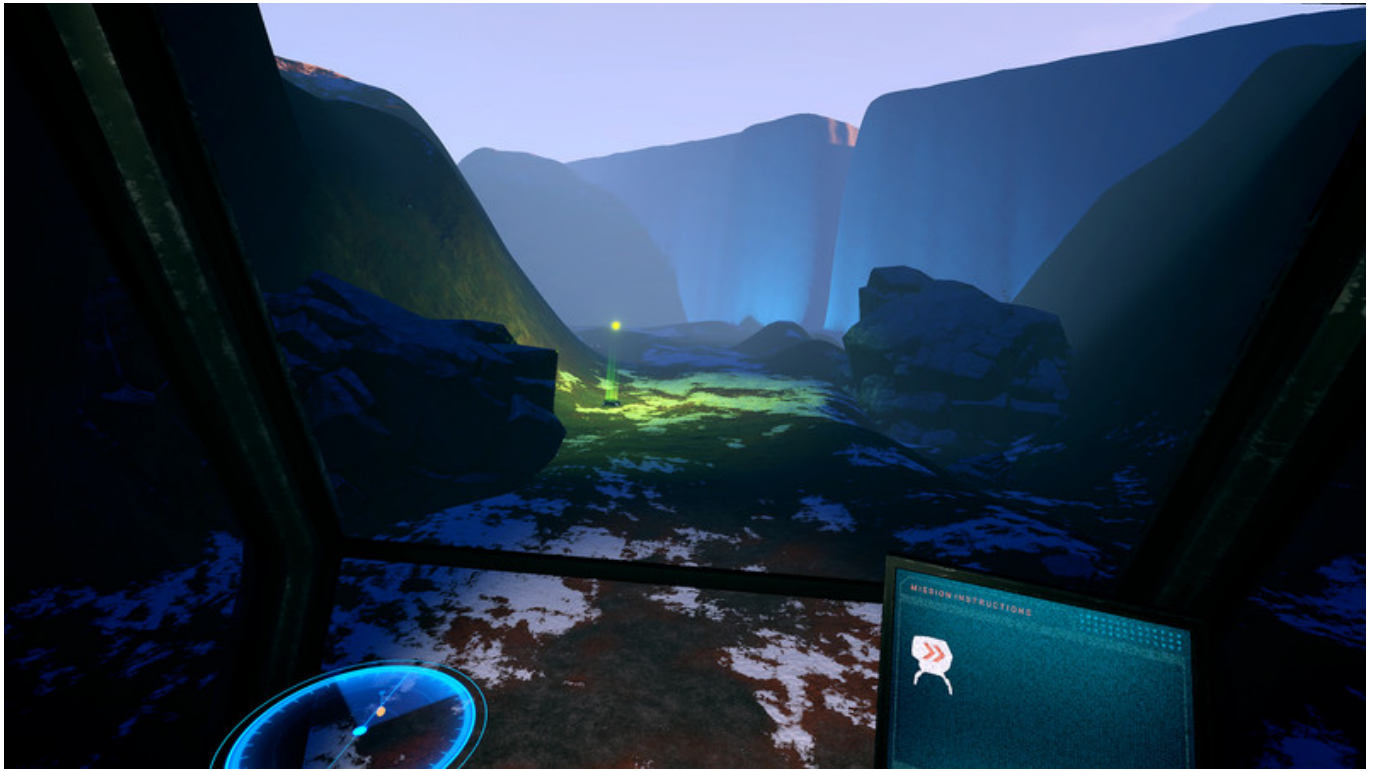
**Graphics:** NVIDIA GTX 970 / AMD R9 290

**Storage:** 5 GB available space

English







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Very well done VR game. Only thing that I think would be an improvement was if fuel usage was not so rapid.. Fantastic game and so immersive. Easy to pickup and play and worth the asking price. Hoping the devs add more missions in future to keep us coming back for more. Only silly problem I had was not realizing you use your HMD to aim at options on the menu page. I thought my XBox controller was glitching out on me duh, lol. Love the planet surface setting and love seeing your thrusters firing underneath you. Really adds to the whole experience. Looking forward to seeing what else these great devs have planned. Recommended! AA+. I really enjoy this game and come back to it from time to time for a quick Sci-Fi fix of moon flying, cargo hauling, racing, and fighting. Once you get your VR stomach you can really do some fast cruising around and record setting moves. Nimble diving through canyons and around corners is a blast. However, the difficulty to get top marks can be a bit high at times. Some of my friends really enjoy this game too. I want more of this! I'd love to see the developer make Firma 2 with an expanded world and a little less tight fuel restrictions. But I love piloting and have a lot of fun with it. Get it, it's not expensive, and get used to it, there's a lot of fun to be had here and the immersive space environment, while simple, is still very evocative and one that I keep wanting to go back to.. Had a good time with this game. It's the first of its kind that I've played on the Vive. Works great with an XBox One controller. I will say that after around a half hour of play I started to get a little bit motion sickness. I have a pretty high tolerance as well. I'd still recommend the game.

My video on the game: <https://www.youtube.com/watch?v=mlsobG7lk68>. One of my favorite games on the Vive. It looks great and runs great on my GTX 970. Controls are easy to pick up and play but tricky to master. Head mounted weapon targeting is really satisfying. Even something as simple as picking up a package and delivering it to another outpost is a lot of fun. Game play is varried, with missions ranging from point A to B deliveries, check point racing, salvage operations and areial combat, all with voiced mission dialouge.

The game atmospher is quite emersive, you can really tell the Dev's put a lot of love in to this game. The game has fully voiced mission dialoge and nods to sifi classics that creates a unique, yet familiar world. Missions are varied but creates an intresting story line out of seeminly unrelated tasks. It really feels like being a free lancer in a hostile planet. Floating over moon outposts feels like being in the universe of the 2001 Space Odessy or Moon films. It also reminds me of the enviroment from the lunar combat game Battle Zone from the N 64 era.

Ive played for about 4 hours so far and encountered 36 missions. With the time trial freature, theres a lot of replayability too. Ive played for an extended period of time without any motion sickness that is so common with games like this.

There are a few minor issues with the game as of now. Mainly the fantastic dialoge can be hard to hear at times over in game sound effects. Dev team has said they are looking to fix this issue. The lack of motion controller support may bother some people, but the game plays well with an X Box controller and head tracking weapon controls are intuitive, just remember to lead your targets. Mission difficulty can be a little uneven, but with a practice, none are unbeatable. Dev's have indicated they hope to add multipayer in the furture.

If you are interested in sceince fiction and are looking for a novel take on space flight and combat sims, I cannot recomend this game enough.

9.5/10

.I really like this . I wish there was more movement in the drone you fly as it feels clinical no tilt or bumps. I'd like it to feel more like a chopper I suppose.

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very simple game , deliver things , goto checkpoints , and some fighting , however you got very limited fuel which it won't let you play comfortably especially while fighting , the price in my opinion should be lower than this , i was expecting more focused on fightings , but i feel little disappointed

what i hope is if there is ships i can buy and upgrades , really miss these features

got money refunded at last. This looked interesting and a good idea so I went for it, and am very glad I did. Its a great game, with good voice acting (thought the mix can be a little off with dialogue a little hard to hear sometimes, but the whole experience is polished. I do seem to run out of fuel too much though, but that may be my inexperience.

Certainly a great game for the Vive and all VR I would think, and I hope maybe multiplayer support will come one day. That could be quite cool with racing and time challenges etc. Doesn't need it though, works great as a stand alone with story.

I think it is priced just right too.

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