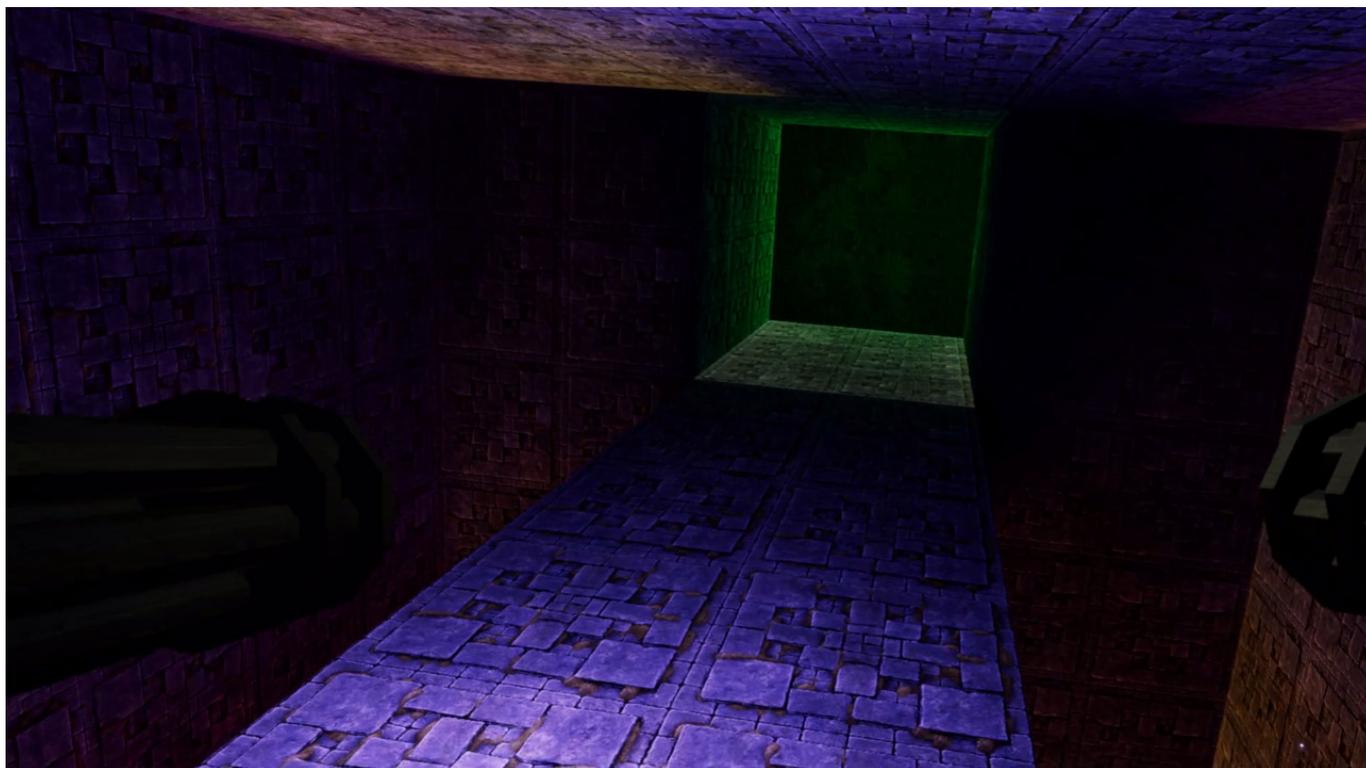

Sweaty Palms Key



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About This Game

Sweaty Palms is a competitive action VR game in which players fight over objectives using a number of movement and combat abilities. It employs a unique, fast paced, and natural movement system. Players are legless (so the floor is at waist level) and use their arms to climb along and fling from surfaces, including the floor. Abilities allow for visceral and exciting movement styles that all feel comfortable, including rocket-hand flight, swinging, birdflight, riding dragons, and more. Players build custom decks from which they draw ability cards during the game. Infinite deck permutations and complimentary team deck combos allow for endless creativity and novelty in defeating your opponents.

Fight like a superhero, die like one.

Title: Sweaty Palms
Genre: Action, Indie, Early Access
Developer:
Delattre & Harger
Publisher:
Delattre & Harger
Release Date: 6 Nov, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel i5 3.0 GHz

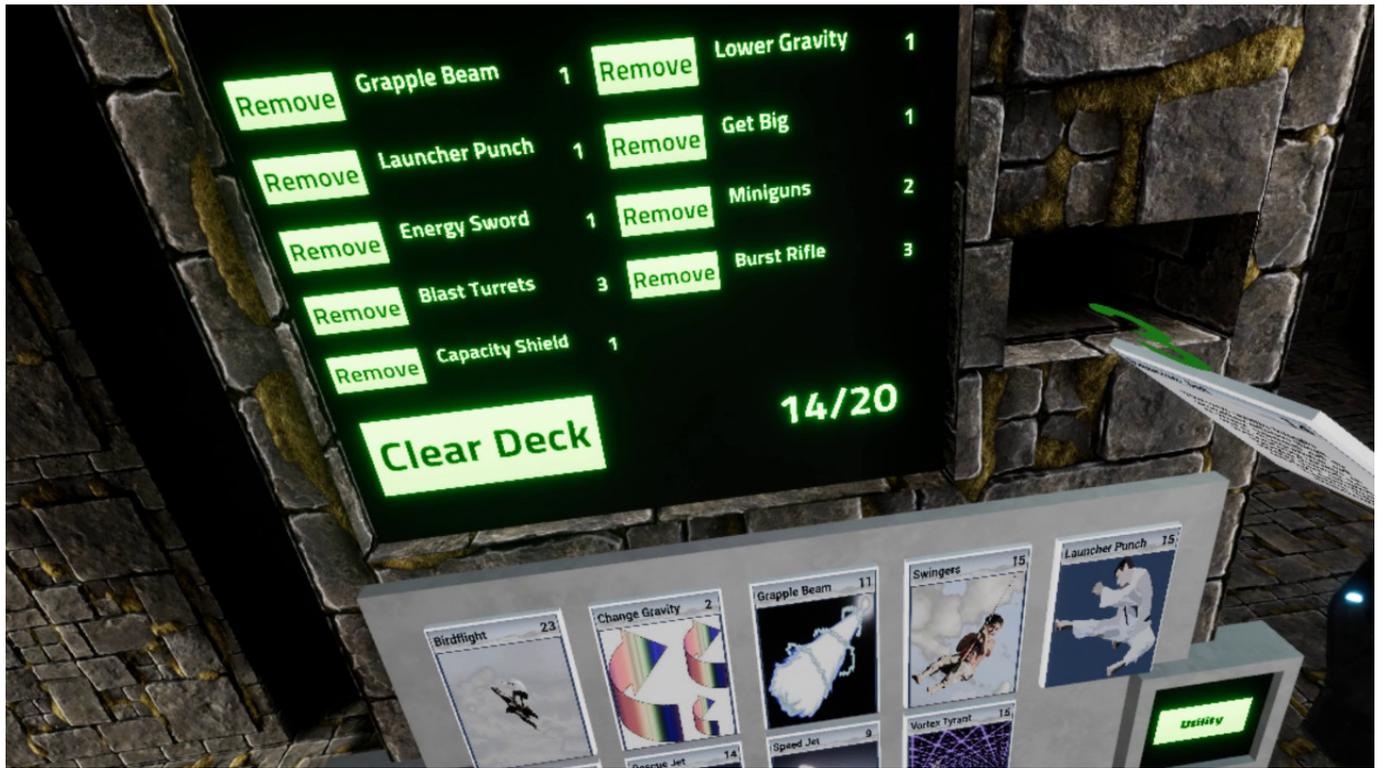
Memory: 8 GB RAM

Graphics: GTX 970

Network: Broadband Internet connection

Storage: 2 GB available space

English

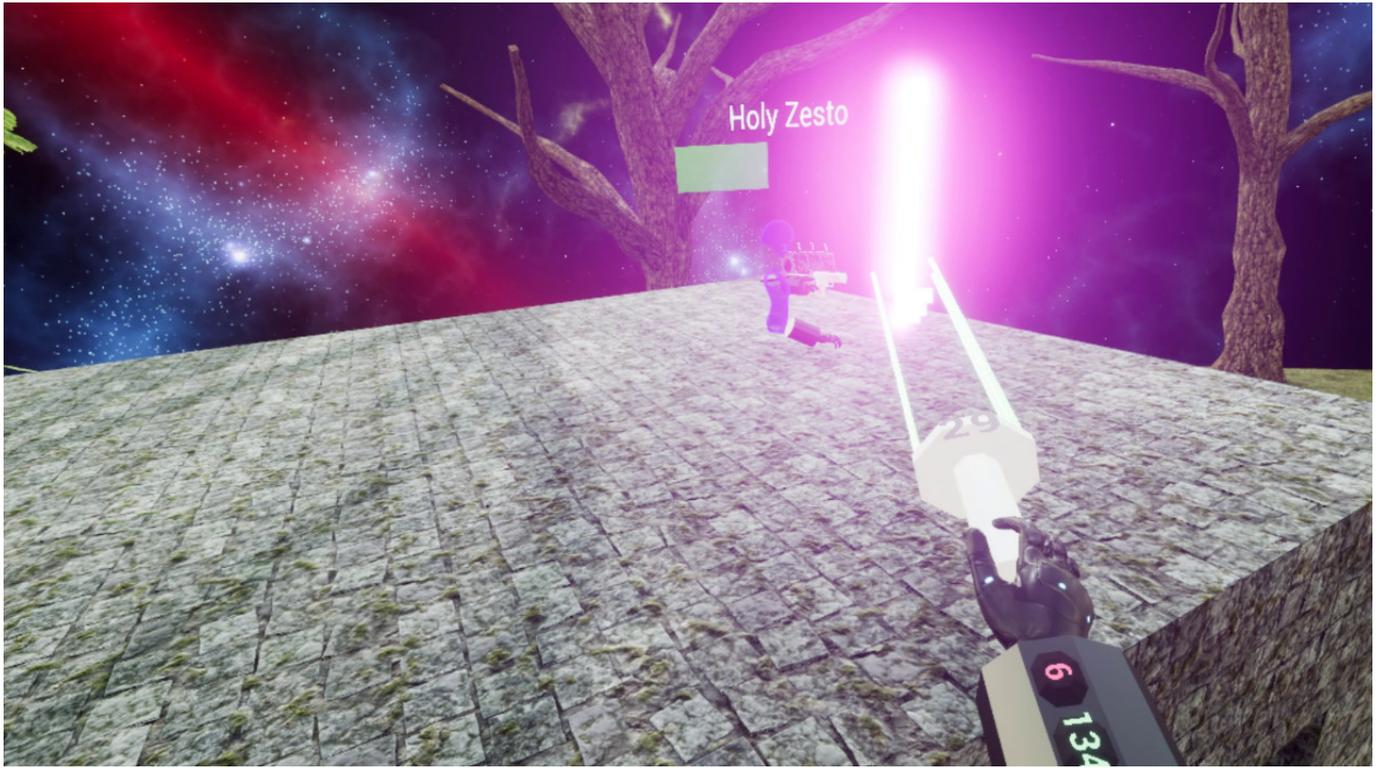


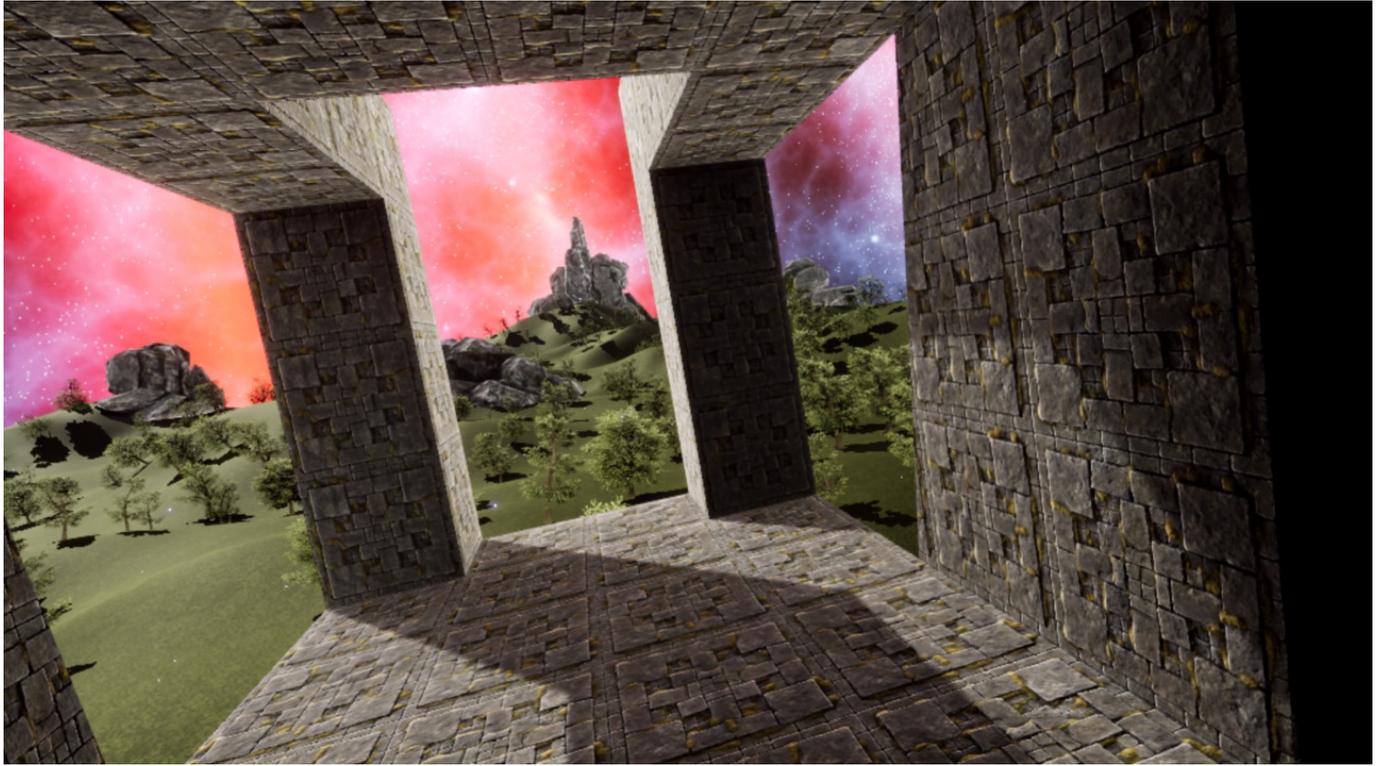
- Remove Grapple Beam 1
- Remove Launcher Punch 1
- Remove Energy Sword 1
- Remove Blast Turrets 3
- Remove Capacity Shield 1
- Remove Lower Gravity 1
- Remove Get Big 1
- Remove Miniguns 2
- Remove Burst Rifle 3

Clear Deck 14/20

Card display showing various power-ups and their counts:

- Birdflight 23
- Change Gravity 2
- Grapple Beam 11
- Swingers 15
- Launcher Punch 15
- Speed Jet 9
- Vortex Tyrant 15





sweaty palms high blood pressure. sweaty palms condition. sweaty palms feet. sweaty palms. sweaty palms deficiency. sweaty palms called. sweaty palms gloves. sweaty palms heart racing. sweaty palms diabetes. sweaty palms blisters. sweaty palms jitters. sweaty palms epilepsy. sweaty palms infant. sweaty palms eczema. sweaty palms home remedy. sweaty palms in toddlers. sweaty palms for no reason. sweaty palms adderall. sweaty palms cream. sweaty palms jokes. sweaty palms evolution. sweaty palms reddit. sweaty palms in the morning. sweaty palms gif. sweaty palms eminem. sweaty palms surgery. sweaty palms botox. sweaty palms holding hands. sweaty palms reason. sweaty palms disorder. sweaty palms hangover. sweaty palms edmonton. sweaty palms flu. sweaty palms bandcamp. sweaty palms dizzy nausea. sweaty palms interview book. sweaty palms from adderall. sweaty palms after coffee. sweaty palms during yoga. sweaty palms burger. sweaty palms at night. sweaty palms essential oil. sweaty palms guitar. sweaty palms genetic. sweaty palms diagnosis. sweaty palms glasgow. sweaty palms baby. sweaty palms basketball. sweaty palms itchy. sweaty palms fix. sweaty palms all of a sudden. sweaty palms disease. sweaty palms in winter. sweaty palms facebook. sweaty palms blood sugar. sweaty palms electric current. sweaty palms hiv. sweaty palms and headache. sweaty palms job. sweaty palms gaming. sweaty palms fatigue. sweaty palms dying light. sweaty palms fever. sweaty palms all the time. sweaty palms grayton beach. sweaty palms getting worse. sweaty palms joint pain. sweaty palms heart. sweaty palms band. sweaty palms alcohol. sweaty palms gym. sweaty palms and feet in babies. sweaty palms climbing. sweaty palms anxiety. sweaty palms idiom. sweaty palms challenge. sweaty palms fast heartbeat. sweaty palms lotion. sweaty palms before period. sweaty palms from anxiety. sweaty palms cause. sweaty palms even when cold. sweaty palms icd 10. sweaty palms cold feet. sweaty palms driving. sweaty palms and dizzy

One of the best VR multiplayer games available. The "climbey" like motion is the best in an VR environment, coupled with and wide range of power ups and weapons by a rpg gamestyle mechanic.

That chaotic feeling of finding and activating the right card in slow motion over a cliff edge when you have a player swinging at you with 2 miniguns is immensely entertaining!

9V10!

10V10 when we have a more players actually playing it.. THIS GAME IS AWESOME!!! only one thing holding it from greatness ->*player count* If i had to sum it up its a Super hero/super power multiplayer playground battle arena.... Video of gameplay: <https://youtu.be/VoqmvzWVWY8g>

[This game is a great concept for VR. You are legless, sitting on the ground from your waist up. You can climb, crawl, & fling yourself anywhere you want on the map, even up trees! There are powerup cards that rest on your forearm and you throw them to use them. This ranges from magic windwinds to rocket launchers on your shoulders. You have a regular laser gun at your hip to use as well. Hopefully more people pick up this game because I could only find one lobby with one person in it. I think bots is a must for this game, otherwise there won't be a big enough players right now.](#)

[Pros: Awesome concept](#)

[Movement is smooth and managable](#)

[Lots of powerup types](#)

[Cons: Everything is blurry/grainy at distance. Anything more than 4 feet in front of you.](#)

[This is multiplayer only, no bots. Without a playerbase this game will not last.](#)

[.Great start so far! I've played a lot of VR games and the mechanics these guys have dreamt up is new, fun, and really innovative. You can hand parkour around, jet around like Ironman, and even fly around like a flappy bird, amongst others. I can tell the movement system will have some depth to mastering and probably boil down to personal style\preference. I didn't get to test out a lot of the weapons on live targets but I look forward to seeing how movement, spells, and weapons will balance out. I enjoy games like Quake and UnrealTournament where movement is equally important as shooting and Sweaty Palms seems similar but in VR.. THIS GAME IS AWESOME!!! only one thing holding it from greatness ->*player count* If i had to sum it up its a Super hero/super power multiplayer playground battle arena.... THIS GAME IS AWESOME!!! only one thing holding it from greatness ->*player count* If i had to sum it up its a Super hero/super power multiplayer playground battle arena.... Fantastic game. Seriously, just playing it alone is fun. But I can only imagine it'll be unreal run when more people get involved. Seek out the discord for potential matches.. One of the best VR multiplayer games available. The "climbey" like motion is the best in an VR environment, coupled with and wide range of power ups and weapons by a rpg gamestyle mechanic. That chaotic feeling of finding and activating the right card in slow motion over a cliff edge when you have a player swinging at you with 2 miniguns is immensely entertaining!](#)

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I got a free key from the devs in november, deleted the game from my account and bought it so my review could count in the review score.

This game is one if not the best multiplayer game for VR thanks to 2 things :

1) Movement

The movement system feels a lot like the one from Climbey but better. Once you understand how it works it's incredibly precise and rewarding. Throwing yourself across the map with the "muscle up" card and using the grappling hook midair to get behind an unsuspecting enemy with your "skirmisher gun" is an amazing thing to do. I've spent 30 minutes, just swinging myself around the map, being amazed at how fast you begin to master the movement system. Incredible on this aspect and very unique.

2)The Cards

Once again, a cool unique feature. You build a deck of 20 cards when you're in the main menu, during the match these cards appear on your arm and you use them by throwing them on the ground.

Cards are divided in 4 categories :

- Offense = Weapons (burst rifle, almost OS rifle, dual shoulder mounted miniguns, homing rockets etc...)
- Buffs = Shields, get tiny or big, be super strong, reduce gravity for you only etc...
- Utility = Flying dragon, create a wall to take cover, create a black hole etc...
- Movement = cool stuff like grappling hooks, gravity vortexes, jetpacks, wings to fly like a bird etc...

When you start the round you have 6 cards on your left arm. When you cast one of them it adds time to a timer on your right wrist. When that timer reaches 0 your hand is "refilled". Some cards add more time than others. If you want to you can discard a card (it adds only 2 secs to the timer).

The card system makes it so that you can have plenty of different gaming styles in one match.

One second you're using the skirmisher to take out somebody from behind, the next second you're launching rockets from the sky thanks to your handmounted jetpack.

Basically this systems ensures that you're never getting bored.

Now here come the few cons :

- only 2 maps atm
- supertiny playerbase (but it's as friendly as it's tiny !)
- it's not hideous, but it's not beautiful (however I feel like the devs really found a nice artstyle with the second map)

Some minor pros :

- judging from the second map they have some really good level design skills
- The devs have a discord (<https://discord.gg/M8w4bTR>) and they really listen to you, if you've got a problem, they'll get it fixed asap and if you've got an idea it has a good chance of being added to the game.

[Tldr : Buy this game, make your friends buy it, join the discord and help this game become the VR GOTY 2018 !. THIS GAME IS AWESOME!!! only one thing holding it from greatness ->*player count* If i had to sum it up its a Super hero/super power multiplayer playground battle arena.... One of the best VR multiplayer games available. The "climbey" like motion is the best in an VR environment, coupled with and wide range of power ups and weapons by a rpg gamestyle mechanic. That chaotic feeling of finding and activating the right card in slow motion over a a cliff edge when you have a player swinging at you with 2 miniguns is immensely entertaining!](#)
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