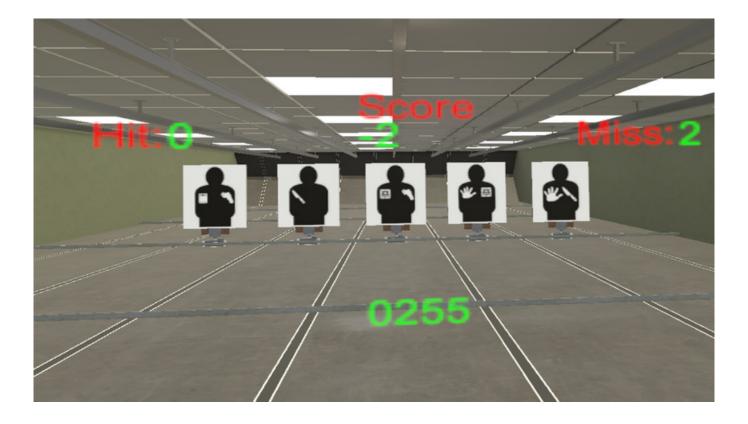
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About This Game

This is a shoot, no shoot simulation. Shoot the targets with weapons, being careful to not shoot the targets without weapons or with a badge.

It offers four modes of play. An indoor range with flip targets with closer spacing for the targets, an outdoor range with pop targets with wider target placement, a second outdoor range with random popups, and a range with scored break away targets.

Use the left thumb stick to adjust how many targets (right for more, left for less), and how far away they are (up for further away, down for closer). Use the right thumb stick (right for more, left for less) to set the length of the shoot in minutes. To start the shoot just pull either the left or the right trigger. To return to the range selection or to exit press either the Y or B buttons on the Rift, or Menu button on a Microsoft Mixed Reality controller.

Title: Shoot-No-Shoot

Genre: Casual, Indie, Simulation

Developer: Teksensei Publisher: Labrador Games

Release Date: 7 Sep, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64-bit or higher

Processor: Intel i3-6100 / AMD Ryzen 3 1200, FX4350 or greater

Memory: 8 GB RAM

Graphics: NVIDIA GTX 1050 Ti / AMD Radeon RX 470 or greater

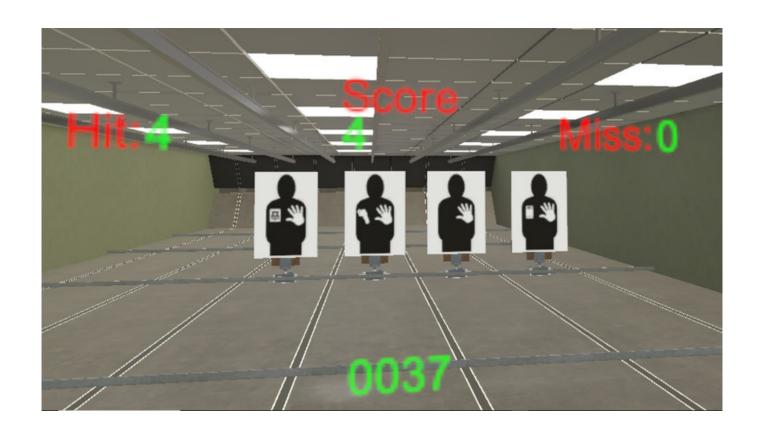
Storage: 500 MB available space

Sound Card: any

Additional Notes: Built and tested on Windows 10

English







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