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## The Last Operator Hack

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### About This Game

This isn't a story about the hero saving the day. The bad guys already won. This is about justice.  
Return to the classic tactical shooter in VR

#### Game Modes 5d3b920ae0

Title: The Last Operator  
Genre: Action  
Developer:  
Mean Mutt Interactive  
Publisher:  
Mean Mutt Interactive  
Release Date: 5 Sep, 2018

#### Minimum:

**OS:** Windows 10

**Processor:** Intel i5

**Memory:** 8 GB RAM

**Graphics:** N

English

the last elevator operator. the last tour operator. the last inkas tour operator. the last switchboard operator. the last operator vr.  
when was the last telephone operator. the last tour operator. the last operator. the last operator. the last tour operator sunless sea.  
the query operator 'last' is not supported. the last switchboard operator. when was the last phone operator. the query operator  
'last' is not supported. when was the last telephone operator. the last tour operator sunless sea. the last operator vr. when was the

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Not exactly a high-quality VR shooter but a unique one that i really enjoyed. Game has 11 missions that take about 10-20 mins to complete each where you are dropped into a large open map where you must use your tablet as a map to find certain mission objects like keys or folders and bring that item to the end point (Usually the place you started) to complete the mission. The items you need to collect have RNG and will spawn in different possible areas so the missions are never the same each time. The AI is pretty basic with enemies having what feels like a cone-based field of view that tightens the longer your in front of them. The longer they are looking at you or the closer you are the more accurate the enemies are and you will die within 2 shots without using bandages. The AI is not very smart as I learned that the riot shield is the best weapon as the AI canu2019t kill you if you back into a corner and let them walk up to you. There are about 7 or so primary weapons plus a shield and then suppressed versions of those weapons (same goes for handguns). All guns in the game sadly feel very similar especially from the reused audio. If the guns are unique in some manner its not really something I noticed as they all seem to take the same amount of shots to kill and take all the same attachments. Game could do with some quality of life improvements like rumble on the controllers when hovering over pickable items, AI animations and AI outfits but for the games price not eactly a surprise. Overall this is a game I really enjoyed for its price and hope that it gets more updates or even a sequel. Im not sure if the games developer is a team or just one person but they are definitely on my radar now for this little gem of a game that I will be playing more often. There are not many single-player VR shooters out and this scratches an itch i've had for a while. If the games on sale buy it and you most likely wonu2019t regret your purchase.. Not exactly a high-quality VR shooter but a unique one that i really enjoyed. Game has 11 missions that take about 10-20 mins to complete each where you are dropped into a large open map where you must use your tablet as a map to find certain mission objects like keys or folders and bring that item to the end point (Usually the place you started) to complete the mission. The items you need to collect have RNG and will spawn in different possible areas so the missions are never the same each time. The AI is pretty basic with enemies having what feels like a cone-based field of view that tightens the longer your in front of them. The longer they are looking at you or the closer you are the more accurate the enemies are and you will die within 2 shots without using bandages. 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You have to reach your arm out to run (you know, like you do in real life \*eye roll\*) I hate leaving negative reviews, but this game worked hard to earn a negative review. I gave this game a chance and that was a mistake as I am now past the 2 hour mark for a refund. This will sit in my library, untouched until I die. There is not one thing about this game that makes me want to play it. With Games like Bullets And More VR, Pavlov, Standout and Onward, I am amazed that someone would spend (not enough) of their time to develope such a poor game. This game is dead in the water and is going nowhere fast. There are just too many better, more well-made games like this already on the market.. I can't recommend it quite yet. There are just so many similar games that are far better. If they changed the running style to be more like Onward or Stand Out, and they made drastic improvements to the AI, then it would be better, but still needs lots of work. I understand it is early access, but you have to realize that people are short on time and fun should be the focus. Right now those two games are so fun and polished, that I can't recommend this right now.. Not exactly a high-quality VR shooter but a unique one that i really enjoyed. Game has 11 missions that take about 10-20 mins to complete each where you are dropped into a large open map where you must use your tablet as a map to find certain mission objects like keys or folders and bring that item to the end point (Usually the place you started) to complete the mission. The items you need to collect have RNG and will spawn in different possible areas so the missions are never the same each time. The AI is pretty basic with enemies having what feels like a cone-based field of view that tightens the longer your in front of them. The longer they are looking at you or the closer you are the more accurate the enemies are and you will die within 2 shots without using bandages. 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