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- Low gravity mode, because why not?

Trailer created by Winter Fox Productions  
[Available for Arcades on SpringboardVR.](#)

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Title: Flairtender  
Genre: Action, Casual, Indie, Simulation  
Developer:  
DigitalBadger Design  
Publisher:  
DigitalBadger Design  
Release Date: 17 Nov, 2017

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**Minimum:**

**OS:** Windows 7 SP1

**Processor:** Intel Core i5-4590 or AMD FX 8350

**Memory:** 4 GB RAM

**Graphics:** NVIDIA GeForce GTX 970 or AMD Radeon R9 290

**DirectX:** Version 11

**Storage:** 300 MB available space

**Additional Notes:** Requires tracked motion controllers for input

English







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While this game is extremely fun, that excitement only lasts a few hours until you are left wanting more.

I bought this game near release hoping that new content would be added to expand on the idea that you can upgrade your bar and buy new types of alcohol, but there has really been nothing of the sort unfortunately.

The last 'Update' was in march for St. Patrick's day, but we have heard nothing from the devs since. Safe to say this game is dead.. Exactly what I imagined a good bartending game to be. Now I can be the alcoholic I always dreamed of.. Bought this game for my sister since she is starting a job as a bartender and I thought it would be a decent way for her to learn recipies. She never found the free time to play it so it just sat around in my library until I was like "Screw it, I paid money for this so someone in this house has to try it." Holy. Smokes. I never thought I would like bartending, never mind be addicted it. Started late last night, played until I passed out and then started playing again today.

Pros:

- Very intuitive to learn.
- Fun for casual players and bartenders alike.
- Custom music and recipies can be added.

Cons:

- Lack of enviromental variety. You get the main bar and a tiki bar. You can unlock decorations for both, but they can only be placed in one location.
- Everything can be unlocked within a few hours of play. I am rolling in more money than Escobar 6 hours in the game and I have nothing to spend it on.

Conclusion: At \$15 I say this game is worth the price and it will be a favourite in my library for the foreseeable future.

Edit: It has been a few months since I reviewed this game and everything I said still holds. It is a very relaxing game when you put on some smooth jazz.. Absolutely in love!

Love the recipes, the atmosphere, game mechanics..already learning how to make my first cocktails! :)

Although one drawback is I keep knocking the glass out of my hand and drop it on the floor\drop it in the ice basket as I wave my arms about busily serving up drinks!

Ended up spending a lot of time looking for things I dropped :(

The ice basket especially - I know I probably shouldnt do it this way but scooping ice into the cup by dunking the cup in the ice basket made me lose the cup in the basket very very often. Other than that, if i accidentally pass my hand through the counter with cup in hand, the cups drops somewhere again.

Also, would be nice if we could remove wrong garnishes.

These are minor details though. Overall love the game, great experience!

Also, would it be possible to have the option of using one of those measuring cup things? And a musher for the mojito mbe?

. I buy this game but ican't to do nothing....

no people

no glass

no bottle

i can't to grab anything..... [Playing with Windows Mixed Reality.] I don't drink, so I bought this game to learn about alcoholic beverages. I'm amazed at how quickly the immersiveness of the game helps me pick up recipes! For anyone else trying to learn, don't be afraid to "Tend" bar: the patrons will only order drinks you can make with the items you've unlocked. I also recommend buying just a few items at a time and using the "Practice" feature to try the new drinks you've unlocked. The way you grip in this game is a little different from other VR games I've played in that you indicate something with the touch pad and then grip the trigger to grab it, but that quickly becomes natural. Otherwise, the variety of customers and the gradual ebb and flow of the number of orders as you tend bar as well as the number of animations while customers enjoy their drinks really impresses me. Spacing the garnishes a little farther apart would make selecting the correct one easier, but, overall, I'm thrilled with this purchase.

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I love this game! It's fun, and I love learning how to make new cocktails myself :).

From a completionist point of view, don't expect to spend a long time unlocking everything. One night of playing and I had a fully stocked bar.

Regardless of that, it's still super fun.

If the developers are reading, I do have one suggestion though! My cameras can't notice me on the ground and if I drop something (usually syrup or the soda sprayer!) I can't get it back. There's no way that I can tell to reset my play area (even stopping the bar session and starting a new one), other than completely restarting the game. I'd love a button press to reset the bar tools V bottles V etc, or something similar to how BAM lets you gravitate items towards yourself with a button press.. This game is far more entertaining than what I thought in the first place! It's very fun to play and since there are a lot of drinks (it's cool that you can even create your own recipes) the game doesn't feel repetitive at all. However, I think achievements would be a great addition.. SO BAD! No customers come, just some text, nothing original, just unity standard assets. Not even post processing or custom skybox. The player's position doesn't auto center so sometimes you can't reach buttons. Just really really bad. trailers are just animations. Definitely, don't buy this.

Buy Bartender VR instead

. This game is extremely fun! I recommend having some real drinks nearby as after a few mins of playing you'll be thirsty for real. Hope the dev adds career mode with actual patrons you serve and more ambient sounds like people talking, glasses clinking, and general bar atmospheric noises.

At the moment, I play the game over speakers instead of the Vive headphones and have a Chrome browser open with a youtube video of 8 hours of "bar sounds" It really helps with immersion! Here is a [LINK to the sounds I have playing in background while playing Flairtender.](#)

#### Cons

--right now are the sliders for adjusting height and position need to go and be replaced with something else. it's a pain to adjust one slider but then when clicking on the next one it resets the first slider position.

--Glasses/cups should be right-side up when picking them up. not always upside-down no matter what orientation your controllers are.

--When mixing, there should be an option to list what amount of each ingredient you've already put in, instead of having the oz total accumulate. For example, if it calls for X oz of tequila, X oz of triple sec, X oz of lemon juice, when you mix have each one on a separate line. 1.5oz of tequila, and next line underneath says 1.5 oz of triple sec, and next line with 1.0 oz of lemon juice. The system in place right now it's sometimes difficult on the fly to be like oh crap how much of what is already in there, it just says 6.xx oz so far.. Nah, it looks as bad as it plays. Sorry mate I know one person made this game. But I don't recommend. Grabbing things is tedious, Ice is hard to work with, the counter is way too quick and the bar setup is way too weird. Especially with the oddly scaled models around the place.

Save up a bit more and go for something more robust like Bartender VR.

If this game is to improve, it needs to scrap the way it grabs stuff 100%. everything should have hotspots in the way they pick up, like it does with the soda gun. The scrolling through ui needs to be fixed, default audio level should be way lower, there has gotta be a scoop for the ice instead of tongs, the ice tray needs to be bigger, models NEED reworking. Not good when you feel like you're in a Roblox game. The Shakers hell, I mean I do like that it's more of a sandbox than Bartender VR, the reason I tried it out, but I can't say it gets it right at all yet.

Only get the game if you \*really\* want to have a sandbox, create any drink game. If you want to have a quality Bartender experience for VR that exists rn, Bartender VR is the better option, even with that game's odd bugs.. My dream of being behind the bar juggling bottles of spirits like Tom Cruise in Cocktails have finally come true in VR! This so far, is so much fun and informative imho...but then again...I've always wanted to really learn how to bartend so this is right up my ally. Looks like the developer is listening and adding improvements as I write review, sounds like he is working on possibly adding a shaker, yes! Nothing fancy, nice simple graphics and it works, the physics feels nice and you can adjust the pour speed if desired. Things that I would like to see added...random patrons as in male or female ordering drinks, handling money with change or maybe

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even a credit card machine, and perhaps a waitress/waiter with multiple orders. Maybe down the line add the ability to change the background/atmosphere perhaps. Beer pitchers, or even "Das boot", maybe a beer cooler with bottled beer and a bottle opener, just a thought. Other reviews have other great ideas as well and I'm sure it will only get better. Is way cheaper then bartender classes by far! Don't hesitate and get this!. I've been waiting for a bartending game for awhile and this pretty much delivers. Great for learning how to make drinks, I hope they add some kind of expert mode where once you've mastered the drinks you have to make them without any instructions to really challenge me memorize the recipes to use IRL.. A lot of fun, even in it's current early access state.

Everything feels very intuitive, and mixing drinks is a lot of fun!

Added bonus: developer listens to the community and implements suggestions.

My only complaint is that the amount of drinks needs to drastically increase to make the game more diverse, and the unlocks should increase in price throughout the progression of the game.

Solid addition to your collection of VR games!. While Flairtender does not have the best graphics, and looks repetitive on the outside, there is this huge amount of satisfaction that comes with serving every drink.

The controls are well done, with the exception of occasional loss of grip on objects.

There is a ton of variety with drinks, and creating your own drink sure is a plus.

Liquid physics, while lacking in looks, work very well and help immerse you into the game.

Honestly might be one of my favorite non-combat VR games.

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