UPLOADVR is a news organization focused on the intersection between people and VR/AR.

Our distributed team of dedicated journalists cover important software and hardware releases as well as the researchers and developers driving augmented reality and virtual reality into wider use.

We strive for fairness, accuracy, and depth in our coverage but we are also advocates for the safe, ethical, and inclusive use of this technology.

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- United States: 34.8%
- United Kingdom: 7.1%
- Canada: 2.8%
- Germany: 3.3%
- Other: 27.3%
Humanity's Stage Creator now has more tools and mechanics for you to play around with.

**Spoiler warning:** This article discusses some late-game mechanics from Sequence 7 of humanity's story mode. If you've yet to play the campaign and don't want to spoil those mechanics before you do, it might be best to hold off on reading any further.

The 1.07 Content Update for Humanity will add the Machines from Sequence 7 of Humanity to the game's stage creator. This means you can now add Turrets, Drones, Lasers and Laser Blocks into your own stages, with various triggers and options to adjust their behaviour.

Enhance says that these mechanics were initially held back to "prevent spoiling some of the late-game story or mechanics and give budding stage creators in our community a chance to get familiar with the tools." However, they're now fully accessible, so you can make your own levels with Machines and share them to be played with other players in the community.

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