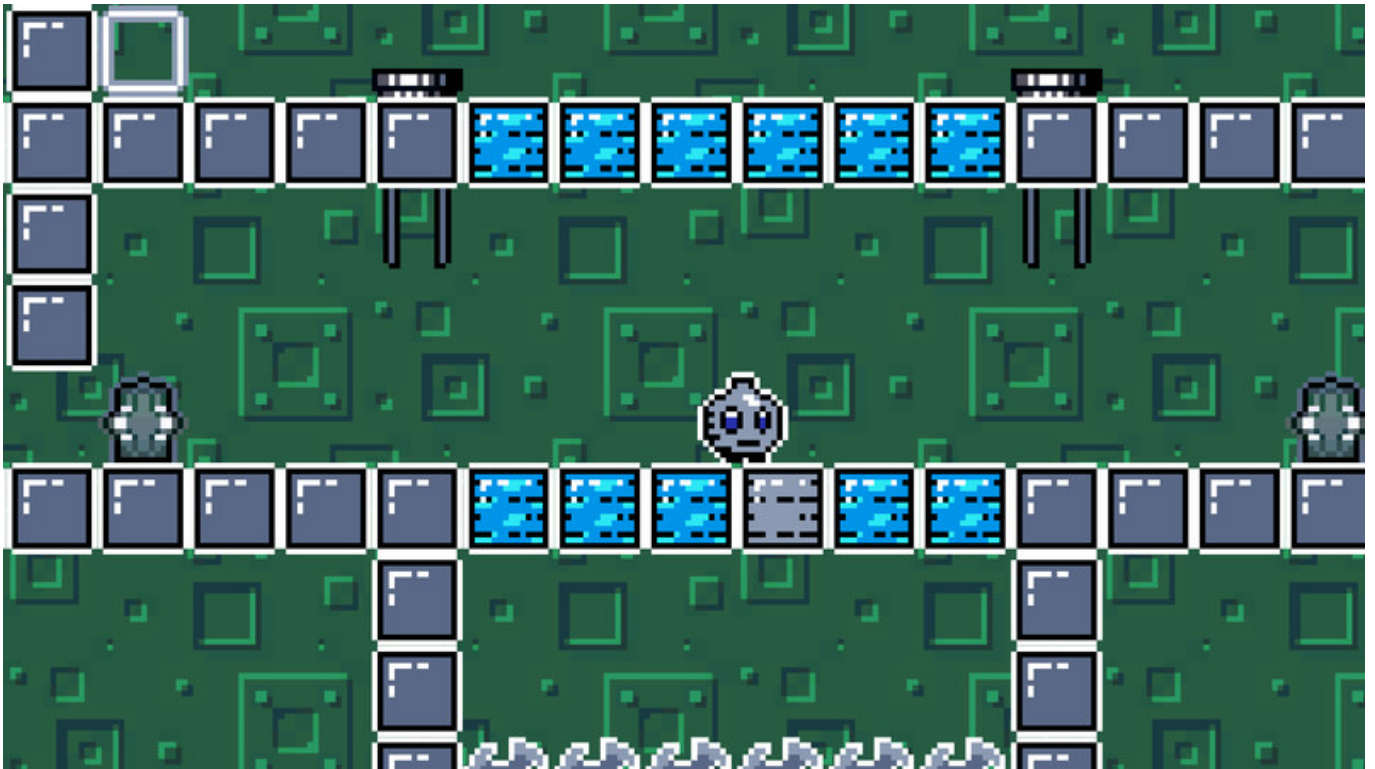

Rivalry Download Bittorrent Pc



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About This Game

Rivalry is a hotseat game where two players take turns moving their rag-doll character's limbs and weapons using the mouse until one is victorious. While the beginning stages of each game captures the strategic essence of swordplay, as damage and limbs are taken, the endgame turns rather Pythonesque.

Imagine a game that's a turn based strategy game, mixed with a side scrolling fighter and then add some rag-dolls and you've got Rivalry.

As the result of a successful Kickstarter for the marketing on his game at PAX , 14 year old Kew McParlane is presenting 'Rivalry', playable wireframe of his turn based two player sword fighting game of deep strategy and hilarious fun.

Title: Rivalry
Genre: Casual, Indie, Simulation, Strategy, Early Access
Developer:
Kew McParlane
Publisher:
My64K
Release Date: 22 Jan, 2016

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Minimum:

OS: Windows® 10 / Windows® 8 / Windows® 7 / Windows® Vista / Windows® XP SP2+

Processor: 2.4 GHz Intel Pentium 4

Memory: 2 GB RAM

Graphics: 720p display. Any graphics card since 2004 should work.

DirectX: Version 9.0

Storage: 300 MB available space

English

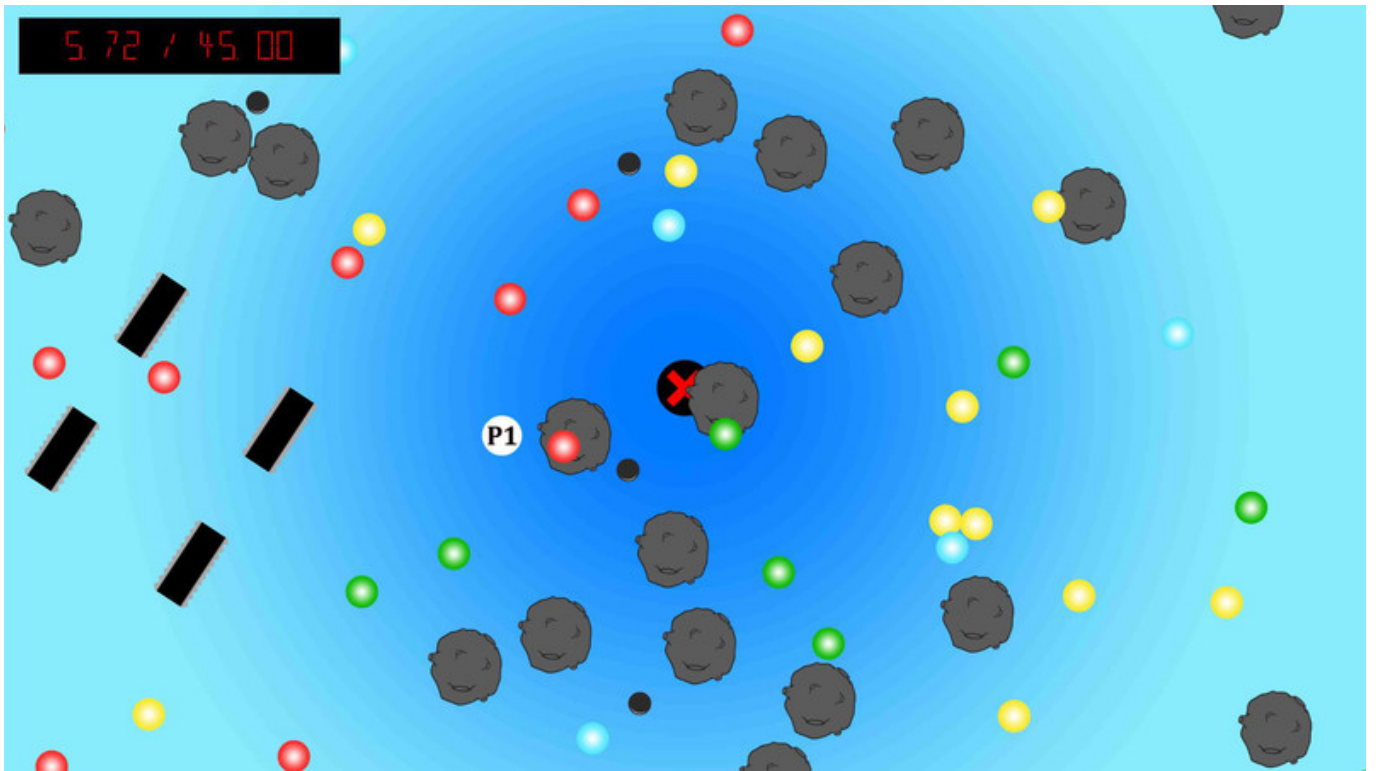


EVE OF DESTRUCTION

REDUX

THE INDOCHINA VIETNAM CONFLICT





In a nutshell, Eschalon is a standard 2D single-character fantasy western RPG. ("western RPG" here means "opposite of JRPG")

Eschalon is solid. It's not exemplary, it's not bad. It's the kind of game that would metascore in the 70-75 bracket, filled with games that are worth your time if you're a fan of the genre.

The story is cliché; save the world by finding the macguffins and slaying the big bad. That doesn't necessarily make it bad. It's not memorable, but it works.

For the most part, combat in Eschalon is a game of numbers and dice. I played a magick user, and for the first half of the game, all I had was a basic single-target spell. The outcome of a battle essentially boiled down to how many times I could cast it with what mana I had, how many turns it took the enemy to close to attack range (which is melee for most enemies), and how many hits both of us could survive. Later on, I got a few area-effect spells, which added a small layer of strategy, though numbers and dice were still the dominant factor.

The first half of the game was extremely tedious as a magick user. Mana regen is very slow to start, though you can build for quick regen after a few level ups if you eschew everything else. There is a rest function that causes time to pass more quickly, but it can still take as long as a minute to fill back up. Health regen works the same way, and I have to imagine it's just as tedious for melee-centered characters.

Basically, playing Eschalon Book 1 felt like playing a much, MUCH smaller Elder Scrolls game. That's just me though; your mileage may (and probably will) vary.

THE VERDICT: Eschalon is a solid RPG that will entertain an RPG fan for about 20 hours. It's not the best game out there, but it's not the worst either.. Disclosure - I am using this review for all Zup games as they're basically the same and I have played and completed all.

Zup is a game where you buy it for its decorative achievements and end up being mildly impressed by the actual game. The puzzles are relatively straightforward and well designed. Some may catch you out a little here and there but for the most part they're not very tasking and you can complete any of the games in under an hour.

This game did exactly what I wanted (gave me lots of cool achievements to decorate with) and wasn't a chore to play so would recommend highly to gamers with similar intentions. If you're actually looking for a challenging puzzle game however then there are probably better ones on the market.. Pretty much the most fun character to play in the game. OK so this wasn't one of my favorite diesel engines.. its weird hump always made it look strange to me. But it being a new offering for TS15, and an American unit, I had to get it..

First impressions?? Well... there are issues.. and some seriously strange ones.

For starters, open the cab side windows during rainy weather, and the rain still streaks on the protected (now inside the cab) glass. It shouldn't happen (and can't in real life). This also occurs in snow. I know that it's not a game limitation (other engines like the FEF4 have realistic rain effects on the windows when they are open or closed

.
Then there's the crew - seemingly holding on to--- NOTHING??? open the left side front facing door and look in from the outside, you will see what I mean.

and if that wasn't bad enough... THE B Units have a cab view???? Uhhh the whole point of a cab-less B Unit was no cab... don't get how that was let out.

Oh not to gloss over that the numbers on the B unit don't seem to sit on the actual carbody at all, only hover slightly above it.

And in comparison to the other UP engines in the game, this is its own version of Armour yellow... but I guess this can be explained away by some.

Oh and if you want to be really technical, the font for the number is wrong\they are placed too close together on the number boards, and are too large on the cab sides... but i digress from the real issues.

A short video of what I am talking about:

<http://youtu.be/nI4ydYi0Ta4>

I hope these are corrected - the sound seems fantastic, and it is a really nice odd looking piece to run with. As it stands now (and only after being out for about 4 hours) I can't recommend this DLC to anyone, because the issues above. IMO these are things that should have been checked and triple checked before allowing out for the public. I hope in the future to be able to ammend and change my review to a more positive one.. It is hard to decide if this game should be recommended or not. It is basically a Dungeon Siege clone, albeit less polished. The interesting aspect is the decision between nature and technology the player has to take. Unfortunately, in the long run the whole setup gets somewhat boring and repetitive, with the game seemingly lacking some fine tuning, and the somewhat crappy inventory management being more annoying than necessary. On the plus side there is the character development\skill system.

If your main focus is on combat and leveling and gathering of the best loot, you may still want to give this a try if you've already done with Torchlight, Dungeon Siege etc. and do not mind the weaknesses of "Silverfall".. Very fun game to play but gets very hard near end.Very hard

An extremely cozy little VN, with lovely writing, art, and music. Do yourself a service and pick this title up, get something nice to drink on a rainy day, and feel immersed in a way few games can manage.. Fun little game for testing your reactions and aim. Liking the cartoony feel to it, would benefit from a few more scenes but I'm sure the Dev is working on that. Looking forward to multiplayer & testing my reactions against real people.

Suggestions:

- The ruffians rag doll physics could do with some attention. Sometimes they act like they're a balloon and the air has been released. Although this did provide some comedy moments for me :-D
- Ambient sound is almost like being in silence, could do with either some low western style music in the background, or more ambient sounds. Also could hear the ambient soundtrack stop and start with a gap in between, should loop seamlessly.
- Instead of the eagle noise being the start of the round when shooting the ruffians, maybe the ruffians could shout "DRAW!" Obviously the depth of the sound would need to be accurate.
- When using the pointer whilst holding the gun, it would be handy if the gun didn't fire, would have saved me accidentally quitting the game >.<
- The scrolling is super sensitive when using the pointer, was hard to scroll through and find my name on the leader board. Would be good if the leader board had the number for your position next to the name as well.
- Not sure if allowing people to spam reload whilst shooting was intentional or not, seems too much like cheating to me.

Here's a video I did showing an overview of the game:

<https://www.youtube.com/watch?v=Md5kvl8PN7s>

[Looking forward to more updates :-D. *Part of 3DMark. Masked Shooters 2 reminds me quite a bit of something from 2004-2006. It's a great thought with old graphics, old gameplay style, and less options than the advanced games. For some reason, though, it entices players to continue playing despite all the flaws I mentioned previously.](#)

[Masked Shooters 2 starts out with an older-style menu which lets you choose whether you want to play in Multiplayer, Singleplayer, and there's an options tab for when you need to change things. The background is decent, however something a bit more interesting such as a tour of one of the maps, at least something that moves, might be a nice visual for the first thing players see when they purchase the game. As soon as you click an option, you have the ability to set up the map, the amount of bots you want to play with \(this is assuming you clicked the singleplayer option\), and whether you want a team battle, or a deathmatch type battle. You can then go right ahead and jump into the game after you pick your map \(definite turn off for these kinds of games is the lack of maps. There are only 3 maps to choose from and no way to add/create your own.\)](#)

[There are a few different guns, and I'll list them:](#)

[- MP5AK, Desert Eagle, M67 Grenade, M79 Grenade Launcher, M87T Shotgun, Knife, RPG, R93 Sniper, STW-25 Auto Sniper](#)

[For a game like this, I guess it's okay to be able to access all of the weapons by scrolling your mouse or pressing a button. However, the main issue I see is that pretty much everyone and anyone can and will use the rocket launcher to just destroy everybody, which makes it difficult to snipe or use the pistols. It would be a lot better if it had a tiered weapon system where players start with a knife and have to work their way up to get the RPG and better guns. Just as one gamemode though, as a lot of people probably enjoy using their RPG to massacre everyone.](#)

[One more thing that I must add, the bots are absolutely stupid. They won't detect me if I'm right behind them, and miss a shot. They have the tracking-type AI which will stop them from spotting me until they get their kill, or I kill them from behind. It makes it quite easy to get a lot of kills, as well as a lot of achievements easily. Achievement hunters, go ham on this game if you want the easiest 100% completion you can get.](#)

I enjoy this game. Sometimes, it's nice to reminisce a bit in some classic games. That's why I have 2 arcade-type games in my purchased list that I play quite often. However, this game really isn't worth the cost that it has attached, unless you get a discount coupon. The only reason I bought Masked Shooters 2 was because of the 90% coupon I got from making a badge. Verdict is not recommended, unless you happen to stumble across a coupon that makes it cheaper. Might be worth the price for 2-3 hours of fun before you never play it again.. I would like to say this was a shocker at first for many reasons

1. this was not easy to start to play game there was two problems with getting it to run on a new system and once running then mouse pointer was hidden then the config screen was messed so could not fix it, so yes there are issues and if you don't know how to fix and find them steam community forums then don't buy it.

2. once the game was running another shocker the tutorial was not annoying.(now days with way people program then its meant for a 8 year old kids for most video games not this game read tutorial or skip it and your given a high end mage with all the spells sink or swim.

3. once you die you lose every thing till you find the chest for the life insurance gobin. after many deaths even more deaths starting out with undies only I built a mage it was fun.

4. There are not many games I go I have to play it though I have them diablo 3 same genre type of game. this one though is way better then that in that I feel like I'm playing a version morrwind with freedom to mess up it royaly where can run in to something a low level can not deal with and good luck trying to run a way or load up next area and be ambushed with none of your spells on fun fun know your hot keys !

5. like morrwind you can make the character in to any thing any hybrid mage tank , dps mage what ever you dream up with spells in the game you can make it truly your own. mine is summoner tank I have these undead and nature beast jump in to the battle with me i then stun enemys with frost wave and slowly beat there heads in with sword and sheald.

to rap it up if you can get it to work dont mind a little dated grafics and you dont have a life because this will suck it up you just forget the time and keep playing this.. I refuse to play this game without a hot cup of tea, dim lights, headphones, and some incense burning. This unique adventure will take you for a ride with some beautifully executed pixel environments, a soothing soundtrack, and an interesting story. Yet another game that I've found to be absolutely theraputic. An excellent adventure to tackle one episode at a time at the end of each stressful day.. Overall I very much enjoyed playing this game, honestly the only critique I could give is that there's simply not enough levels!

PS. From a Streamers Perspective.I personally found it to be a great game to collaborate with your viewers on.. Awesome game. It has an OK story line but the actual missions are fun & challenging. I'm extremely happy with this purchase.. It is a very simple concept but still very enjoyable and a great time killer. It is also the best puzzlerV adventure game on the market which successfully combines farm animals and aliens. 4/5.
..Psyonix sold to Epic

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