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About This Game

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The year 2027 brought hope to a world on the brink of environmental and political collapse. On the last leg of its funding, NATO's United Space Mission (USM) made a discovery on the moon that changed the course of human history. A large alloyed sphere, found nestled in a crater under the lunar dawn, is revealed to be an alien artifact containing a message for mankind. As an international team slowly deciphered the artifact, the content of this message began catalyzing a huge leap forward in our sciences. Humanity was abruptly catapulted into a new interstellar age. There are those who now believe we were not ready.

FreeFall Tournament - a space marines themed TPS (third person shooter)

Intense, fast-paced, team combat. Animation and camera control that make you feel like a space marine...super human. Have it all: jetpacks, armor, hammers, swords, guns, bombs, in melee, ranged, and aerial combat. Tanks smashing with hammers, deadly

Scouts slashing their enemies down the middle with their katana, different jetpacks for every class create dynamic aerial combat, Gunners sniping from across the map, and Tech healing and dueling while laying down turrets. Even throw f-bombs!

All class specific jetpacks allow you to hop and bound across the map gaining momentum and speed.

Your team's combined skill and coordination determine the winner of this tournament. Choose to fight as one of a growing cast of classes battling in 10-20 minute matches. Please try it out, it is not like other shooters.

Key Features

10 classes: Gunner, Tank, Tech, Scout, Blazer, Blaster, Shocker, Assassin, Commando and Bomber
Class skins include multiple looks and models
Each class has 2 weapons, 2 abilities, 1 bomb type - all are unique. Some has additional R ability
Maps: Training Arena, Shuttle Bay, Moon Base, Space Station
Game modes: Team Death Match, Control Point Scramble, King of the Hill, Payload
Ranks up to Marshal
Hop with jetpack thrusts to bound across maps or Slide to take advantage of forward momentum
Target-locking enables aerial combat and fast game play
Respawn system regroups fallen teammates and balance matches dynamically
Also engage slide mode to evade fire or rapidly close in on an escaping enemy

Game Play

Two teams, Blue and Gold, compete to win matches. XP and Z Cash (the in-game currency) are given as rewards for players who complete matches. If your team wins you get more than if you lose. Players can start or quit a match at any time, but need to be present to the end in order to get rewards. Rewards are not given for individual kills.
The majority of perspective is from the 3rd person over the shoulder point of view. Cameras move in during melee combat or switch to scoped FPS view as needed to add fluid realism to game play.

Monetization

This game has a monetization system similar to League of Legends, that avoids being pay 2 win. Of the 8 classes, 2 are unlocked for free each day, and they rotate on every 1 week. You can switch back and forth among the free classes during a match. Classes are purchasable for permanent use with both in-game currency and real money. Upgrades that give small performance boosts (like "runes") are purchasable with in-game currency only. Cosmetic skins for the classes are available to purchase with real money, but do not give any benefit to the player other than looking cool and different. In-game currency and XP boosts are available to shorten the grind, but not eliminate it - hey, it's fun and we want you to play a lot of it!

Design Principles

Fun is more important than realism
Piloting futuristic battle suits should make the player feel super-human
Each class should have combat advantages and disadvantages, but not be a hard counter to another class
Every map should have features to showcase advantages of each class
One-Shotting should be very rare in normal 1v1 confrontation
Players with good tactical awareness should have opportunities to contribute to their team without requiring lightning reflexes
Conflicts should generally be won by the team that brings more troops to bear at the locus of contention. However, very skilled/lucky/tactical players should also have opportunities for 'heroic actions' that turn the tide
Players level up mainly through teamwork, not individual performance

Technical

Engine: Unity 3D
System requirements: minimal, 2 button mouse, ethernet connection
Initial download: ~10MB
Full download: ~70MB

Key Bindings (internationally localized)

Please click 'View the manual' on this store page for a full list of keys.

Your purchase includes all of the game files ready to begin combat.

You'll be able to compete in battles on all of the maps.

The different classes and weapons are unlocked by Z cash which is earned through combat.

In-App-Purchases can also be used to buy packets of Slugs which can be used to unlock new items faster.

Title: Freefall Tournament
Genre: Action
Developer:
y8.com
Publisher:
y8.com
Release Date: 15 Jun, 2018

a09c17d780

Minimum:

OS: Windows 7

Processor: i3

Memory: 3 GB RAM

Graphics: minimal requirements

DirectX: Version 10

Network: Broadband Internet connection

Storage: 100 MB available space

Sound Card: required

English





NECKBEARDS

SILLY SQUADRON



PLAYER 1 GEMS
20

WASD + F OR GAMEPAD

PLAYER 2 GEMS
0

XOLOX
➔ **PLR 1**

XOLOX PLUS

MILLS' PODSHIP

BOB'S WRATH

SERONATOR

DOPAMINER

SANE WIFE

DOUBLE-WIDE
SANE WIFE

AUTIST AVENGER



SPEED 5
WEAPON 4
HULL 2
COOLING SYSTEM

SPEED 3
WEAPON 5
HULL 3

SPEED 3
WEAPON 4
HULL 4
PODS

SPEED 3
WEAPON 2
HULL 4
RAPID FIRE

SPEED 3
WEAPON 3
HULL 5

SPEED 7
WEAPON 1
HULL 2
MINING LASER

SPEED 4
WEAPON 3
HULL 4

SPEED 1
WEAPON 5
HULL 5
HEAT ISSUES

SPEED 2
WEAPON 5
HULL 4
MISSILES

COST: 20

COST: 30

COST: 50

COST: 80

COST: 30

COST: 65

COST: 60

COST: 140

COST: 160



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This game took my soul.. A decent puzzle/ adventure game which is pretty cute. But (always a but) it's way too short and the story is fairly non-existent.

Just as the puzzles start to ramp up their already fairly easy difficulty the game ends. Still, worth a couple of bucks. It's already \$5 so expect to see it for half that or less come the big sale time.. This game is so wonderfully weird. I played it as a kid and was terrified of what I now consider its charm. Wonderful tactics, great expansion, and a very fun gameloop. I've encountered a few issues, but none that have substantially inhibited my gameplay. \$20 is a bit of an asking price for what amounts to an HD version of a Wii game, but I paid full price and feel very satisfied. 8/10.. An amazing and wonderous experience! Virtually everything you see can be interacted with, shot, thrown or whatever you think of doing with it. The 'game' invites you to discover and try everything out, and boy there's tons of stuff to do.

Also a great introducing experience for VR-adapts, and I think kids will enjoy this too. (not too young though I'd say, as there are some mildly scary/impressive things to be seen). pretty short, but the time you spend with it will almost certainly be enjoyable :). this game lacks alot. It's a very nice and funny game, if we must find a flaw, maybe the music is a bit too catchy.. Wow! This is a really polished base defense game. Graphics are amazing and the game mechanics implement cool features. The levels are equally fun to play and challenging. The developers obviously put a lot of love into this game. Go, save Mars!. Beat the game in twelve minutes. You answer a few multiple-choice questions, watch some crappy cutscenes that are always the same regardless of your answers, and walk through a few horribly rendered empty rooms where nothing happens.

In short: this is not a game. Do not buy.. My goodness, this is an awful game.

I see what they are trying to do, I really do. Meridian: New World is trying to be a throwback to the good old days of Westwood and Command and Conquer, and has many good ideas along the way, but it fails on too many levels to be anything but a waste of money. Poor controls, optimization, visuals, voice acting, and a general feeling of shabbiness ruin what may have, at one time, had the potential for an interesting experience.

There is the germ of good ideas here; you can customize the loadouts of individual units upon construction, which is always neat, and the story is attempting to be that rarest of beasts, a character-driven RTS. You, the player, have a branching tech tree that allows you to perform actions like healing individual units, disable enemy vehicles, that sort of thing. The problem is, like so many games of a more indie persuasion, the good ideas fail to live up to their potential.

The customizable loadouts are a good idea, but it's done when you start building your units, meaning that by the time it's done, you may have wanted something different...but too bad! You'll need to build a new one. Compare Dawn of War, which had a fantastic loadout system.

The story is uninteresting, poorly translated into english, and with pretty awful voice acting. Normally I wouldn't mind this, but they are clearly trying to use branching, bioware style conversation trees and characterization to drive the plot. Bad voice acting undermines this goal.

The controls are slow and stiff, with painfully snail-like camera panning, and the ugly, impractical UI doesn't help. In a good RTS, your units feel alive, and responsive, and you are able to control them with precision and skill. Here, I feel lucky when

they are even able to move where I want them to go. And if I wanted to change the controls to fit my needs, I have exactly two options to customize controls; mouse sensitivity and a toggle for "camera panning," a mysterious button with no discernable effect on gameplay.

The players ability tree works well though. Kudos for that, though it was at first a little unclear how the energy bar that powers your abilities works. Unfortunately, there is only one faction (something the original Command and Conquer was able to overcome), and so the tech tree is the only source of variety you're going to get.

Moving on, the game is ugly and poorly optimized. It chugged more than games that look far better than this does, and crashes frequently. I know this is part of the early access package, but you have to keep it together if you want players to stick with it until the final release.

Finally, on a less easily described note, the game just feels...shabby. Other early access games have been able to have a feeling of beauty and vibrancy from the very beginning, but this game feels broken on a more fundamental level.

Taken as a whole, Meridian: New World is, quite, quite awful. It is the product of one man's vision, and where for some games that means a new experience, here it is clearly the work of someone in way over their head, trying to match the work of those who are far more skilled. It would take a truly gargantuan effort to make this game worth playing at its final release date, and I just can't see it happening. Take this game as an example of Steam's famously lax quality control. Or better still, don't take the game, and go play your favorite good RTS instead.

Quite a fun little management game. Though some serious tweaks to UI and Gameplay could be made to increase the fun of this game;

>It is very difficult to know where your little people are, when you highlight them. When you click their portrait in the bottom left, you only get their stats and not what they are currently doing, at least it is not immediately clear what they are doing. Maybe a little arrow above that person's head, or a highlight of some sort. Whilst the colours of the shirts are somewhat unique, it gets pretty difficult when you got 8+ little people who have similar shirts (white with black sleeves, or white with brown sleeves) to know where they are. Especially since some of the most unique features about them are often blocked by an activity they are doing (hair covered by VR headsets, or shirts covered by back of chairs when streaming).

>The Mini-Games are extremely easy. However sometimes my clicks don't register properly. Often the cursor changes when you are highlighting the correct area, yet you still get the "MISS!" message come up after clicking. This is mostly prominent in the Fighting Mini-Game where you have to hit the head. Whilst the Glove does get a white outline when you're mousing over the right part, upon click you still get "MISS!". The other Mini-Game I get this issue is the FPS, especially when the target is in a corner and covered by a blue target. Even still pressing the part of the Red Target you can see with the Green Crosshair cursor appearing sometimes comes up as a "MISS!".

>The hardest part of this game I found was the grind after the 2nd Championship (If you count the Tutorial one as the first). As all the areas in Southern Europe and Asia require some pretty high stats. Almost every single one of these required some grinding, and even then I was only able to complete some of them after beating the championship that they are meant to represent first. Perhaps the events on the world that get unlocked could be a little more tailored for the skill range you are currently at, rather than you complete a Championship and then ignore the new place you unlock until you beat that Championship. Logically it should be that either completing a Championship should unlock the next tier of events for you to attempt (rather than they being two tiers above you, I found) or you get the next regions Championship, and once you complete it, that region unlocks. For instance, currently if you complete Africa, you unlock the events in South Europe and the Middle East along with that Championship. The events in New Delhi etc were pretty difficult to even get the 1 star on with my current team, and required me to complete the rest of the Africa ones first before even trying to attempt the next tier. And by the time I was ready to attempt that tier, I could go and complete the championship anyway since I had completed enough events to do it.

>It is not immediately clear you can 'Evict' or 'Fire' your gamers by dropping them in the Trash in the bottom right. If I missed this in the tutorial, please feel free to ignore this point. I spent a large majority of the game with some sub-standard people who only did Scrims until I realised I could fire them.

>Scrims appear far too often. It's a constant bombardment of them. It wouldn't be a pain if the latter game didn't require you to have to grind skills and manage Ego so much, but the constant messages of "CLAN XYZ WANTS TO SCRIM" and the Fame penalty of declining or having to find some space in your build (FYI, there is little space towards the end of the game if you fill your rooms) and then find some people who you don't know what they are doing (See Point #1) is utterly frustrating. Eventually I lost 200 fame because I was just trying to raise my gamers points, which would have taken so much longer if I accepted every single one of these Scrims.

Aside from that, it's actually quite a nice game to just sit back, enjoy the humour, recognise some YouTubers who have been put in (AntiSepticEye for instance) and listen to an Imperial rendition of "Still Alive" (or at least it sounds like "Still Alive") from Portal during the Championships. I bought for £36.49 or so, and it probably will last me another hour or two before I complete it. I don't feel there is going to be much replayability unless there is a New Game+ mode added or something similar. The jokes don't really change much per tournament, so the humour is a one-time only affair. Maybe a little variety on the humour would make people enjoy coming back to tournaments.. Horribly game . . . This game had me at Physics and AI.

To be entirely honest, I was a tad skeptical. I wasn't sure about it, and it seemed a tad wonky, but all in all it's a load of fun. I play a lot of Rocket League, and this game certainly is up to par if not better. I felt myself really getting into it as if it were an actual sports game (and normally, I am not a sports fan).

Pros: Amazing physics engine, very pleased with it. A bit of a learning curve that isn't too much. TEAM MANAGEMENT (although limited, still a very good mechanic)

Cons: It isn't particularly user friendly at first, but once you spend some time navigating the UI, it starts to feel a bit more

comfortable.

The AI is very interesting. All I can say is that I have a bot that keeps ramming the enemy goalie. Usually when the ball isn't even over there. Not because he's a bad AI, hes just an A-hole.. More like BAD Arkanoid *snort* *giggle* *fart*

Ok, let's start with the fact that i got a coupon for 90% off to buy this game which did not take effect and I wasn't paying attention so I paid full price for this...game. So here we are. This is Arkanoid but its mad and full of urban gangsta flava. You could tell by the spray paint for the title and by the fact that you've just been robbed. Let's begin with the basics:

Your paddle is a skateboard and you shoot this wobbling blue gonad at various boxes. The boxes range from slippers, a stick, a picture of Lucinda the crack \u2665\u2665\u2665\u2665\u2665, and a steel pipe(also known in the New York barrio as a Puerto Rican credit card), and a long metal beam. Most boxes need to be struck once to be destroyed. The metal beam is indestructible, the metal pipe requires 3 strikes, and Lucinda, like all crack \u2665\u2665\u2665\u2665\u2665s, needs to be hit twice before she leaves you alone. As you destroy blocks, power-ups appear. They greatly help you to complete the game easier. They range from a protective barrier so you don't lose your gonad, to a lengthened skateboard. If you've played Arkanoid before you should know what to expect in the power-ups department as they are essentially similar.

The Positives: (I have to do this doctor's orders)

There are various levels to play through with increasing difficulties. If you are an achievement \u2665\u2665\u2665\u2665\u2665, then lucky you because you get an achievement for pressing start...so yeah.

The Negatives:

I get it, this game isn't supposed to be taken seriously but it doesn't excuse the sloppy execution. First of all, physics...\u2665\u2665\u2665\u2665 it all. The gonad goes wherever it wants to. You may even try Arkanoid tactics to aim the descent of the gonad to the utmost tip to manipulate where it goes but it doesn't matter. Even while it is in motion the gonad will randomly just jerk to any random direction. Sometimes it will ricochet off of nothing. There have been times that I should've lost and the gonad bounced off the nothing and the gameplay resumed. The little obstacles that fly in like the elephants, the bum, the buyers remorse, sometimes it causes the game to stutter and crash. Its like playing a game of snake and the moment you eat your first apple your phone explodes. When I installed the game a desktop icon didn't even appear even though I requested it. I'm not blaming the game; I think my computer knew that this was an\u2665\u2665\u2665\u2665\u2665turkey and rebelled against it. The music...I'm sure that there is some person that'll enjoy this drug induced nightmare and sadly it is the only properly functioned feature of the whole game. UNfortunately, for me, it was okay at best and completely forgettable at worst.

Have you ever played Bloody Boobs? Its exactly what you think it is and it costs a dollar. Its a crappy game trying to sell cheap sex appeal and thrilling gameplay that rivals trying to pick your underwear from the floor with your toes. While that game has been bashed to\u2665\u2665\u2665\u2665\u2665 I legitimately have had a few hours of fun with the game getting drunk with friend, laughing, playing with the\u2665\u2665\u2665\u2665\u2665and trying to play that anal uppercut of a game. THIS game, on the other hand gave me no such joy AT ALL. I am not getting a refund for this game because I'm Catholic and when we \u2665\u2665\u2665\u2665 up, by religious law, we need to be punished. Having this game on my bank statement is my forty lashes. The only people this game could possibly be catering to are massochistic people looking for a good time and even then I would advise against it. Just slice your inner thighs a few times like a normal social media user and call it a night.

* P.S. - I just noticed that this game supports English and Russian. Wow. First we draw pron of their mascot and now this! If they weren't\u2665\u2665\u2665\u2665\u2665\u2665\u2665 off at us before, they will be now.

*P.P.S - Just throwing this out there...I played the game to absolute completion meaning I earned ALL the achievements. Compare your life to mine and writhe in envy.. this is a meh game i dont have it anymore because its waaaaaaay to cringy. Certainly an interesting experience, although it feels too short in comparison to the plot it's trying to tell.

The art is quite unique and the music is fitting, the protagonist is nicely designed and the dialogue options are amusing. Although it seems like there's one dialogue option at the start when you first talk to the escape artist; that seems to stick and not

advance properly unless you just click on all three dialogue options.

The story is pretty generic but is still genuine in its intentions, the writing is strong but is not brought to its full potential due to how short the game is. The whole story is very abrupt and feels like an abridged version of a relatively typical animated movie. The plot just doesn't fit well into this small a time frame. The entire sequence about logic and fallacy doesn't make much sense considering it doesn't truly have anything to do with the story, it seems to be artificially injected in for the sake of trying to teach the player some kind of lesson.

Overall while it was a nice little experience, it definitely is rough around the edges in the way it tells a generic magician story in a half hour; with this strange inclusion of a lesson on critical thinking. Would of much rather paid for a larger scale story that has been fully fleshed out and fits into itself, then this very confined and uncertain short story. Still interesting though to be sure, just this same concept would have been much more interesting and more natural in a larger format.. muito fraco, nao vale nada.

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