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About This Game

PlayFortress is a castle building game where the player controls characters such as the Lord, Master Mason and Engineer using them to construct elaborate castle fortifications and settlements whilst managing their economy.

The inspiration for the game was to attempt something new with the castle building genre, to create a game focuses upon how castles were constructed during the medieval era.

Early Access

The following features are currently implemented in the Early Access version:

Castle Editing (Master Mason Mode)

- Place down castle pieces such as keeps, free-standing towers, drum towers and gatehouses
 - Connect towers to castle pieces
 - Connect forebuildings to castle pieces
 - Add/remove floors

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- Manipulate castle pieces (change size, rotate, scale edges).
 - Walls
 - Connect walls to castle pieces
 - Connect ends of walls together
 - Bend walls to create curved sections
 - Customise castle pieces
 - Change crenellation styles
 - Change roof types
 - Change gatehouse entrance types
 - Paint mode for changing castle styles (type of stone)
 - Attachments for adding windows, doors, arrow loops, shields and banners
 - Buildings
 - Various buildings are available such as the Master Mason Lodge, carpenter hut, blacksmith, market houses and scenery objects such as statues and market stalls.

All castle geometry pieces, walls and buildings can be placed on uneven ground ensuring castles can be built upon slopes and mounds (castle mottes).

Work In Progress

More features will be added later, some of these features are currently work in progress and can be seen at the end of the PlayFortress trailer video including:

- Building Systems mode for customising (town/settlement) buildings
- Engineer mode for terraforming landscape
- Lord mode where the castle can be viewed as it is constructed.

More information will be posted on our Steam store page forums and website.

Title: PlayFortress
Genre: Indie, Simulation, Strategy, Early Access
Developer:
PlayFortress
Publisher:
PlayFortress
Release Date: 7 Dec, 2016

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Minimum:

OS: Windows Vista/7/8/10 (with latest service packs)

Processor: Intel Core2 Duo 2.0 GHz or equivalent

Memory: 4 MB RAM

Graphics: 512MB DirectX 9.0c compatible card (shader model 3)

DirectX: Version 9.0c

Storage: 4 MB available space

Sound Card: DirectX compatible sound card

English







If you want to make a chess knight or a lamp, watch a free youtube video and follow along. At the end you will have your chess knight and your lamp and you won't understand how to use blender at all.

If you want to understand how to use blender and make your own assets (for UE4 or whatever), this is the only series you will ever need to watch.

The instructor is very informative and clear and at the end of this series you will be able to make your own assets without relying on tutorials.

Although some people complained about the streaming quality, I don't have a great internet connection but the videos streamed fine for me in 1080p.

I know it says I only played 0.3 hours, but I watched the whole series. I guess hours aren't counted correctly for these video products.. I miss this game so much, R.I.P to a great game.. This game is actually pretty fun, even though it doesn't break much new ground with the types of things you do in game.

It's comprised of three different parts: Bowshot (an archery game with powered up projectiles), Smash (Like Pong in a long hallway with powerups and slow-mo beams) and Fracture: which is a bit more like breakout, except to make it different from smash, they gave you a bat and a Tractor beam thingie to grab the ball.

The game also seems to have an announcer that is autotuned, but instead of sounding like GLaDOS, she sounds like a squeaky autotuned mouse voice. Not that unpleasant but not a bonus either.

Since each game is kinda different I'll have to do a "What I liked/disliked" for each section.

So Bowshot...Pretty standard archery game, only you can choose between a single shot or a triple shot (you must choose before the round starts and you stick with it all through the round). Triple Shot is as it sounds... you have three arrows that are launched at the same time, and depending on how far you draw back the bowstring, they'll be spread out or more or less aimed at the same target. Each arrow in the triple shot isn't very powerful so unless all 3 hit the same guy, you're not doing as much damage, but you're probably better off on clearing a crowd with this style. The triple shot also allows you to power up a shot that fires in a straight line (I think aligned perpendicular to your bow). It's somewhat useful if the enemies spread out in a straight line, but the times where this happens are kinda brief. The "line" is also rather narrow so the enemies can just move up or down a bit and it'll pass them entirely.

On the other hand, you can use the single shot to focus more power on one target at a time, and the powered up version of the shot shoots a sort of shotgun blast type power in a little circle around your arrow... this is useful for plowing through enemies that are lined up single-file in front of you, but as before, the times where this happens is few and far between. However, since the single shot focuses more on power, you'll more than likely destroy the enemies you DO hit.

Your enemies are all boring cubes that fly around you, but every so often they take shots at you, so you have to dodge a bit. More Room-scale space is better here. On the plus side, there's powerups that you can buy both passive and active, though to use the active powerups you have to spend points on allowing you to assign the powerups to a controller touchpad. You can also refund the points if you haven't used the powerups, and the point refund even includes the passive powerups as well, so if you spent too much on some passive powerup and need more of an active power up, you can do that between rounds.

There's also separate powerups for each bow style (triple vs single shot)

Things I liked:

- Each round has a set of goals to achieve and if you achieve all three goals, you get more points to be used for powerups.
- The bow looks a bit cooler than some of the other archery games, and thankfully they don't make you reach back to a quiver to grab another arrow.

Things I didn't like:

- Boring enemies
- No realistic physics (So you might as well been given a small missile launcher that you fire with a single button press)
- It's not really this game's fault but I'm kinda getting tired of bow and arrow games in VR. Smash has been described as 3D Air Hockey but really it's more like pong in a long narrow hallway. You have two paddles and you can hit the ball, or apply some spin to it by moving the paddle as you hit the ball. If you do it right, the AI will slowly try to follow the ball and the spin will give it a more unpredictable movement after a bounce. Spin won't help at all if it goes straight down the hallway though.

As before, each round has a set of goals to achieve and those goals turn into points you can spend on one-time use powerups and passive (permanent) powerups. Also as before, you have to spend points to be able to attach these powerups to each controller so it's kinda deceptive on the price... also as far as I know, each controller only holds ONE powerup so that limits you to two.

HOWEVER, in addition to the powerups you buy, there are some powerups that show up midway down the hall that will immediately take effect if the ball hits it. These include one that makes the ball huge (easier to hit), one that increases velocity on each bounce (which is deadly if used right) and also a multiball powerup that can cause your score to go from 0 to 5 in a hurry....it can also go the other way if you're not careful.

Things I liked:

- Smashing the ball down the hallway and making that stupid AI bot miss the shot
- Hitting the multi-ball powerup in such a way that the AI could only stop one or two shots (while the other 3-4 went in the goal)

Things I didn't like at all:

- trying to smash the ball and instead, smashing my WALL... because yeah, you can really lose track of where you are in your room and when you see the ball coming towards you, your instinct is to sprint forward and slam it... don't do that.
- The Bots have that annoying "Fake robot speech filter" that everyone is using in their games... the result is that the speech turns into a scratchy mumble that is tough to understand. Imagine if you were talking into a kazoo and that kazoo buzz was loudly playing over every word you said. Congratulations, you're almost as annoying as the bot speech!
- The enemies also spit out these "mines" that can intercept the ball and cause it to go flying back at you unexpectedly. This occasionally happened to the AI as well, but really those mines are just an annoyance.

And finally we have Fracture, which is basically what I'd expect Breakout to be like in VR, only it doesn't seem to have as much of a point when the whole room is a target for breaking bricks. The "enemy" here is time since you have a limited amount of time to hit all the bricks and your combos are determined by how many bricks you break in a short period of time.

The ball and ball grabber is similar to another game (Racket NX) but the grabber seems to pull the ball from anywhere, so you can shoot the ball and grab it again quickly (which is probably the best strategy). I didn't really find this game engaging though. Once again there are powerups and stuff to earn, but I'm not sure you'd even need them, though I didn't play it for long so maybe the score needed to pass the levels goes up sharply or something.

Things I liked:

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- Well, the bat was somewhat new. I figured they'd just use a paddle again.
 - If you manage to break a lot of bricks in a short time period, the ball changes color to signify the combo level.

Things I didn't like:

- It was actually kinda hard to aim the ball where I wanted it to go with the bat. I think I would have done better with a paddle/racket.
- Since there were no enemies, it felt the least exciting of the three games. It seemed more fitting for a separate game mode or something.
I actually bought this game even though it was given for free on Viveport... Two reasons: 1) I liked the game and wanted to support the developers and 2) I hated having to have the vive home software running just to play the game. (also for a 3rd reason, I wanted the steam achievements).

There's a whole multiplayer aspect I haven't even tried yet, so I may need to edit this review later. Single player is enough to keep me somewhat busy for a while though.

Anyway, I'd say this game is worth the money... Fracture is the weakest link but it's still fun...and maybe it's more fun in PvP than single player? We'll see eventually.. I loved this game a great indie horror game parody WILL YOU COME ALIVE OR WILL YOU DEAD

<https://youtu.be/EaNw1SDtMJM>. As a big MotoX enthusiast, I was stoked when I saw that there was a Supermotocross DLC released for this game. However after purchasing, I am pretty underwhelmed with the content. I was just under the impression from the screenshots and descriptions that \$5 would get me more content. For \$5 you essentially get one new track and a new game mode that is very similar gameplay-wise to the MXoN (Except on one Supercross-style Track). \$5 isn't outrageous, but you don't really get bang for your buck here. The devs should have just waited & released a SuperX Track Pack DLC when they created additional tracks instead of just pushing out this one track. Especially since we knew this track was already finished at launch.

All-in-all, I love the base game, but I can't recommend buying this DLC pack. Save your \$5 towards something else on the Steam Sale.. if you want to make a shooting\u2665\u2665\u2665\u2665\u2665\u2665\u2665 on fire then heres your game also see a therapist

Yes! Dear Satan yes! More like this please!. Nice shooter game if you like shooting things and not people. Fast-paced in regular game mode - brutal in the onslaught mode! Nice graphics, easy to play and understand for pretty much any age.. doesn't even have lesbians in it 0V/10, just about the worst game i have ever played. 10 simple gameplays V 10

That feeling when you relax playing a pleasant game.

And especially want to note very nice music in game.. Raycatcher truly is the future of videogaming. With the Omega Point right around the bend, Raycatcher alone is threatening to topple the post-modern empire that large companies have built. It is also free from the restrictions of the general indie developer's black iron prison. Raycatcher has stolen the great arcanum from the gods, and like prometheus, is being punished for sharing this fire.. \u0412\u0441\u0451 \u0431\u044b \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665 \u0434\u0430 \u0430 \u0432\u043e \u0442 \u0442 \u043e \u043b \u044c \u043a \u043e \u043e \u0432 \u0431 \u0435 \u043b \u043b \u043b \u043b \u0447 \u0448 \u0435. Free DLC m9. Sub par graphics, not very fun.. I rarely give bad reviews for games, but I have to this time due to the terrible controls for the Oculus Rift Touch controllers. Next to impossible to pick up anything. If you find that you finally do, it's clunky. Fix the controls and I'll try again.

Review Update - 22-2-2019:

So I gave this game another try after the developer posted an update.

PROS:

- 1) The update definitely improved game play for the Oculus Rift. The game seems far more stable now.
- 2) I found picking up items FAR easier to do.
- 3) Interacting with the world was really nice. More interaction with the world would be nice.

CONS:

- 1) I'm still not sure why it's called "Bully Store". It doesn't quite translate. It's just a cooking sim. Should rename it to something more appropriate. The name just doesn't fit, in my opinion. It's actually a bit misleading.
- 2) Not a lot of interaction with the world & not a lot of food combinations. Which, in turn, makes the game fun for about 20 minutes and it's over.

Wishes:

- 1) More interaction with the world with more food ingredient combos.
- 2) Add the ability for a 2nd player to help.

I have to say that I am quite happy with the update. Well done. Keep up w/V the updates.. Great premise behind this, just felt it was clunky in it's execution below is my video on it.

<https://youtu.be/vrgIGgbvLRBU>

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