Ultimate Arena Full Crack



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About This Game

Many will enter, one will win.

It has taken a few millennia for the art of the arena to be perfected, but we've finally done it. Ultimate Arena puts you in charge of the greatest battle royale, the one that you pick who fights and the conditions they fight under. Take charge by setting up landmines, deploying care packages, and initiating arena events.

Create characters, all the little sayings they make, the battle cries, the final speeches, or perhaps create new events like rabid kittens that fall from the sky, a poisonous fog that eats humans alive, or maybe a rogue robot that feeds on living flesh! Your imagination and the limited amount of space left on your SSD are the limit! Share your characters and events with friends on the Steam Workshop and soon you'll have a collection of billions upon billions of unique experiences inside the Ultimate Arena.

Like tinkering with code? We've open sourced Ultimate Arena, now anyone can request features or even write them into the game yourself! As time goes on more and more features will be added to make the world's most advanced arena simulator even better!

Ultimate Arena left Early Access in August of 2016 and has had 2 major updates since. The latest is "Staycation Nation", a tribute to all of the Americans staying at home during the summer and cracking open a cold one with the boys. It's your job to create the most exciting Staycation or die trying.

Title: Ultimate Arena Genre: Simulation

Developer: Triverske Publisher: Triverske

Release Date: 22 Aug, 2016

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English







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Gameplay is pretty basic, you're given a picture with a jumble of junk and they ask you to pick out certain items (the screenshot above demonstrates this perfectly); find all the items and they give you a puzzle to solve so you can get the next picture; rinse and repeat.. childhood memories:). Its not Fallout 76.. Even though it was free.... it wasn't even worth the time to play it. The voice acting is terrible, and the game itself is also equally lacking in plot and gameplay.. Legend of Grimrock: Unashamed Mobile Ripoff Edition

Ugh, where to start? I really wanted to like this game because I grew up with old RPGs such as classic Final Fantasy and the like. Things like Final Fantasy's build-your-own-party and the promise of more open-ended gameplay were what originally made this game appeal to me, however both of these things fell flat to me. When compared with a host of other design problems this game has, well let's just say I'm glad I got this game massively on sale.

1. Classes and progression: Just like classic Final Fantasy, you build your party of 4 by picking classes, and of course some combinations are better than others. The problem with this game's classes is that many of them feel gimmicky, like they can be good in combat, or they can be good at some random non-combat utility, but not really both. With fights tuned to be somewhat challenging, the dead weight of any utility class (for me it was the thief) becomes painfully apparent.

For some reason, the developers opted for a stat distribution system in a game where roles were already restricted based on character class. While stat distribution can be fine in games where roles are more open-ended, it feels like more of a trap system in this game. A few "right" ways and many "wrong" ways to build a character isn't good design, especially since there doesn't seem to be any way to reset stat allocation.

Finally, there's a Job Point style system for learning abilities, however these abilities are also level and/or prerequisite locked, which together really makes the whole system seem like extra complexity just for the sake of complexity. It doesn't add anything meaningful to progression.

- 2. Crafting + "sell monster parts for gold because a wolf doesn't have gold in its pockets" is a bad combination. Maybe I'm missing something, but it's not immediately apparent which monster drops I should keep for some future crafting recipe and which are intended to be vendor trash, so I feel compelled to keep everything. Maybe this is why I feel like I'm stuck in a state of constant gold starvation?
- 3. Combat is boring AF. I'm pretty experienced with RPG Maker so I'm aware of what the engine is capable of. The developers really didn't spend a lot of time customizing this game's combat because it's pretty much out-of-the-box. Skills are pretty expensive MPwise which leads to a lot of mashing basic attack through most battles. Maybe it gets more interesting later in the game, but I don't think I can bring myself to suffer through it in order to find out.
- 4. Plot? Well, it's like there tries to be a plot, but it doesn't seem very complelling for some reason. I can't put my finger on it--maybe it's the lack of dialog from the player characters, maybe it's the fact that I'm just wandering around doing...I don't know what instead of trying to find a way back to my world. There's various flashbacks when you sleep that show parts of some story arc, but it's hard to figure out why my character should care when these flashbacks don't seem like they tie into anything I'm doing. Maybe it all ties together later, but again, I shouldn't have to suffer through X hours of mediocrity to find out.

PS: "1+ hours of interspersed flashbacks" is a really weird thing to boast about as a selling point.

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Overall, I think this game could've been a lot better than it was. I was actually pretty excited about it when I first found it, but that excitement quickly shifted to buyer's remorse, and had I paid full price, I'd most certainly have sent for a refund by now. The developer obviously put a lot of time into it, I have to give them that. In spite of that, there's still several things they really should've done a better job polishing. Oh well.

TL;DR: The combat is basic and uninteresting, the plot feels stale and is difficult to feel invested in, and there's a fair amount of design decisions that I feel just weren't very good ones. If this game seems like it might be interesting to you, at least do yourself a favor and wait until it goes on sale.. new game from kingdoms rise dev, beware.. So far it's more enjoyable than I expected. Like other FPP (first person puzzler) games in the wake of Portal (QUBE, Polarity etc), it's obviously a low budget game by a small team, and doesn't have the best visuals or polish. But the mechanics are solid, and there's enough interesting puzzles and content for a good amount of hours yet.

The level I just completed was rather simple to finish, but had some more interesting puzzling to get the collectibles as well. If you enjoyed the other games I mentioned, I think you'll enjoy this too. I paid sale price but wouldn't have been dissapointed at the regular price, it's so cheap anyway.

Also the mining reminds me of the glass house tech demo in the original Red Faction.. Gameplay: 7V10

Graphics: 6\10 Sound: 7\10 Story: 9\10

Replay\/Value: 6\/10

Overall: 7\lorentering 10. I've been on steam for 7 years and this is the worst game I've ever seen. Atleast joke games have some effort put into them.. This game is a mess, and the developer has not responded to support forum posts.

- Will not start on linux computers with mesa graphic drivers (workaround in forum)
- Had some crashes to desktop in the few minutes that I played
- Xbox controller was detected but did not work
- No windowed mode, and computer freezes when I alt-tab
- Mouse pointer looks borked with two pointers overlapping
- Website link on steam store does not link to valid page
- Steam store says it will not work with ubuntu 17 (not valid version)

Awful to say this, but the four Recommended reviews all have only one review to their account.

Even fighting through these issues, I found the story so simple that I wonder if there was a serious attempt to write something. The fight keys expect player to use WASD keys (never explained), the J V K key, and the shift key, all at the same time. A strange combination. It all just feels like a prototype, and seeing the fifteen dollar price is quite a surprise.. Well..... I really like this route.

7.35:

Scale 10 best

- 1) The biggest fault are the crossing gates.... NOW THATS ANNOYING
- 2) Weather needs to be hopefully upgraded to the future effects
- 3) At around 8 hrs of runnig the simulator straight through trying different things, I can't Find any fault other then that listed above.
- 4) I recomend This route!

Thomson makes good stuff

. This is really good. It needs more fish of different sizes and colours. Some more background coral and rocks would be good. The fireworks need to be different colours and types as too the same repeatedly. I definately recommend this to anyone as The Blu is good but these fish are right in front of you in a nice small space to enjoy and look real, is detal and movement Very relaxing. I hope developer gets enough encouragement to make it much better. As it is you can get a bit bored very quickly. The ability to feed V charm seperate fish so you can seperate them and see them in a bigger area. Music is also very good, very relaxing but you can turn it off for just bublle and water sound. The dome scene seems the most realistic but lacks detail. But I still highly recommend it and if you buy and support it will encourage them to make it AWESOME!!. Amazing Game I usually don't call things perfect because perfection is unachievable but this game came the closest. Out of all the big releases of triple A Studios this game doesn't even have to worry about competition because it's just so much better and more advanced than any of the other releases this year. Honestly it's hard to even wrap your mind around all the resarch and effort that the devs put into this game to make it such an amazing product.

Rated: 420 / 69 (FBI approved)

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