
G-Ball Download Licence Key



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About This Game

G-Ball is a new sports game set in orbit of Mars in the not-so-distant future. Astronaut athletes challenge you in a mash-up of basketball, football, and dodgeball as you soar through a zero gravity arena in 3 on 3 team matches. Be the star with the scoring ball or support your teammates by smashing your opponents with the defensive balls. Tackle and intercept the ball in this fast-paced, hard-hitting game. The game includes text and voice chat. Support for Oculus Rift is planned. Cloud server also included.

Demo available (Steam names and other options disabled in demo).

G-Ball is developed in conjunction with NASA.

Title: G-Ball
Genre: Action, Indie, Simulation, Sports
Developer:
Genee Network
Publisher:
Genee Network
Release Date: 28 May, 2014

a09c17d780

English



Objective 0/1 MISSION: 33
Destroy the convoy. GET THEM ALL!

SCORE: 30650







Liked the game play, originality and graphics. Would love to see pvp make an entry but either way I will keep this one and keep my eye on it. Nice work!!. Played once. Never again.. This review is 100% complete steam achievements.
I created a video review\speedrun\rant about Oblitus found here

<https://www.youtube.com/watch?v=51tErGpivtU>

-Story-

You play as a Harbinger, a little mask wearing tribesman with a spear who wakes up under a monolith that gives you a very brief idea of which direction you need to move in the beginning. This information is conveyed telepathically by a guide whom is stuck on this world. This guides name is Mud. So mud tells you to find him in either the Forest, the Caves, or the Hanging Furnace, and that is really all the background you get. So you set of either right or left and really dont know where you are going until you play the game at least 4 or 5 times then you start to understand where these areas are located. Anyway you meet Mud he gives you some flavor text and tells you to defeat a specific boss in the world 1 of 3 differing bosses. You defeat this boss gain its soul and must return to Mud so he can do some sort of mask breaking manuver that allows you to enter the final area the Under. Once making you way through the Under you face the final boss and complete the game, are eaten up by a clam and transform into a large beast as best I can tell, the story gets really fuzzy here.

-Gameplay-

Weilding a spear that you can jab and throw and a shield to defend yourself, you set off on your great mini-adventure. Progressing from area to area you discover scrolls that give your character differeing abilities such as higher jumping, dodge rolling, poison spear, or heavy armor. There are 22 scrolls and armor variations total in the game and these create the differing gameplay styles in the game. You may end up getting "heavy armor" and "bigger" and withstand your enemies blows or you may get "dodge rolling, higher jumping, gliding, and light armor" and be quick agile and jump all around the screen. The terrain consists of quite a bit of platforming.

-Combat-

Easily the best faccet of this game is how responsive and accurate the combat is. Your character reacts for the most part in the ways that you would expect and if you get stabbed it is many times because you misjudged the encounter. The harbinger wields the spear accuratly and spear throwing is a large dynamic part of the game. One thing to note is when you throw your spear it follows the trajectory of the harbingers arm in an overhand throw, this creates scenarios in which you may hide behind a rock and throw the spear over the rock without leaving cover.

Dodging is quick and responsive with blocking working as intended. There is even a parry (though there is little use for it.) With combat being such a strong asset to this game its a shame there is not more engaging enemies and boss fights.

-Movement-

The harbinger is a quick little tribes man that can roll, jump, and pole vault off of his spear. Movement is yet another strong asset to this game allowing you to quickly traverse the areas in style. Once again input is responsive and all controls (at least with the XBOX controller which I used) feel fluid. Later play throughs see your character polevaulting through levels with relatively low difficulty.

-Enemies-

Enemies for the most part are varried, and while very few feel like they need to be approached in a different manner than any other foe, there are differences in their movement and attack patterns. All enemies in the game (including bosses) are dispatched with 2-4 hits with the final boss uping the ante to 6 hits. Villagers will jump on your back, vultures will swoop down from above, and spiders will launch themselves at your little harbinger off of their webs or chains. Once again combat is great, however enemy diffuculty could have been ramped up for a game that tries to focus on replayability.

-Boss Fights-

One of the most disappointing aspects of Oblitus. With a total of 4 bosses that appear in every play through, there is not alot of variety. Each boss fight follows the idea of hit the enemy in their exposed weak spot and depending on what scrolls you found throughout the level the bosses may be dispatched with as little as 2 hits to said weak spot. Each boss follows the same movement everytime and has almost no variation in their attacks. While you may die the first time you face each of the bosses, I doubt you will find your demise at their hands very often at all.

-Difficulty-

This game does not have the intense difficulty that it states. While combat is fun and engaging it is not challenging. Enemies die after just a few hits and due to the fact all character progression comes from finding scrolls in the world there is no need to fight any creatures in the game besides the bosses.... Yea... Enemies are easily skipped by pole vaulting over them and because they do not drop experience only health after a few runs you come to realize enemies and 95% of the combat in the game is decoration. Because of this lack of need to fight any enemies in the game it really ends up turning into a pole vaulting simulator the more you play.

-"Procedurally-generated realms"-

Oblitus while trying to catch the rogue-like wave states they have procedurally generated levels and while technically this may be true it is not by any means a selling point for the game. The procedural generation simply sets upgrades in one of three different spots on a static level. For each run there will be minor changes such as go over the boulder or go through the boulder. The largest change in each run is where the guide Mud is found. Do not try and sell me on procedurally generated levels when after playing the game just a few times I can mentally walk through every step of the journey in my head.

-Upgrades-

It has to be said that over half of the upgrades in the game really have no effect on gameplay. As an example I picked up the poison spears upgrade. I knew that the enemy I was going to hit would die from two jabs of my spear, so I proceeded to stab him once and let the poison finish him off. However the only effect that seemed to happen was the enemy turned green for 2 seconds and when the poison wore off he proceeded to try and bury his dagger in my throat. There are a host of abilities just like this that really have absolutely no impact on changing how you play such as impact rolling, cannonball, and impact landing.

-Questionable design choices-

One of the levels the hanging furnace takes place in the clouds and much of the platforming consists of jumping from hanging ladder to hanging ladder. However there is no falling damage in the game, so falling from the hanging furnace has no consequence except for some irritation about how you have to work your way back up. The hardest enemies in the game turn out to be the weakest ones. Due to a homing attack the final areas bug like creatures can easily get behind you and hurt you however these enemies are dispatched in one hit and I find myself having a much harder time confronting one of these things than the first three bosses in the game. The larger the enemy the less intimidating they are in Oblitus. Without giving the player any type of reward for killing or punishment for skipping enemies 95% of all enemies in the game simply become background noise.

-Unlockables-

Finally Oblitus keeps you coming back for more with the collection of a single artifact piece on each run. The game gives you a teaser of this awesome boss fight after every time you complete the game and you slowly build this mask. Once the mask is completed you start a new run and are super pumped to fight the final boss. THERE IS NO FINAL BOSS! You give the mask to Mud and he goes good job dude way to waste all your time.

-Verdict-

While combat is good there is no need to fight any enemies, bosses are easily dispatched and eventually you feel as if you waste your time run in and run out. So much potential but this game is a huge let down. I cant recommend.. TL;DR at the bottom of review.

I really enjoy the games produced over at Choice of Games. Choice of Robots was in fact one of my favourite games of last year. However, I can't recomend The Hero of Kendrickstone beacuse it lacks a fundamental feature of games like these:

Choice and Consequence

It seems that no matter which path I go down I will always end up in the same spot. Do you chose to save the nobel knight or the innocent family from an onslaught of bandits? Really doesn't matter, as they will only show up again at the end of the game and nothing else will change (except you might get a bit more gold, depending on who your mentor is).

The only choice that affects your experience in any really big way is wether you're a Mage, Warrior, Rouge or Bard, and even

then those only serve to lock you to a particular set of choices. In combat for example, a Warrior will never attempt to fight using magic, sneaky backstabs or talking the enemy to death. Instead, you'll have to opt for the melee option, as your character would get their\u2665\u2665\u2665\u2665\u2665kicked if you were to go with any other option.

For example, at the end of the game there is a choice that involves you going with a particular plan of action to stop a large threat. I was first excited for this and was curious to see the different effects it would have on the last portion of the game. But you know what the choices depended on? Whether you were Mage, Warrior, Rouge or Bard. They didn't even attempt to mask this, as the Royal Mage proposes the Mage plan, the Warrior the plan involving an all-out assault and ect. In fact, if you aren't a mage, one of the options is locked entirely away from you!

Now, the solution might seem obvious: Multiclass! Pick two main stats to focus on (each class has its own stat) and become a Battlemage, or an Assassin Bard! Sadly, however, if you try to raise two stats at the same time, you will find you are lacking in your skills and that you aren't specialised, making it harder to pull off some of the skill checks later in the game.

This same problem was experienced in Choice of The Deathless, another Choice of Game, but that game had witty writing and good humor, good characters and a world I was interested to explore. With The Hero of Kendrickstone, the character development is almost non-existent. All the characters seem to be one thing, and one thing only, with no flaws to creat deeper, more believable characters.

In the end, I canno't recomend The Hero of Kendrickstone for these very reasons. The game lacks consenquence and your choices are, ironically, seeverly limited by the one big choice in the game, not to mention that the world in which you will be making these desicions (and its inhabitants) are all flat and boring. I tried for a long time to turn my opinion around on The Hero of Kendrickstone since I really, REALLY want to see more Chose Your Own Adventure games on Steam. But alas, I can't.

The Hero of Kendrickstone is simply not worth your purchase. If you're looking for a good CYOA, have a go at Choice of Robots, Choice of The Deathless, The Hero Rise Trilogy (particulary the last two games in the trilogy) or even some of the Hosted (not directly sponsored) games on Choice of Games website. I'd strongly sugest you check out Life of a Mobster and Life of a Wizard if you want to look into the latter.

TL:DR : Restricting Choices, Lack of Consenquences, Poor World and Characters, Don't Buy

.the game is kinda good but if i start to actually play the levels it glithes out and i have to restart my entire labtop.. The worst Wipeout knock-off I've ever played.. A masterpiece for puzzle lovers all around. I would not recommend buying this final entry as your first DROD game due to this game building up on the series in terms of difficulty and mechanics. As always make sure to utilize the Caravel Games forums to seek help (you will need it).. Only took 2 hours to finish 1 mission.

All around me are familiar faces
Worn out places, worn out faces
Bright and early for their daily races
Going nowhere, going nowhere
Their tears are filling up their glasses
No expression, no expression
Hide my head I want to drown my sorrow
No tomorrow, no tomorrow

And I find it kinda funny, I find it kinda sad
The dreams in which I'm dying are the best I've ever had
I find it hard to tell you, I find it hard to take
When people run in circles it's a very very
Mad World

Mad World

Children waiting for the day they feel good
Happy birthday, happy birthday
Made to feel the way that every child should
Sit and listen, sit and listen
Went to school and I was very nervous
No one knew me, no one knew me
Hello teacher tell me what's my lesson
Look right through me, look right through me

And I find it kinda funny, I find it kinda sad
The dreams in which I'm dying are the best I've ever had
I find it hard to tell you, I find it hard to take
When people run in circles it's a very very
Mad world, world
Enlarge your world
Mad world. The DLC is not possible to finish for me(and many other people).

While i could play up to chapter 3 the game suddenly crashes . First it gives you a very long loading time, you can move in one are(usually the one you played last) but everytime you try to move to another screen the game will crash after another even longer loading screen. Do not buy.

Also it goes downhill at chapter 3. There is an enemy type that is only defeatable by the very annoyingly freeze then spam electric combo. Since it regenerates health at health, arcana and about everything else. Otherwise its okay, but barely worth.

They also added some annoying riddles that are easy but just tedious and exhaustingly long to solve.
DLC is unplayable because a common and known bug does not let you proceed into further areas of the dlc.

0V10 Broken DLC. This is a fantastic puzzle game - it feels like it uses a similar part of my brain that Sudoko does (if this then that, but if I do that then this happens so I need to stop that happening by doing this but then I can't do that so must do this, and so on). It's a great example of a few rules and conditions that multiply together to something really complex. I've been playing for 6 hours or so, unlocked 33% of the achievements, so still have a lot of playing to go. Pretty good value for 36.99.

I am getting to the levels where you can draw new membrane walls to make partitions and protect/visolate some of the pieces you're playing with, and each time you get a new type of 'piece' to play with it gives it more depth.

The game also introduces you to the mechanism of play very well - it doesn't teach you what to do, so much as put you in the right environments to learn what to do, before it throws the harder problems at you.

I'm also playing on a touchscreen, which makes the whole thing quite tactile.

So if you're into thinking and problem solving, give it a try - if you get past four or five levels you'll be hooked into finishing it - while it gets more difficult as it goes on, it's always possible to solve. :). It's like VVVVVV for kids. I own this game for the Wii U and the 3DS. And I really, really enjoyed it on those two consoles, a lot! So when I saw it on Steam, it was a no brainer to buy it.

However, sadly it seems like a completely different game on Steam. The console version's controls were tight and responsive and everything felt just right. The Steam version is not the same and not in a good way. All the tactics I developed playing the other versions did not work in the Steam version. I am not sure if a different developer converted the game to the Wii U and 3DS, but I much preferred how this game played on the Nintendo consoles.

This is an awesome game. I had a lot of fun with it when I played the game on both the Wii U and 3DS. And I was going to play it for a 5th and 6th time on Steam, But in my opinion, if this game appeals to you, and you have a Wii U or a 3DS, buy it on there.

It is funny because some of the things that annoyed me on the Wii U and 3DS versions, were either fixed or not an issue on the Steam version, but the controls and playing tactics are so off that it ruined the game for me on the Steam version. Maybe if I played the Steam version first, I would have a different opinion, who knows.

At the time I am writing this, the Nintendo versions do not have the update with the new character, but in my opinion it is such a better game on the consoles, not having the update is nothing to worry about.. its really \u2665\u2665\u2665\u2665ed up that all waht they just is added some buildings than add more by DLC. The game finally updated and now it doesn't even start up. When I tried to look on the forums for a possible solution to the game failing to start I was greeted with "No forum available." Due to Steam's flawed refund system I'm stuck with an unplayable game.. I got this game off a random steam cd key and when I clicked play nothing happened and apparently the game is running yet my task manager doesn't say so and my time on this game is increasing. This is the biggest piece of♥♥♥♥♥I've never played.

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