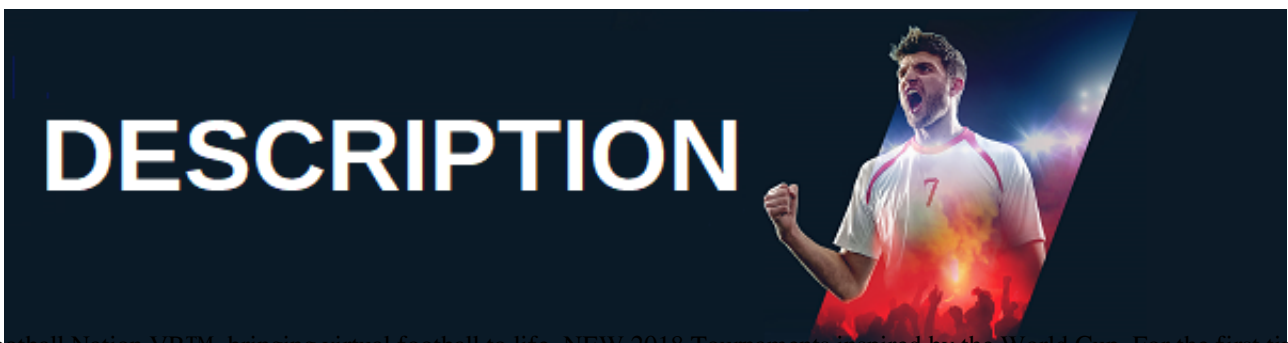


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About This Game



Football Nation VR™, bringing virtual football to life. NEW 2018 Tournaments inspired by the World Cup. For the first time ever, you can physically feel the rush of playing in Football's biggest VR tournament as the vast stadium surrounds you; the virtual grass underfoot, the crowd cheering, the excitement and the undeniable patriotism for your country - a childhood dream come true.

Play solo against the A.I, join up to 16 player matches (8 Player online lobbies), or invite your friends into a private match for a little friendly competition. With a choice of pitches to play on, players can choose to play in the International league Stadium, or just have a Five A Side kick around with friends.

However you play, Football Nation VR™ brings to life the players, teams, and atmosphere of competitive football like no other game can; celebrate together as you and your team run, kick and tackle your way to the top spot on the global leaderboards.

FEATURES



PLAY FOOTBALL IN VR:

For the first time you can play a game of football in VR, against the AI or online with friends.

OFFLINE TRAINING CHALLENGES:

Play in a selection of offline challenges to help master your skills from dribbling, kicking, to striking to a variety of fun target practice challenges

WORLD TOURNAMENT MODE:

Play solo against the AI in 16 player matches; with 8 AI and 8 player lobbies you can choose to all be on one team or 4v4 (human) online matches with friends. This mode is inspired by the World Cup, 36 teams enter and only one can win. Choose your country you want to play for, and for every win your country gets 3 points, the teams with the highest points will avoid elimination, after each round the leaderboards are wiped and only the top teams go through. After each round half the teams are knocked out until only 2 remain. The world tournament mode includes **professional rules and penalties!**

5 ASIDE FOOTBALL MATCHES:

Play solo against the AI or 4v4 online matches with friends, 5 Aside is a fun take on Sunday league football, with matches lasting 5 minutes, and no strict rules this is a kick around game at its best

TEAMS: *COMING JULY 2018

Teams will be a permanent fixture in the game, giving players the ability to create, join and customise teams with their friends. It was such a great addition to the game that we couldn't see it end once the tournament did so instead we expanded it further. Giving the players more flexibility to manage members and create their own teams.

GAMEPLAY



Football Nation VR is the **WORLDS FIRST** first person football (soccer) game (fpf) played in VR from a first person perspective where you control the running, dribbling and kicking motions with the unique agile locomotion mechanic, giving you the ability to play a game of football in VR.

In Football Nation VR your hands control your feet, (no need for extra controllers or trackers!) with the increase in popularity of running games in VR this was a natural progression for us, to bring the worlds most loved sport into VR.

Title: Football Nation VR Tournament 2018

Genre: Casual, Indie, Sports

Developer:

Cherry Pop Games

Publisher:

Cherry Pop Games

Release Date: 7 Jun, 2018

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Minimum:

OS: Windows 7 SP1 or newer

Processor: Intel i5-4590 / AMD FX 8350 equivalent or greater

Memory: 4 GB RAM

Graphics: NVIDIA GeForce® GTX 970 / AMD Radeon™ R9 290 equivalent or greater

DirectX: Version 11

Network: Broadband Internet connection

Storage: 2 GB available space

English,French,Italian,German



AGATHA LEEDS

Given that she was into black magic up to her elbows, Agatha wasn't exactly looking for a demon. Long ago, she mastered the art of using her unnatural life indefinitely to defeat that pesky fell violent one—especially means violent death.

Eventually, Agatha folks say she stole the up out of thin air, and some unholy rites. He soul out over all of the copies of herself in the ready-made coven of any of her "children" this world.

Still not satisfied with otherworldly entities for her twisted spirit, she decided to lose to plague a woe the Whateleys took o from Hell, but that sh away. The Whateleys attention to their own hunt on her and her s

Agatha and her creat since, hiding not just itself. They're still see black magic of all form when at all possible.

- Agatha Leeds
- Agatha Leeds (A)
- Savage Tale: The

SAVAGE TALE: THE DEVIL YOU KNOW

One of Agatha's vessels has set up shop in a small town called Caldwell. She's summoned another horror similar to the Jersey Devil, determined to study the creature more closely. She's maintained better control of this attempt, but the beast still breaks free from time to time to plague the countryside, and rumors are starting to spread about the Caldwell Devil.

Those rumors have finally reached the ears of the heroes who didn't take long to put together a plan to investigate. They've dispatched several family members to Caldwell to investigate. And guess who showed up about to break loose?

This Savage Tale is ostensibly set in a small town in Texas, but can be transplanted to any location.

SAVAGE TALE INDEX

- Caldwell
- Into the Thicket
- Through the Woods
- Mother's Den
- Sidebar: Adventure L

CALDWELL

bartender,

"I'm tellin' you, ol' Jenkins lost two o' his Longhorns to it in the last week."

Another says,

"Cows, Hell—I heard tell it snatched a circuit rider right off his horse about a month ago!"

Should the heroes ask any of the saloon's customers about the creature, they find no shortage of folks with tales about "the Caldwell Devil." The locals generally agree it first appeared a few months ago. They describe a creature sharing the worst characteristics of a bat, a stag, and a crocodile. Supposedly it hunts after dark, gliding through the night sky seeking lone victims.

If any of the cowpokes makes a Streetwise roll, the bartender motions her over and says,

Bartender • "If you folks are interested in the Devil, I'd suggest you visit with Floyd Jenkins. He runs a small herd out on the edge o' the pines, and the critter seems to have taken a likin' for his cows."

A raise on the roll reveals a band of suspicious characters who've recently been asking about the Devil. They say they know of a family by the name of "Whateley" from Caldwell who seem to have an unpleasant family resemblance. Folks in Caldwell steer clear of them, saying only that something feels "off" about them.

THE WHATELEY INQUISITION



i dont like it

its not fun to me. This is a runner game made for mobile devices. What I find strage though is that they didn't change/optimize anything for pc, I won't go into details but the menus are poorly exicuted.

After watching a shrot movie, level 1 drops you into the game with no instructions. I pressed all the keys and found "U" and "e" brings up a basic menu, "r" restarts the level, "space" and "x" ues a jetpack and "Z" fires a missile. I didn't even know he could fire until 15 min in and there's no options screen so you can't look over the controls. There's a startup popup box where you can change the controls... In theory. It doesn't actually work, and the keys I described don't show up as bound to anything.

As a runner game, the screen will always scroll you right. The gameplay is nice, the levels are well put together and while the artwork is appealing, it isn't very defined. I keep crashing into objects look like they're part of the background. It's also not clear which objects damage you, which ones you can blow up and what powerups do. The biggest problem I have is that my jetpack keeps stalling. At first I thought it runs out of fuel but now I think it has to do with how high you are on the screen. An indicator of when I can and can't use it would be nice. This game gives you no information.

Every now and then you will get to ditch the jetpack robot and use bigger ships, I found these levels the best. There are 2 chapters with 10 levels each and 4 bonus levels in the game.

It is playable and can be fun, but understand the production values are low and no one bothered to put on much polish. While I can't find the mobile version, this is a standard android game. On the android marketplace, the first chapter would typically be free and the rest would be \$1. Or free all the way with ads maybe.. wasn't expecting too much ... the game is really surprising .. playing with friends u have just a bit of everything cool puzzle solving for loot & money, plenty of zombies + bosses . a full coop campaign + some nice other mods .

in my opinion they could add some more weapons or other kind of upgrades cause in a certain point money become uselless.

. My first bad review on Steam:

ooooh boy where do i start. But first i will list what they they did right.

- Improved Gunplay
- Slightly improved graphics
- Better Power armor experience
- Weapon attachments feature was a good idea
- Better animations overall for guns , Npcs , attacks , etc.
- Cool settlement feature

Now i will go over why i dislike this game , and why its my least favorite of all fallout games. it takes alot to make me not like a game but this game did not feel like a Fallout game at all.

-Speech system :Whenever i enter dialouge with an NPC i like to have choice, thats one of the core elements of fallout and FO4 went the mass effect style dialouge route and it just does not fit the game at all, this is a BIG problem because

-Less replay value (in New Vegas you would always wonder what if i chose x instead of y or z)

-Little to no choice, its mainly just (yes) or (no) or (sarcasm) what ever happened to Medicine , Science , Guns , etc. skills playing a key feature to what you wanna express. For example if we have and NPC named Bob and he asks how much knowledge do you have on Shotguns . in Fallout 4 you would either say "Yeah i know about shotguns" or "No i don't know about shotguns. where as in the superior fallout new vegas the NPC would know if you were lying by the way you spoke and would call you out for it, Unless! you had a high enough speech skill to fool him OR use your Guns skill to bypass it impressing him at your knowledge of shotguns .

The Endings. the endings are all almost practically the same. little to no variety in the endings just a simple cinematic scene. where as in new vegas ALL of your actions are reflected towards the endding of the game, for example in New vegas you can help a group that likes to blow stuff up be on your good side and if they like you enough they will help you in the final mission. this can be done for multiple factions including the Enlave and i remember one of the Best moments in the game is watching the NCR run in fear while they see a vertibird come in dropping off a squad of Soldiers in Black heavy armor with overpowering firepower the likes of which the brotherhood (who the NCR have defeated in the past) never have shown. and in the ending it remarks how much of a crushing blow they really did. and there are plenty of more factions.

The game doesnt feel like an RPG. one of the core features of Fallout is that the games are played as an RPG first and a shooter and exploration second. while i do like the improvement on the gun play (still not decent enough to compete with modern

shooters) it has sacrificed so so much. the perks have been turned into really boring and simple buffs. in other games you had perks that made much more of an impact rather than just "do X % more damage" the older games had your character feel unique with its own play style and strong points. which allowed for multiple characters and cool builds, however in fallout 4 your character (which is either one of 2 set people to play as , yeah you really don't get to roleplay in the game and make your actual own character) seems to be good at just about everything right off the bat. AND big plot holes like a lawyer instantly learning how to use power armor, what happened to needing power armor training? like whattt ?

The quest. The quest are mostly dull and i can't recall a single memorable quest in the entire game, it was mainly go here and kill this or kill that. Which brings me to another point. Preston Garvey, the guy has you doing THE SAME EXACT QUESTS all the time! this guy is so annoying, and what makes him more annoying is the fact that he can't die. so what did i do ? i locked him in a jail cell under water so i don't have to see his face anymore.

Also something i never see anyone bring up, the atmosphere feels...wrong. isn't this suppose to be a post apocalyptic world? why does it not seem that way. it feels like im walking in detroit rather than a fallout world space. Fallout 1 , 2, 3 , New Vegas all did an amazing job capturing the brutality of the post apocalyptic world space showing the effects of war , slavery , mass drug addiction , lack of clean water , the brutality of the raiders and their torture methods , famine and so much more. fallout 4 fails at capturing this image and it does a bad job at portraying the series.

Guns. Although they improved alot on gunplay they removed the feature of being able to switch the type of ammunition you can use. For example in New Vegas you can get a shotgun and load it with Buckshot, Slugs, EMP slugs, Dragons breath. but in fallout your stuck using the same ammunition. this is terrible because in new vegas it introduced a threshold system meaning only certain types of ammunition can penetrate and injure an enemy , what i mean is a 9mm pistol is only gonna scratch a Deathclaws thick hide or it won't hurt a NCR veteran ranger. instead the player has to use armor piercing rounds or could use hollow points on un armored enemies like giant geckos or rats (hollow points being useless against armored enemies) and the Unique weapons in the game don't feel unique at all, Previously each unique weapon had its own cool design and it had its own unique flare and stats or effect like the greased lighting which is a power fist that can attack extremely fast or the unique laser rifle that fired green beams instead of the usual red beams.

i could go on and on but that would make this way to long. how does it do as a Fallout game ? 0/10 its terrible as someone who has played the series since 2010. if it was a spinoff i would rate it higher considering it has a strong modding base and im sure many can get more enjoyment out of it if they mod it but this game is not a proper fallout sequel at all.. I played this game as a kid and it's still fun as an adult, although I'll admit... the puzzles are a lot easier than they were back then. :P

Once you step beyond the admittedly amusing concept in which the colourful cast of a kids' TV show haunt inner city alleyways, ravenous and emaciated by drug addiction or virulent STDs, there's a lethal amount wrong with this game.

The most glaring fault here is the controls which are inoperably clunky. There is a very noticeable delay between pressing a button and the response which, in a game that asks you to be making split-second reactions, is beyond frustrating. The flashlight is intentionally bad, coming on and off at complete random when you try to use it, which is another deeply awful idea that forces you to hobble along on, hammering the space bar relentlessly to stun enemies.

Jump scares are the only terrors to be found here and they wear old quickly after the first two. You are essentially walking down a corridor while the game randomly blasts you with obnoxiously loud game over screens. Not for me, thanks.

<https://www.youtube.com/watch?v=lkY1QIMwOjQ>. i want a refund. If you are a fan of XCOM I would really consider getting this. Love the atmosphere, characters and turn based strategy.. Really happy with this purchase! Loved the artstyle. It's short and sweet, good gameplay, puzzles and controllers took me about 40 minutes to complete and I loved about every second of it.. Pretty good escape room game. Controls are solid albeit a bit difficult to get used to. Rooms looks phenominal, and the puzzles are quite challenging.. Rally-X was the first video game to have background music.

[And with this skin, you can be a car that eats cars that turn into puffs of smoke while jamming out to one of the sickest loops I've ever heard in my life.. This is the pre-order bonus as DLC. Do not buy it, the weapons aren't worth it. Great base game though.. THIS WAS a great game. I played it on an android smartphone UNTIL IT STARTED CRASHING ON EVERY SINGLE SMARTPHONE I PURCHASED FROM SONY XPERIA Z1-Z5 TO SAMSUNG GALAXY S9 ... and I have lost all my savegames as when I try to log in with e-mail to try and continue playing here it says "no user" - WTF did I pay for then - I purchased full premium HD game that was not cheap and left with crap that does not even start, simply crashes upon starting and there is no way to send email ask about this issue or ask for a refund as there is no more that game on Google play ????. This game mechanic is SO CLEVER aaaaaaaa. You should buy it just to try out the mechanic. I feel like it could be useful in other situations, possibly non-game ones.. Took me and my mate around 2 hours to finish this game. I was ♥♥♥♥ing screaming when i heard footsteps and my friend couldn't hear anything but me because his headset wasn't working. The whole time i was ♥♥♥♥♥♥♥♥ myself but to be fair i don't handle horror games well, even when i got use to it i tensed up every time i left the "safety" of the boiler room not knowing if that little flying ♥♥♥♥♥ was behind me or about to come around the corner and suck my soul from my body. My Favourite part was when me and my mate were certain she was upstairs so i forced him to take the lead and as we ascended from the depths of the basement she flew around the corner and yonked his soul so me being the good friend i am ran back to the boiler room. Buy this game if ya wanna have some fun with some mates or scare that one friend who can't handle♥♥♥♥♥like me](#)

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