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About This Game

Have you ever wondered what Necromancers do in their spare time? They compete in EXTREME graveyard sports!

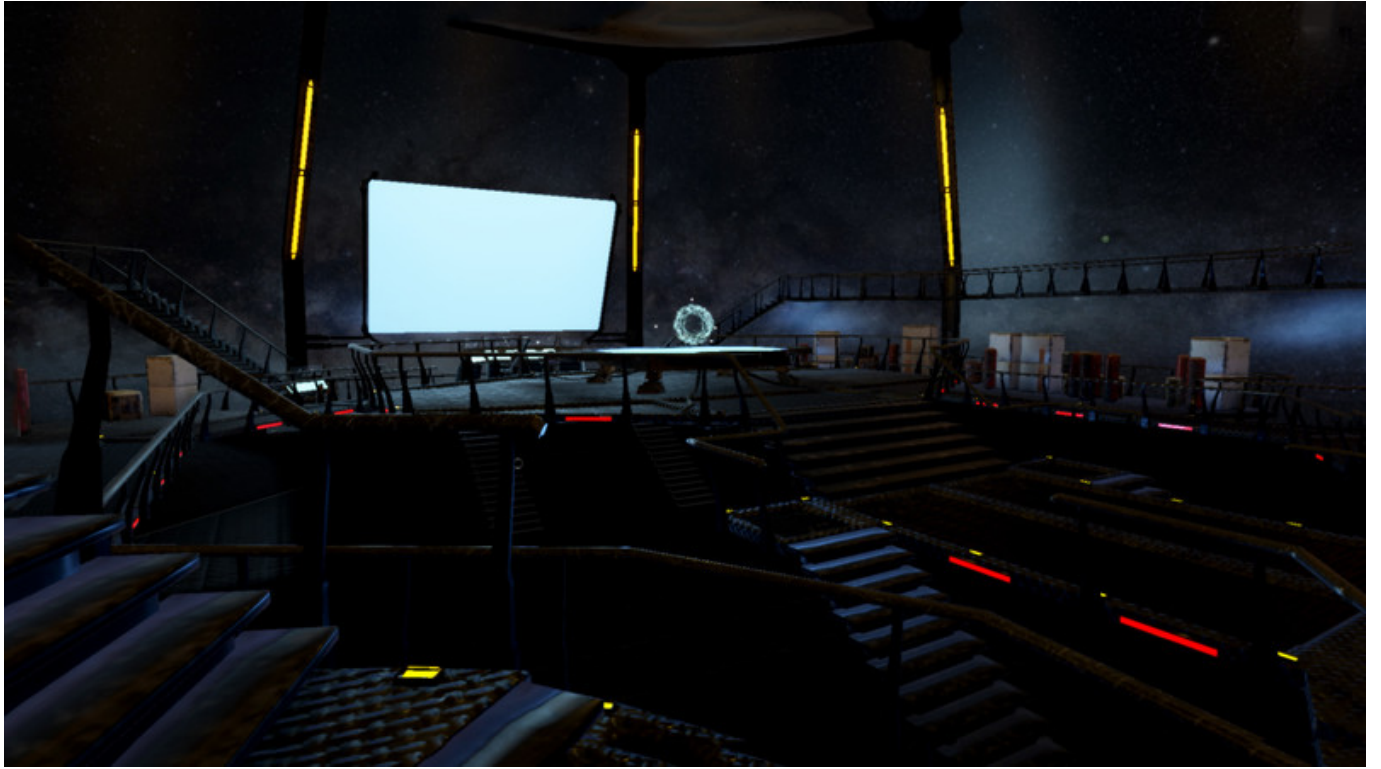
Join us for the Necroball Championship tournament and step into the shoes, or paws, of one of the all-star players in the professional Necroball circuit.

- **Super fast PvP tower defense!** Lead hordes of minions to victory in this ghoulishly fast-paced competitive sport amongst Necromancers!
- **Pixel art wizard soccer!** The first to score 50 points wins! Every time you shoot or kick the Necroball into your opponent's goal, you get 5 points! When a minion gets to their goal you get 1 point!
- **Multiplayer madness!** Play 1v1 or 2v2 with or against your friends in local and online multiplayer.
- **Classic twin-stick controls!** Easy to pick up controls that feel like a classic twin-stick shooter using the triggers for extra abilities. Move with the left stick, shoot with the right stick, and see your foes driven before you!

Title: Necroball
Genre: Action, Casual, Indie, RPG, Sports, Strategy, Early Access
Developer:
King Crow Studios
Publisher:
King Crow Studios
Release Date: 9 Jan, 2017

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English







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If you remember digging a nest in SimAnt, this is like the FPS version of that. Except you're digging an escape route from the caves. Not recommended if you get disoriented or motion sick easily, but otherwise this was easily worth my \$0.79.. Of course this game isn't as good as Lego Batman, but it's very, very close lol. Loved it! <3. This DLC is \u2665\u2665\u2665\u2665ING AMAZING!!! I am so excited for Vol 2 already! The new particle effects and lightshows really round out the experience. Every song is 10/10. Hi,

First of all, a good start for an early access game.

here are my suggestions/notes for future updates based on the first try of the game:

- weapon sound doesnt fit the game. I would expect having something more powerfull/smoothen relying to the weapon-sound that shows "hey, ive got a gun! Currently it feels like a 8bit sound-compilation.
- for myself i feel like some weapons miss a reloadsound, eg sniper or the double barrel needs an additional sound when ammo is "getting back"
- personally i dont like to drive around the trackpad to reload a weapon (it always gets annoying when the game has reached a specific speed level)
- when the music/vsfx volume is being reduced (out of the game) and the game has been restarted, the first couple of seconds are on a wrong volume and gets lowered afterwards.
- the weapon-menu ... well, for now i cant say whether i like or hate it :). only noticed when i had my arm reached during the fight, choosing a weapon is not a good idea as the menu is being put a short distance off which means i need to reach my hand further or get it back and reopen the menu. maybe you can balance it a bit.
- weapon damage needs small balance-update
- weapon aiming seems a bit broken (especially noticed within the sniper)
- to have an option to set the weapon angle would be great
- global leaderboard missing - you already said its on the run :)
- power ups would be great like (laserpointer, health recovery, autoreload, semifire and something like that)
- bots could need a smoother moving
- a radar which shows spotted enemys would be helpful especially on higher waves
- getting close to an enemys shot that puts you under slow motion feels pretty nice (like it is SpacePirateTrainer) or even reduce the bullet-speed. its not that easy to evade (or is it just me?)
- how about dynamite!!! (hey we are cowboys :))
- honestly i thought to have enough space to play but this game takes a bit too much. Some kind of teleporting would be great. Reducing the game-space could be an option as well.. Super fun game, although I am still getting the hang of the mechanics like getting up after knockdowns. Not perfect, sometimes training seems to port you in a random place where you can't hit the targets without leaving your boundary, and the Conlan fight the rounds seem to end suddenly and pick up in the middle of the next one every 15 seconds or so, not sure if that's intended?

Also, the latest patch kind of broke WMR, in that you can't leave the resolution at 140%, you must set it down to 100% before ending a play session, or it doesn't load back up. If you forget to do this (or the game/computer crashes), this is the fix I was given by tech support:

Steps to do so:

- Open a Run window by simultaneously pressing the "Windows" and "R" keys on your keyboard.
- Type "%localappdata%" and press "Enter" or click "OK".
- Navigate through the following pathway: Creed > Saved > Config > WindowsNoEditor
- Open up the GameUserSettings.ini file.
- In the notepad, what number is displayed next to the "sg.ResolutionQuality"?
- If the number is higher than 100.0000, could you change it to 100.0000 then save the file.
- Launch Creed and see if the issue persists.. For NF1 players, gotta keep hoping. I'm an old Jedi member from Navyfield 1 and was excited to play Navyfield 2 since they first announced they were working on it. I really enjoy fast pace strategic games, like Starcraft and such so NF2 was on the list.

Two days into it, I have a tier 3 BB with tier 2 DD. The complexity of NF1 is gone, same with the common public player strategies. Everyone rushes in to the middle and it creates a bloodbath, even ships that have far enough ranges to kite rushes in and sinks within seconds. No one hardly speaks on chat but when someone finally did, it was to call me a "noob bb" because I was the last one left vs 4 and I was kiting, I was able to sink 3 with lots of hits on others, racking up a simple 98k damage and coming in first place on my team at the end when I was sunk.

That's how we played in NF1(200k dmg+), with other like minded players it became an amazingly fun mental battle. The fact that even the majority of the high tier ships rush in to die in seconds, no dodging or weaving, probably auto aim, possibly bots (no chat or common sense), and some just don't even shoot back makes this game's gameplay lame. The freedom of customized ships is gone and the community feels dead. If you miss NF1 and wanted to play like the old times with just updated graphics, this game is not it.. This game doesn't currently have multiplayer working (which is btw the only aspect of the game) please don't spend money on this game it doesn't work. This isn't really a full review, I simply lost interest due to an underwhelming first few minutes.

Level and enemy design is bland. The upgrade system seems very imbalanced and poorly thought out. I am kind of tempted to replay to try to see what sort of boss battles there are later, but I can't force myself to slog through to find out if there are any good parts.. Let's start with the fact that this game was made by these people <http://www.lazyturtlegames.com/about.html> who mainly have created hidden object games since 2007 and have just over a dozen of them under their belt. I'm not sure where this one falls in place in that timeline of creation and for their sake I hope it was one of their earlier attempts as this game seems rather crude in comparison to the HOG genre we've recently become accustomed to.

[This really barely scrapes a thumbs up from me, and like its title you may wish to keep this asylum abandoned. While there are several steam reviews that state that this game has an interesting story. ITS A LIE! Seriously I've seen a better story content come out of my handkerchief after blowing my nose. Maybe they should make a game out of that and start looking for hidden objects...](#)

[One of the biggest problems with the game is that there are only two characters you ever come across and both of them are just lucky that my in game sledgehammer was missing by the time i found them. Both of them together seem to have an IQ lower than what might come out of my handkerchief. First there is a young boy which blurts out that he has done something wrong and runs away the second you get there and the second is a shivering policeman who swears that he left the crime scene of a similar boy who was dead at the bottom of an elevator shaft to have some coffee with his partner and upon his return the boy was gone. Is this really to be considered riveting story telling?](#)

[Granted this is only a red herring side plot as the main plot is about you a person who wakes up every night in a cold sweat after a nightmare where you're running down the asylum corridor being chased by an unknown entity. While it might sound supernatural, it isn't. In fact it's rather nothing at all. There are hardly any documents that tell you anything other than the fact of obvious things like your standing in an asylum. There are six skeletons that you will eventually discover and all that they will tell you is that they are dead. In fact a half-eaten chicken leg on one of the asylum dinner tables probably told me a better story than the six skeletons combined did. As you venture to the top floor you will find 7 torture rooms each with their own cut scene animation. None of which make any sense either.](#)

[The whole game is so illogical and the worst part is, it doesn't do a good job in attempting to properly answer everything. Why was the policeman there in the first place? Don't know. Who is the kid and who are his parents? Don't know. Did the skeletons really kill themselves or were they murdered? Don't know. Who are you? Don't know. What happened to the previous mental patients that escaped? Don't know. Why do you have dreams of falling down the elevator shaft when you never actually did that in the past? Don't know. Who the hell is feeding the dog since everyone has been long dead? Don't know. Why the hell are their puzzles on every bleeding door? Don't know. Why are their fresh brains in the bin? Don't know. Why am I searching for other things that I don't need such as a bowling pin, a camel, a penguin, even after I have found the item I need to progress the game? Don't know. Why can't i pick up other objects that seem more useful such as a gun in the hidden object scene instead of just boring stuff like an empty glass? Don't know. Why can't I take all this stuff and sell it on Ebay since everyone else is dead and won't be needing it? Don't know. Why did they torture us at this asylum? Don't know. Was hidden object finding one of their means of torture? Don't know.](#)

The developers try and pad the walls of the game by making you traverse back and forth constantly treating you with a HO game at each end. There are a handful of other puzzles to solve, most of which are quite easy. Two which gave me some grief. The best thing about this game is that you can easily get through all the achievements in the game in one play through. To do that it is crucial that you never hit the hint button to skip a puzzle or a HO game. The majority of the achievements (22 of them) is to find a morphing picture which fades in and out of most screen shots and click on it.

In final there is some decent animation near the end of the game and some cool background effects and sounds, but due to the tedious set out of HO games and the extremely poorly explained Hodge podge story for the \$7.00 it is normally priced at, it's definitely not one to go crazy for.

Below is me playing the game up to the point where you get into the asylum and meet the two characters, it should be enough of a play through for you to work out if this is a game for you. Thanks for reading.

<https://youtu.be/ZgRuxO-G1UY>

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<http://store.steampowered.com/curator/6843548/>

pros
- cute girls

cons
- no Story
- too easy (date 20 in under an hour)
- no special move
- better version of match 3 games on the market. nice trading cards.... Not a bad pack if I'm honest.

The Capitol S is a pretty balanced Metro train that will serve most routes well, though most of the trains from the Metro Madness pack will serve those lines better.

The Tatra 4M is the largest tram that can feasibly share road space with cars. It's high capacity, is faster than all other trams in its class and is physically much shorter.

The Maurice Ikaros is a very middle-of-the-road vehicle with good statistics all around compared to its competition. The only downside is it's physically very large for its capacity, other vehicles in its class may achieve better capacity simply because you can fit more on the road.

The Nova SA is a rather practical vehicle and plays off the Back to the Past pack's EvoUrban very well.

The Arnauld GL is the largest bus in the game, both capacity and size wise. It works best when it's off major roads and on dedicated Busways. But at that point you may as well build a Metro or Light Rail line.. I dislike the photo realistic images; where's the fun in spending hours on changing colours every second?. pew pew pew pew.....BOOM!!...pew pew pew. Charging money for this stuff is sad.. good content but no career games on shawman hill for the sd70 ace. This game is perfect in every way, shape, and form. And no, im not saying that as a joke. This game really is something. I love the art/visuals in this game, its so colorful, and besides the fact that some people wanted the actual show art style instead, i personally love the art style in this game! Its so alive and bouncy and very nice to look at! The cutscenes are always great, i love how they used the original voice actors for the cutscenes, and it makes it so much better! This game literally hasnt gotten boring at all, for the time ive played it. Oh, and dont even get me started on the humor, i swear i was laughing every 30 seconds, due to how funny it was. I enjoy how the story is actually, unlike other games that the story can be completed in 2 hours, it took me 15 hours to finish this game. Oh, and of course the soundtrack is amazing, and this game made me love the characters like,,,, a billion times more than i already did. I remember people underestimating this game before it came out, but honestly, i think this game is so much better than i thought it would be, and i thought it would be super great! For anyone who watches OK KO, you seriously gotta get this game! I also cant wait to see people get into the show because of this game! In conclusion, this game is absolutely perfect, and i hope it recieves the attention it deserves!!! Honestly, i could go on and on about how good this game is, but if i did, it would be enough compliments to fill a book!. If you love puzzles this is a great game that is both fun and challenging. It uses a bit of problem solving and platform style levels to accomplish the goal of unlocking a door in each room of the mansion. There are a few mansions and each one has a basement to explore that challenges you with more puzzles and problem solving then the main part of the mansion. I just love the animation style of the game.. Combat + RPG and Story -

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