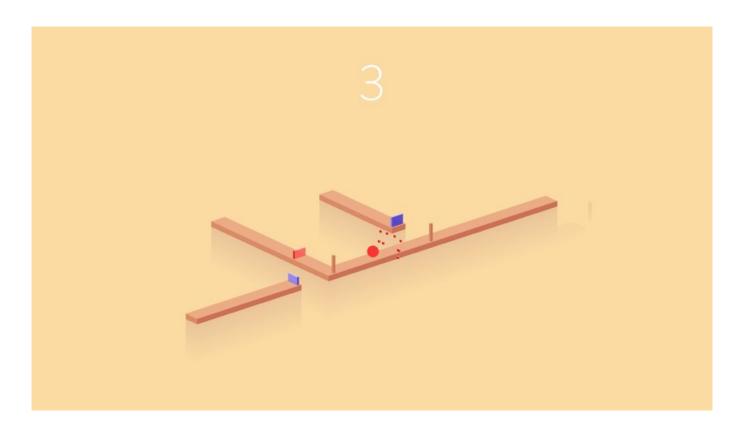
## Endzeit Download Apunkagames



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## **About This Game**

Endzeit is an action survival shooter, with a focus on immersion, gunplay and freedom. Players have to cleanse the game world of hundreds of roaming robots (sleepers) while fighting together or against each other.

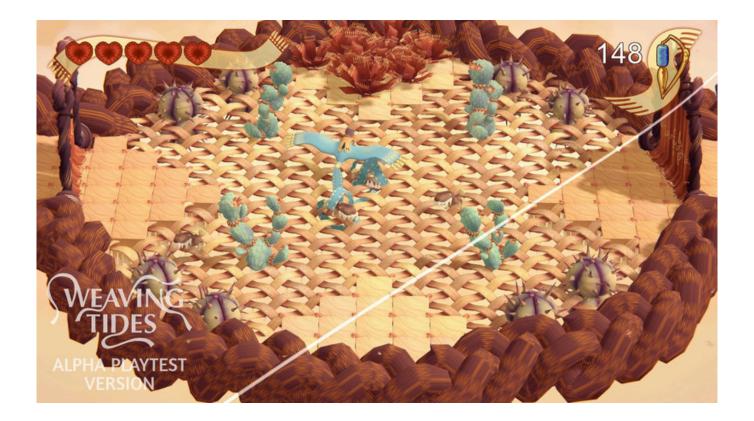
Story:

A military project called the "Super Trooper" was meant to accelerate the outcome of the war and save millions of soldier's lives. They where humanoid fighting robots designed to be cheaply produced in masses, with thick armor plates, a self destructive explosive charge and capable of carrying heavy weapons and ammunitions. After years of massive losses on the enemy side they started to deploy radar trailers in an attempt to disturb the robots communication systems. Being cut off from the master computer, the Super Troopers entered a fail safe state, waiting in place to receive new orders while attacking anything that came too close, not able to distinguish between friend, foe or civilian.

Key Features: -Satisfying gunplay -Minimal HUD -Vehicles -Variety of different weapons and tools Title: Endzeit Genre: Action, Early Access Developer: RockyDev Publisher: RockyDev Release Date: 3 Apr, 2019

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English







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This is a board game role playing game which is easy to get into. The dialog and sory are delightfully retro, styled in as a 1920's era whodunit board game. Think of a game of clue with a long story and your characters can level up and acquire items and power ups. The interplay between early feminism and oudated chauvinism provides levity, as well as some clever breaking of the fourth wall. The artwork consistently represents an old board game, which is very easy on the eyes.. mildly entertaining.. It's free content that adds more variety of weapons and skills, there are literally no downsides.. Video: <a href="https://youtu.be/wHtmnjX5Nhc">https://youtu.be/wHtmnjX5Nhc</a>

The different fists are an interesting idea and are designed well. They even have a Fist of the North Star one! That's kinda were the interesting ends though. The combat is really difficult to enjoy. It's pretty slow and there's no room for creativity. You would expect with being able to equip two different fists there would be combos. Nope. Or with the different stances you could swap quick and do cool moves. Nope. I can't really tell the difference between any of the fists or stances. Except that the game forces you to switch stances to break an enemy shield which usually pops up right before they die.

I think the ideas are there for a good game but the implementation has failed.. While it's a little commplex in terms of controls and mechanics when compared to most VR games out now. Duck Force is easily my favorite game I've tried so far. Nothing else has come as close to that feeling of flight that this game captures. There's no timer which makes the exploration of the map feel free and relaxed. There's not much to do, but I love the way the flying feels so much that I've just been replaying the demo level over and over.

I actually tried this off of my friend's account, but liked the way this game felt so much that I had to buy it for myself. Anyone who has ever had that dream about flying should buy this just to see how it compares. Just be prepared for some quirks and a learning curve. It takes some practice to get this to really feel natural, but once you get it it's magnificent.

The controllers do tend to float away if you fly with the duck for an extended period, but after I got comfortable with the controls I really stopped caring where my controllers were. I understand the game isn't even technically released, so I wouldn't be surprised if that's fixed soon. There are also some weird instances of pellets not registering a hit, and the duck flying through balloons, but nothing really jarring that upset the gameplay other than the floating controllers.

very good game about stronk stick people with pew pew machines.. The game is amazing, tons of upgrades, tons of crafting and materials, super smooth gameplay, and something i didnt expect is that you really get into the story told by the diary pages!. very buggy do not buy it. cool idea but doesnt work well at all.. Meh. If you like tower defence games, you'll probably like this. It's not the deepest game out there, but I got a few hours of amusement out of it. I guess that's money well spent.. Amberskull is really fun and the fact that is only 5 euro for 4 mini-games makes it an easy purchase.. "The world is a vampire, sent to drain Secret destroyers, hold you up to the flames

And what do I get, for my pain?

Betrayed desires, and a piece of the game". Nice clicker game. Pros:

- Fast gameplay
- Nice effects
- Good music
- Highscores

Cons:

- Highscores will probably be filled with hackers with 2 billion points, as there is no protection at all. Demos for each score would be nice.

Improvements that can be made:

- Game is written with Unity, and the only thing it uses and is not cross platform is XInput for controllers. A linux (and osx) build without controller support would be easy and nice to have

- More music. Currently there is only one in the game

- Any arbitary shape, maybe Workshop support or someting?. I write this as a gamer who has played Kremlingames previous simulations, Crisis in the Kremlin, and Ostalgie: The Berlin Wall. As such, I can't write this from the perspective of a person who will be exposed to this type of gameplay and Kremlingames' unique idiosyncrasies for the first time. I can only write subjectively from the viewpoint of someone who has played both games already.

First impression: it uses the same map as Ostalgie, with some haphazard modification to add Malaysia, Indonesia, Rhodesia, and the USA to the nations you can interact with. It's better than the huge scrolling map of Crisis in the Kremlin, so I suppose I can't complain too much. Go with what works.

Second impression: the mechanics are closer to Crisis in the Kremlin than Ostalgie's, in that you have a huge budget to manipulate to your whims, rather than a collection of buildings and some small sliders.

Third impression: Kremlingames has apparently settled on the illusion of real-time rather than turn-based gameplay, as each 'turn' takes about two weeks, and you will watch the days tick by from year to year.

Those are the similarities. They are what China: Mao's Legacy builds off of. What is the new innovation, this time?

There is now a very detailed and very complicated political hierarchy of party leaders that you will have to deal with. You have to decide who to assign important positions, who to try to support, who to demote, and who to outright assassinate. If you pursue policies that don't align with those party leaders, they will conspire against you, and you ignore their conspiracy at your own risk. The previous two games also had a cabinet of ministers you could play around with, but not on this scale. China: Mao Legacy tracks the ministers' views, individual traits, and their age. If someone is your enemy, but old and sick, you may just want to wait and see if Father Time will take care of them rather than arrange an assassination.

Besides that, the perspective of playing as China also alters the dynamic of how you approach the Cold War. You can choose to align with one power, play both sides, or try to take your own place as the undisputed global superpower. Indeed, you may find yourself trying to accomplish one of those things, only to change gears and do something else because it becomes more attainable. I found myself pursuing a relationship with the USA only for them to rebuff me for long enough my relationship with the USSR softened and I joined the Comecon and Warsaw Pact instead. This is generally speaking a completely different experience from CitK and Ostalgie, where you need to plan ahead your

strategy and you can't change your mind once the ball gets rolling.

All in all, a fine game! If you liked CitK and Ostalgie, go ahead and buy it because it's more of the same with just enough innovation to intrigue. The material its based off of also provides a unique gameplay challenge. One criticism of CitK and Ostalgie was that it was easier to play a hardliner than a reformer. (I'm not sure I personally agreed with that criticism, but I heard it more than once.) Here, historically, the reformers lead by Deng Xiaoping succeeded, in contrast to Gorbachev. This is reflected in the gameplay and you will have a much easier time trying to emulate his success instead of trying to keep the left-wing radicals in power.

Well worth the price of admission, even without a discount. The developers have promised additional content based on sales, so this was an instant-buy for me. If you like these kinds of games and are interested in the period of history, you could certainly do worse.

Though, I suppose I should offer a warning to players unfamiliar with Kremlingames: the tutorial only explains so much, the tooltips are not in-depth like paradox games, and a lot of the game mechanics are hidden in a "black-box" style of gameplay where you have to puzzle out and discuss with others what exactly does what and why a game-over came so suddenly when I played one time vs. smooth sailing to a victory the next. If you're easily frustrated and don't have the patience to play over and over again in an attempt to unearth all the content, this is probably not the game for you. That said, Kremlingames is getting better about this, and the tutorial is a lot easier to follow, and the tooltips are much more helpful, than they were in CitK.

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