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About This Game

Play as the prehistoric hunter named Oog Oog, throw your spear, pick it up and throw it again

this game has full controller support



- Full gamepad support for xbox one/360 with key/button remapping
- procedurally generated terrain
- 2 player local CO-OP
- Fast exploration and hunting

Title: Habitus
Genre: Action, Indie
Developer:
frozenen
Publisher:
frozenen
Release Date: 29 Jan, 2016

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Minimum:

OS: Windows 7

Processor: 2 GHz Dual Core

Memory: 2 GB RAM

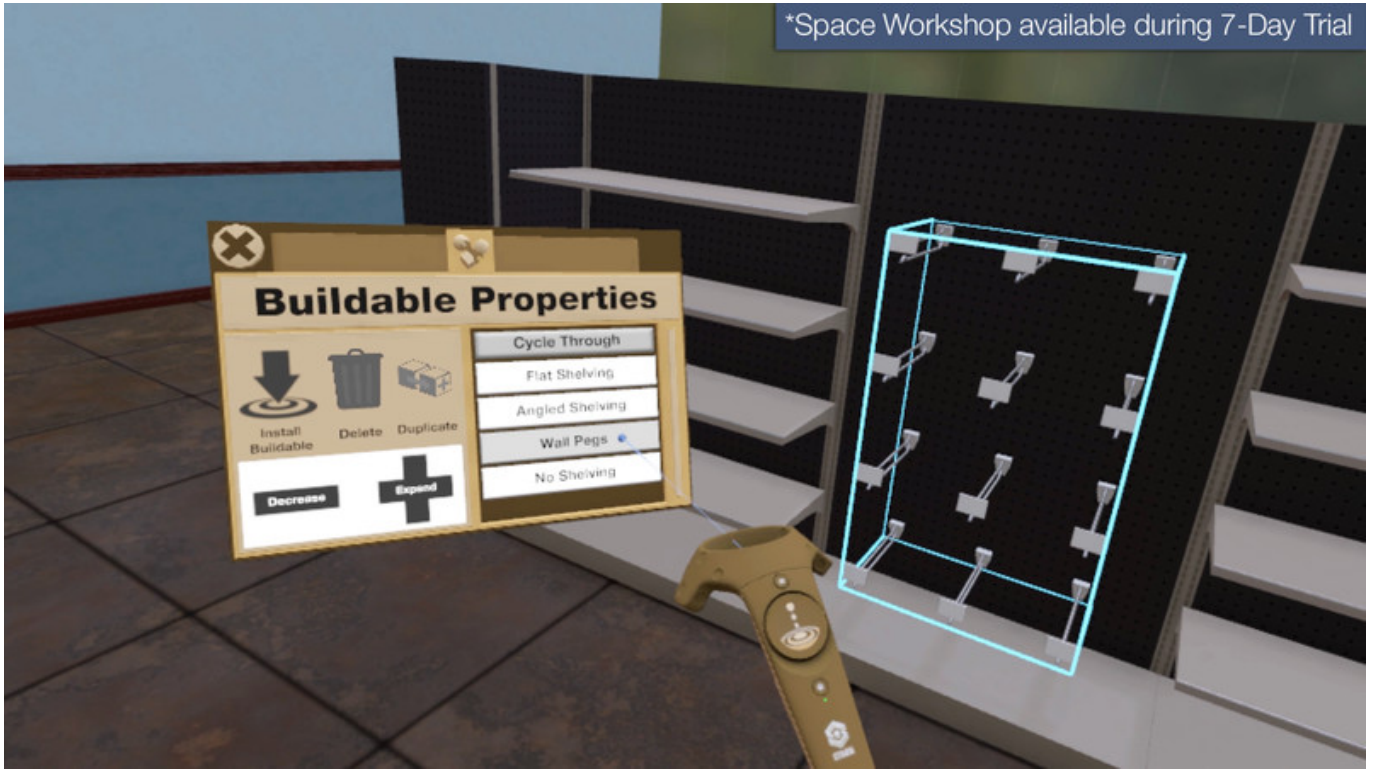
Graphics: 512 MB NVidia or ATI Graphics Card

Storage: 1 GB available space

English







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Pretty simple mechanic going to work, it's a neat idea however i'm not here to spoil the game!

It's worth the money for few hours of fun and make you think twice about space on your monitor :)

10V10 Cannot complete the Sun!. I was waiting for this! I'm glad that it was released already. I immediately bought it as soon as I can. It was a nice read. The length was comparable to the first chapter. If you like being verbally abused by a beautiful half-Japanese tsundere, buy this. You won't regret it.. I love this game!

It is fairly short (25 minutes total play) but OK for an early release. I can't wait to get more content.

For an early release though, this game is surprisingly fun and genuinely scary! That little girl scout zombie girl FREAKED ME OUT!!!. Easily one of the best MotoGP games I have ever played.. fantastic piece of software. This game differs from most in that it is set in the hyperbolic plane. While most developers would be content with making this the game's only highlight, Hyperrogue takes it and mashes it with many other gimmicks, with results that are vastly different from what they would be on a flat plane. In short, this is not game based on a single gimmick; this is a game based on many different gimmicks. And new ones are added in each update (yes, it's still being updated). And to top it off, it's not even \$5. If this game is not worth buying, I don't know what is.

Edit: Okay, it's \$5 now. It's still good. Get it.. Garbage Ship

The Guns

The guns are ok in the lower tiers and have a good chance of starting a fire but once you get uptiered to T8 then its useless. The shells are fast, reload fast, rotate at ok speed but one huge drawback is the range only 13.9 and on top of that it can fire over mountains so most of the time you are playing this ship you either have to find a low island to try to shoot over or hide in smoke and we know how that turns out. The ship doesn't come with any secondaries but its ok its guns are always ready to fire no matter what. The Anti-Airguns are non-existent there is no AA and with all AA mods it can't do anything so for CV mains you can just get a free kill if you see a marblehead and they only thing the Marblehead can do is use its fighter plane and even that does nothing.

The Armor

The ship has the same armor as the Omaha but i feel its more easier to citidel because it doesn't matter if its the bow or stern it will get citidled and for ships who use AP and see this ship broadside it will die withing a matter of seconds if you don't believe me try it. The ship can kind of tank against small shells on its nose using AP or HE but sometimes will get you citidled so watch out.

Torpedoes

The torps on this ship is absolute garbage they are extremely slow that they match the speed of aircraft carriers or a small destroyer and the damage is very low only 5K in one torp. One time I ever saw use was when I was fighting a Kongo, I was undetected, I launched 3 torps and 1 flood, He took it out, then when he came around the corner I used my other torpedos on the otherside and did 13K dmg with flooding and then I reversed because it takes 30 seconds to reload the torps to I drop more torps and finally killed him. If you are planning to use torpedos with this ship you better be within 1-2 KM to make sure it actually does something.

Detection

The detection range on this ship is horribly 13.1 so if you play on small maps you are going to be spotted most of the time you are in the battle and it gets annoying so you have to pick "priority target" to know who is shooting you or else you will get one tapped. When you get the detection expert then it gets "fun" with a detection range of 11 KM.

The ship is ok for its price, it performs ok, matchmaking will decide your fate,. The best part of Zup! games. Garbage. I don't need to explain it, it's that bad. Like a random flash game on one of those flash game websites.

Just get regular Two Worlds II. It's not quite so garbage.

5 / 12

Only DLC worth buying before a 80% off sale on the DOA pack (for Ayane).

Unless you didn't get Nep for free... You did get your free Nep, right?. Given this game far too much of my time, and in no way does it deserve it. Devs are memeworthy at this point with how many mistakes they make. They are more interested in making a quick \$ then focusing on the countless flaws and bugs with their game, and it's honestly embarrassing at this point, and cannot be defended any longer. If you are planning on buying this game, consider if you are okay with a game which has more interest in putting out a new cosmetic every week than fixing the bugs which every update seems to introduce more of. Other reviews will tell you how bad the bugs are, every "patch" introduces more bugs than it fixes, and these bugs break things which should not have problems and have no correlation to anything that's been added. Without fail, at least one perk, if not more, breaks and no longer works properly/at all every update. Licensed DLC killer Freddy has been ruined for a ridiculously long time, with the devs continuously telling us they're working on a revamp of the killer, which has been going on for what feels like at least a year now. Concept of the game is good, but the poor effort from the devs who have their priorities in the wrong places ruin this game, and people considering buying this game deserve to know what they're getting themselves into. To top it all off, it has what could possibly be one of the most toxic gaming communities of all time.

If you like buying cosmetics for a game that doesn't work properly, and then experiencing toxic gameplay/post game chats every other game, this is one for you.. a fast and actioned top-down-shooter. This game is really simple but awesomely fun. Great Game.. A better re-arrangement on story and puzzle would make it better..... Warning.

currently this product seems to crash at the moment when launching.

im on AMD and managed to get it to work by rolling back my driver to 14.4. i did try 14.9 and 14.91 but it wouldnt load at all so just a warning to anyone who buys that theres a good chance it wont work without reverting your driver.

however if you do get it working then it is amazing and i would recommend it to everyone.. This is a rather famous VN. Or at least one of those with a decent following. Well, it is deserved. This is a tear-jerker and very deep read. The characters are well-developed, the plot interesting, and the choices have heavy meaning.

Now, your protagonist is You. Whether the original authors considered how their character's name would be transliterated or not... it is still a bit amusing. There are three girls you can pursue at first. Two of them unlock an additional girl each. All five routes must be completed to unlock the next, and that one played to unlock the last. Most are decent choices. Only one gives me a bit of a queasy feeling... and that's because one of the first unlocks is your sister. Not adopted sister. Not stepsister... Full-blooded sister. This is... well, one of those aspects of some VNs I wish they wouldn't keep using...

Anyway, it is a very decent read. Fully recommend.. Well I find this game overall fairly good, but it got some issues.

Lets start with the first, crew management, you end up having to perpetually getting new officers from new embassies as you go along and drop out your old crew mostly to staff said embassies, because quite frankly otherwise you won't be able to get your crew up to level, soon enough my old crew were inferior to new crews that were half the level because those crew at half level had better skills than the old ones, this part I find disappointing because any officers you have most likely are going to turn useless which mean investing in them too much is a waste, however if you don't invest in your crew they'll be too low level soon enough to properly run their missions at one point, heck to some level you'll have to level some crew just to feed them to the embassies too, since the crew you do get from embassies are inevitably much lower leveled than the embassies that you recruit them from.

The next issue is with resource management, starting level 11 your crew will need goods that require resources that might very well not be available, not only that but starting around the systems of the same level we start dealing with Lemurians that also require similar goods at times. I had one planet with Nitrogen in a level 10 system... than the next one in a system level 14. That mean that I didn't have enough Nitrogen to craft sufficient amount of goods for not only my crew but also my visitors, which mean I got double screwed, I tried to rush to get to the system with more Nitrogen, but when I tried to do so I had to face the issue that my crew wasn't strong enough to pull out the missions, so on one hand I need those resources quickly, on the other my crew can't stand it, I would need to get them both trained AND properly skilled, but that take time, but my crew is slowly getting dissatisfied by my lack of goods that require Nitrogen, so I don't have time, so I am more or less stuck between two annoying issues that are squeezing on me, and I can't do miracles. At this point the odds for these resources to pop in from 10 onward should be FAR greater than it is right now, otherwise basically the game become too hard to progress through.

I get that some games like FTL to be based on luck, usually those are 'rogue-like' games, but this one isn't a 'rogue-like' type game, its a 'builder' type game that it be so much possibly based on the luck of the draw and waste many hours of work is

foolish, also luck mess with another element which is foolish, the skills, the stats on the skill levels are random, which mean a level 1 skill can be better than a level 5 skill for example, at some point I can accept some... range... on the stats, but that fact that the skill level basically mean virtually nothing however is ridiculous.

The stats of the skills should be growing in layers, and when you reach the next level the stats than can't turn worse than a previous level skills, otherwise its ridiculous, sending crews on high level contracts that earn skills only for those skills to turn out worse than some much lower level skills you already have is a waste of both time and money. I mean their is the stars... I could accept that a level 1 skill with 1 star got the stats equal to a starless level 2, and a 2 star level 1 could equal a starless level 3, and so on, but it goes far beyond that in range of stats.

I can accept the place of luck to some level in such game, but if whatever you can win or lose the entire game become based on it rather than player skills than the game effectively become a coin toss... and that isn't a fun game at all.

Still, the question of whatever I would recommend the game or not, is... ambiguous... the results of my first game aren't all positive, the next one could be better... the fact I have to restart from scratch probably to get the good run is an annoyance considering it means I'd have wasted alot of time already, not because of lack of skills, I was doing good beyond the crew & resource issues. But even all things considered, this game has alot going for it, otherwise, I like the whole building and managing, the fact you have to manage both your crew and your visitors is interesting too, managing resources and crew isn't a bad thing, I mean its better than merely employing tons of mindless drones like in the 'theme park' games, I like that, but if it becomes too tedious its an issue.

Now I think I would still recommend this game, even with my complaints its still pretty good, it got issues, but those could be resolved in updates to 'balance' things out, than it would be golden, I'd get it for sale however since for now considering its issues I'd consider it worth a few dollars less than its currently is sold for, but if the game is going to be heavily luck based like FTL, than its not worth more than FTL, at least with FTL you don't have several hours of work put into it before you are faced with a point in the game where you lose because of bad luck.. Simple yet satisfying. Jips delivers several ship puzzles without the dog running off with and eating your puzzle pieces. It's not perfect but for the money it's not that bad. I'm not aware of many other games like it on steam so it's kind of unique. If Jips is not for you at least you won't be out much money. I spent more time with it than I thought I would.

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