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About This Game

A Blast From the Past!

8-Bit Armies is a retro Real-Time Strategy game for the PC. With a colorful, blocky voxel art style, 8-Bit Armies is Petroglyph's most fast-paced, friendly, and accessible RTS game to date. Collect resources, build up and defend your base, amass your army of military units, and ultimately crush your opponents! 8-Bit Armies features offline single-player missions, two-player cooperative missions, AI skirmish mode, and Player-vs-Player Multiplayer modes running on dedicated game servers.

Initial release includes:

- 25 offline campaign missions
- 12 co-op missions to play with your friends
- 10 multiplayer/skirmish maps that support up to 8 players online
- AI with multiple difficulty options to play with cooperatively or fight against
- Classic Base-Building mechanics let you construct the ultimate HQ from which to launch attacks against your foes
- Destructible environments on maps ranging from small to very large

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- Easy to understand modern military units and structures lets RTS beginners jump right in
 - From the same team that brought you RTS classics such as Star Wars: Empire at War, Universe at War, and Grey Goo

8-Bit Armies is for anyone that enjoys RTS games, or felt overwhelmed by more serious games. With hours of solo and co-op gameplay included, there's something here for everyone!

More reviews from game journalists...

"Its biggest offering to the RTS genre is its brilliant retro design and vivid, colourful graphics coupled with easy-to-learn gameplay. For those intimidated by the complexity of RTS games, 8-Bit Armies is a great place to start."

- CGMagazine

"Simple and balanced game play make 8-bit Armies an indie game gem! I wasn't kidding when I said that I can't stop playing this game, it is that good!"

- Just Press Start

"I love the the game, and it is definitely worth buying." and... "It's a fun, fun game and I'm absolutely, absolutely loving it!"

- Worth A Buy (YouTube)

Title: 8-Bit Armies
Genre: Indie, Simulation, Strategy
Developer:
Petroglyph
Publisher:
Petroglyph
Release Date: 22 Apr, 2016

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Minimum:

OS: Windows Vista SP2

Processor: 2.6 GHz Dual Core Processor

Memory: 4 GB RAM

Graphics: Nvidia Geforce GTS 250 or ATI Radeon HD 3870

DirectX: Version 11

Storage: 2 GB available space

English, German, French, Russian, Simplified Chinese, Hungarian, Polish, Italian, Arabic, Dutch, Romanian, Turkish

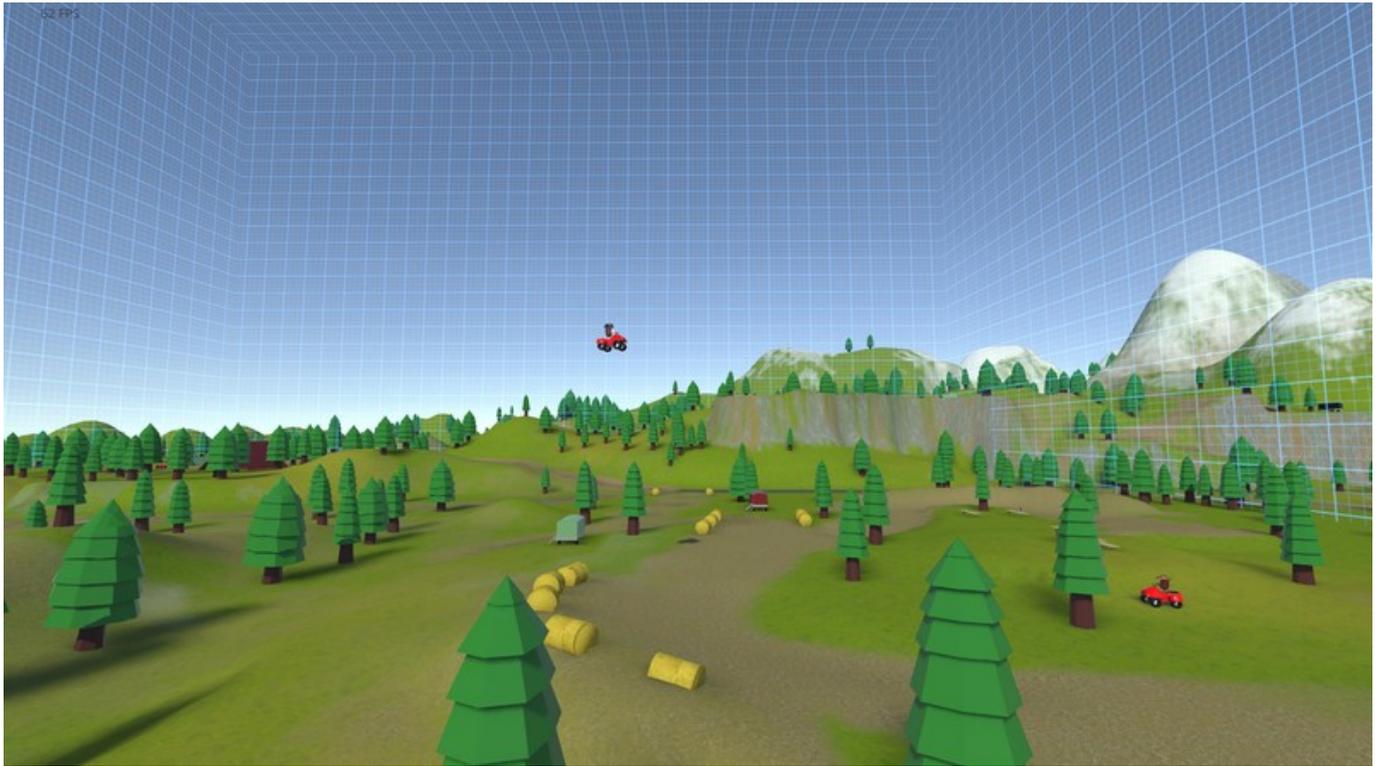




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Nice game, with an entertaining and challenging story line. I enjoyed playing this, just like my nephew. Really good for keep you occupied for a few hours. The puzzles sometimes are a little too simple, and sometimes it takes several clicks on a hidden object to accept the (otherwise correct) choice, but otherwise, it was a good experience.. Pros:

Easy to play

Cheap

Cons:

Highly repeatable

Traditional Chinese (\u7e41\u9ad4\u4e2d\u6587) isn't Taiwanese(\u53f0\u8a9e).

Traditional Chinese is what we write, Taiwanese is what we speak.

We use Traditional Chinese in Taiwan, Hong Kong and Macao, not only in Taiwan.

---French---

Pour:

Facile pour la prise en main

Pas tr\u00e8s ch\u00e9r

Contre:

Trop r\u00e9p\u00e9titive

Pas assez d'unit\u00e9

Conclusion:

Gaspillage d'argent pour quelques minutes de jeu. Excellent top view RTS game with lots of action, and gore 10/10. for the money this is a fantastic game. a really fun rail shooter and can be a good workout if you use the jogging locomotion. I made a 3 minute review of the game here: https://www.youtube.com/watch?v=uM0JG_V1-Ec. Short version - the devs clearly spent a lot of time making this game and just about no time testing it, which caused the players a lot of grief which the devs responded by saying "lol".

This game is not really worth it. While close, a bit of really mean-spirited trolling by the developer just sort of wrecks things.

This is a game about running around shooting things, like Castlevania, but in ~5 minute missions and with guns and no levels. So basically not a whole lot like Castlevania at all. That's about as close as I can come, though. It is side-scrolling, and your character has this pretty cool ability to slow time and teleport.

You unlock crafting materials to make new guns (or don't, see below), and can get gems to socket into armor you find. The armor sets are mostly equal, the real customization is in the gems you socket. Unfortunately, there are just a handful (eight? ten?) types of gems, and as you go through the game you don't unlock new types, just the same thing but with bigger numbers.

The real star of the show are the guns. They are many and varied - rifles, grenade launchers, flamethrowers, chainsaws, homing missile launchers... Pretty cool overall. The only downside is that several enemies are outright immune to certain categories of weapons (ice, fire, lightning, with each monster immune to their own type). This means that the most practical choice in nearly every situation is a boring old rifle, and using other weapons is a bit of fun but extremely situational and even then is noticeably less effective. Still, some variety is nice.

Just considering what I've already written, I would probably recommend this game. There's a catch, though - the dev seems to just be trolling completionists. There are levels where, by all accounts, many thorough searches simply do not discover treasure chests that the developer says are there. I am not the only one to have as much trouble finding these. The developer has hinted that some really important crafting materials are hidden in these chests. Alright, fine, so they're really hard to get but you can find them? No, apparently not. If you check the global achievements you will find that 0.0% of players have actually unlocked all the weapons, which require the aforementioned materials. A joke from the dev, apparently, with glitched out chests or missing chests or materials requiring actions so bizarre that literally nobody has found them. Several hours wasted, which probably accounts for a quarter or so of my total time in this game.. umm doesnt load past 56 % cant even play.. dont bother

hm. It's more a concept than a game. It's short, very simple and not very challenging.
Still, I liked it much, especially for the price. There are many 'games' on steam which are totally garbage. this is not one of them.

Positive:

I liked the SciFi setting and the models used very much. The graphic is alright.
In some missions, there was almost a feeling of being part of a action packed dogfight. For 1 USD, fair enough.

Negative:

Very short. You finish all missions in 1.5 hours. There is not really a reason to play the game again.
I had to use a 'Logitech Extreme 3d PRO', playing with mouse/keyboard is nearly impossible due bad flight behavior. (with the mentioned stick is was fine)

so, as long you have a (logitech) joystick, the only bad point is the very short play time.

If you buy, you get 1.5 hours of easy-going scifi dogfight with some nice Aircraft models. And that for 1 dollar.

The devs had some fine ideas & tried to make a good game, but due low budget and inexperience it becomes a demo V design study V concept work. But hey, it's bug-free and stable.

Worth the 1 dollar.. First of all this is a simulation so you need to like experimnting with things and anlysing the results or you will probably not get anything satisfaing to see.

+ I was waiting for a Game like that, can't wait until its done. :)

+ You can make many diffrent Maps

+ Many diffrent option to play with

- For a game like this its important to have large ammount of creatures and you can not have it right now, that is the biggest problem right now.

- you don't have the option to change the food effcenty auto regulators

- Crashes

. Lets just get this out of the way first. This is not a rouge like. It is a rouge light or rouge like like, depending on what you prefer to call that genre.

The progression system in the game is generally speaking good but it does have a major problem. The resources needed to upgrade the structures in town are initially only given out by the keep once you have successfully completed an encounter so you'd presume that it would be a good idea to upgrade the keep as soon as possible to get more resources after each encounter. The problem here is that the keeps first upgrade cost more then any other buildings last upgrade. This means that by the time you can afford to upgrade the keep you can afford to upgrade some other building that is more likely to enhance your chances of survival. Basically there is no reason to upgrade the keep unless you have nothing left to upgrade at that time and this only occurs if you have maxed out all other structures or the remaining upgrades are locked behind an encounter limit, which only the experience vault has at this time. I would suggest that the keeps upgrade cost be reduced or a different structure with a lower upgrade cost handle rewarding resources.

Looking at the different kinds of encounters I'd say that the hostile, defense, and friendly encounters make sense but the gamble encounter seems pointless as it is. As far as I can tell there are now benefits to doing a gamble encounter over any other that is available at the encounter level your on. The only reason to choose to do a gamble encounter is either you have no other option or you are hoping to avoid one of the other encounter options. Honestly the gamble encounter should either be removed or it should provide some kind of enhanced reward for completion, maybe you could pay renowned, money, or resources to up the difficulty and if you win get back what you paid plus some amount based on difficulty.

The weakest point of the game, the combat. If this where a mobile game I'd say the combat is good, but its not and it isn't. Almost the entire game can be played with only five buttons and three of those you only use to open up menus and that's a problem when you've made a game like this on PC. Having the abilities and items tied to the number keys isn't a problem, in-

fact that's exactly how it should be. The problem comes in how you control your characters movements and attacks. Both these actions are controlled by the left click of the mouse. Attacks occur automatically as soon as the target you clicked on is in range, so the flow of combat is simply click on target wait until its dead repeat and maybe use and ability or item if you have to. This makes the core game play loop very dull and disengaging. The only times it becomes a bit more involved is when you have to kite an enemy, usually as the shaman, and even then it is just attack until the enemy gets to close then run away making it two clicks instead of one.

The combat in this game needs to be reworked. Either give the player more control over the character they are using, have them control more then one in an encounter, or make the levels more like dungeons with rooms and halls so that the player has something to explore and move around in. As it stands now the combat just kills this game. It is not terrible but it is far from great.. Fantastic puzzle! Great atmosphere and soundtrack. You'd instantly fall in love with this cute helibot you are controlling.. Update: The game devs have helped me out and are rather responsive. Im glad the team is passionate about the game. Thank you Dofus Team.

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