PraeBot License

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About This Game

Reloading level...

You will be doing that more often than inhaling during 1337 kilometer marathon.

Will you be able to complete at least one level?

Unique difficulty will certainly make your experience memorable.

Make death counter go off scale!
Complete levels under a time limit or… Not.

Unique Features:

- Inhumane difficulty.

- Simple controls and simple gameplay.

- Modern no-polygon graphics.

- Unique - you will be hearing this word a lot, atmosphere - N2 O2 Ar, stuff, you know.

- Melodious soundtrack.

- Modern DMR defense system against pirates and sorts like them.

- Beautiful achievements.

- Discord integration.

- Modern no-polygon graphics.

Title: PraeBot
Genre: Action, Indie
Developer:
KE☐, EasyWays Team
Publisher:
KE☐, EasyWays
Release Date: 22 Feb, 2019

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Minimum:

OS: Windows XP/Vista/7

Processor: 1GHz Processor
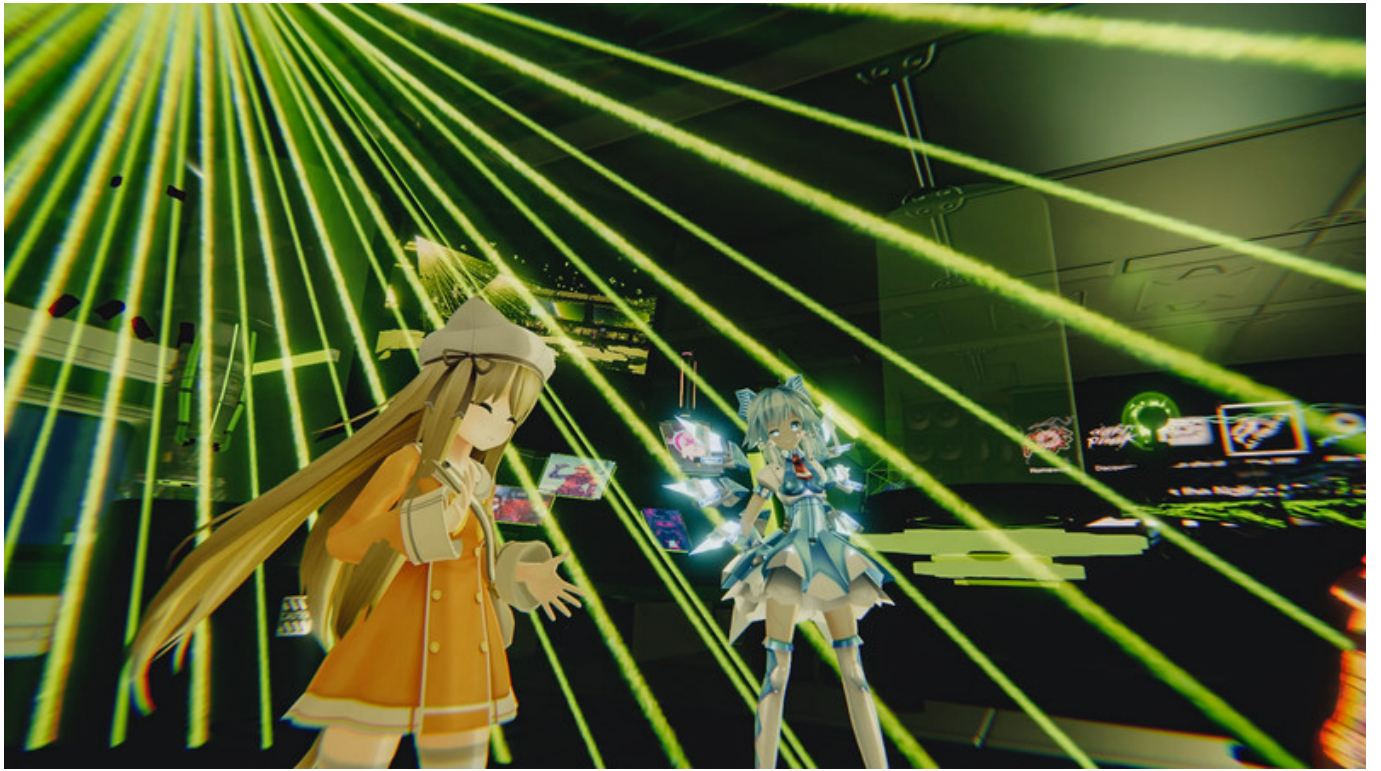
Memory: 2 GB RAM

Graphics: Intel Graphics HD

DirectX: Version 9.0

Storage: 100 MB available space

English,French,Italian,German,Arabic,Bulgarian,Hungarian,Vietnamese,Greek,Danish,Traditional Chinese,Simplified Chinese,Korean,Dutch,Norwegian,Polish,Portuguese,Romanian,Russian,Thai,Turkish,Ukrainian

I'm giving this a yes, because I'd give it a 6\/10. It's kind of funny, but I didn't expect to finish it in 20 minutes. Honestly, I would just kind of suggest that you play it when you don't have to pay for it.. its like subnautica in space but kinda gay. I love the crafting system.. I know this game is in the earliest of accessment but maybe wait until the game has better graphics and UI before buying, this game's animations are pretty bad it could use a bit of work but this game could work out great if the developers considered better graphics and animations thats all to say. If you would like a brand new skill based shooter that could potenially become very popular in the future I recommend to you if not stick to Pubg or another game that is similar.. Awesome game. The developer has really re-invented the game Asteroids

Multi colours\/10

This casual point-and-click adventure is barely playable and most gamers should avoid it.

Firstly, the English translation is a total disaster. The grammar is almost always wrong, words are mistranslated, and even the English voice actors seem barely literate (one of them cannot pronounce the word "mineral" correctly, what?). The translation is sometimes comically bad, but the comedy quickly wears off.

Secondly, the game engine is a clunky and buggy mess. It's very hard to get things done in the game, and sometimes this even gets in the way of completing objectives.

That said, there is a hidden gem underneath. Despite being a fairly short game, its world is beautifully realized and there is a deep background story, which is worthy of a much grander game.

But let's not get too excited even about that one bright point! The potential is squandered by bad storytelling. For example: an entire sequence involves you trying to make your uncle a cup of coffee just the way he likes it. This "quest" has nothing to do with the adventure, the story, or anything else, and is a good example of how this story is narrated.. I've spent hours playing Rampart with friends and consider myself a veteran of the original. My comments here are based upon both the original Rampart game and Castle Chaos as it's own unique game.
The Good:
+ Very similar to the original Rampart
+ Fun to play by self or elbow to elbow with comrad
+ 4 players, not 3 like Rampart
+ The gnomes add a fun and irritating element to the game
+ No huge investment of time needed to learn and master
+ Most of the gameplay elements are easily adjustable from main menu
+ Statistics feature
+ Catchy theme music is a perfect compliment to the original

The Not so Good:
- The odd psedo pixilization of the wall shapes makes it difficult to visually manipulate each piece when repairing or building walls. Ie: the pieces blend together and appear as one while moving them next to one another. The original Rampart the pieces were simple solid colors. An option to use solid color shapes with outlines would be my preference. This issue alone is nearly a deal breaker for me.
- No online mulitplayer capability (yet)
- Only ONE map? really? The original had at least 2 or 3 as I recall.
- The clouds don't appear to have any purpose other than asthetics. I could be wrong here.
- No mouse support. I understand the unbalanced advantage a person would have if playing a local battle with friends with only 1 person using a mouse. At least in single player battles the mouse should be an option.

Suggestions:
* A detailed recap of how the score is tallied up after each round. This would be helpful so players know where their points are derived and what they might focus on with the next round.
* Rework the graphics overall. Either make them 8-bit, 16-bit or semi modern. The current look is a mish mash that isn't pleasing to the eye, IMHO.
* The game just ends after the last round isn't much of a spectacle. Maybe there could be some sort of a bonus round or double points thing, or maybe a target round shooting at moving targets. Just ranting on how to kick it up a notch here.

Overall the game is fun and definetely worth the pricetag, especially if you catch it on sale. Kudos to Odd Comet Games for rehashing an old classic with a few new twists.. This game turned up in my discovery que and I had never heard anything of it before. It's a monster catching game in a scenerio format. It's fun in seeing the different ghosts (which are well designed and visually appealing) which all have different strengths and weaknesses. While there is some unbalance in some ghosts being more powerful than others, it's not out of hand so it doesn't take too much from the gameplay.

The scenerio 'areas' have multiple paths you can take that could make or break your run and introduce you to many of the different types of ghosts. You do have to make some strategy on the fly and hope the RNG gods are smiling on you, but not so much so that you'll get frustrated.

At the start of a scenerio, you get to pick which ghost you start with and have to encounter 'wild' ghosts to unlock more for chosing in the other scenerios or if you chose to do a re-run to beat your high score.

All in all, this really is a worthwhile game if you enjoy monster catching RPGs with a bit of a twist.. This dlc is worth the money very adorable nightwear to the point I don't reget my purchase not bit please keep making more cute dlc.. This is a fun little game, even if you suck like i did,
You start with a gun, you run, you shoot, you grab ammunition from the dead... and try to stay alive.
I do not agree with the price point at all.
However the game was fun, And it does have some replay value.
I suggest you give it a shot and support smaller game devs.
Here is a quick little montage of me sucking at this game (as i do with most games lol)
Subscribe and like the video if you want more like this.

https:\/\/www.youtube.com\/watch?v=b6nII9cb10o. The good: 350 Hours in and I am still figuring it all out. I worked my way through the rank grinds in my Python. I now run 2 Anacondas, a Corvette, and a Cutter. Which ship depends on what I am wanting to do that day. Each offers benefits to one area of the game over another. Its a trade off and balance aspect that is built into the game, and makes it more interesting. Believe me if there was one ship that was the best at everything, everyone would fly that ship and not bother with the rest. There is just something satisfying and relaxing about this game. I stay out of the "online community" for the most part in solo mode, and have a great time lone wolfing it out in space. I like the solitude and quiet. I know there is a great community out there... but there are those bad seeds and those who just need to mess with other players because they are bored, so I stay hidden. The games universe is still effected by all players regardless if they are in open mode or solo mode. Players can deplete an area of resources through mining, or affect changes in demand, supply, and prices in individual systems through trade. These require you to constantly adjust your plan and seek out greener pastures, as it were. There is no single player\/offline mode but solo mode lets you fly around and only encounter NPCs and not other players.

The devs are continuing to update and release content and build this game into something pretty cool. I recommend it to those who enjoy slow paced space flight simulation. Carry passengers or cargo between star systems and planets. Take on some wet work and hunt down bounties. Find a hot spot and mine some metal and minerals. Or shave every ounce you can off your ship and head out for literally months exploring the black. If you like Farming Simulators or Trucking Simulators, then you have to get your butt behind the helm of a star ship. If you like to battle and actually be challenged in a fight despite having the best equipment credits can buy, then get your butt behind the helm of a star ship. If you want to troll every one and your self worth is tied to kill stats, go play Fortnight or some other mindless PVP trash, this game is not for you. This games community is one of the most non-toxic I have seen in a game, and discouraging trolls from messing with it is priority one for most commanders. There is respect, even from the pirates.

The NOT so good: There are a couple of things to be aware of when you purchase this game. The biggest thing is despite this being an MMORPG, you only get one character per account on PC. One CMDR. You want to start over, gotta wipe your progress. Given the amount of grinding one has to do to reach certain beneficial levels, that is the unthinkable. I have read that console versions of the game get multiple characters... but PC gamers only get one. You have to buy another copy of the game on a different email address in order to create a second commander and they are not linked, so no sharing resources between your squadron.

Another thing you need to be aware of is the in-game-purchases for cosmetics. The game comes with all the ships and all the weapons... so there is no pay-to-win aspect at all. But all ships come in a base color; if you want a different color ship, maybe change the weapon color or engine exhaust, maybe customize the ship with some extra pieces, or even put the name of the ship on it... you gotta make an additional real money purchase through your Frontier account or buy Steam DLC. And there is no way to "unlock" these in game or get them otherwise. Its a cash grab by the devs to be sure. You'll pay anywhere from a buck or two all the way up to 20 bucks to buy a package for that one thing you do want offered in that package. And if you do buy a second copy of the game to have a second commander on PC... well you gotta buy the same cosmetic stuff again for that account. I'm not complaining about them generating revenue in order to keep improving the game. They do not charge a subscription to play online and season passes get you all the content. So they need some way to pay for the development. But a few in-game cosmetic "unlocks" for milestones and certain achievements would be nice. But that's not a thing in this game. Well, you do get a logo each time you rank up in Combat, Explorer, or Trade status, but nothing that would make you want to grind for it.

And last, this game is entirely dependent on the online servers. There is no offline mode. If the servers are down.. you ain't flying. If the serves go away in the future, the game dies and will be unplayable. Nature of the game design I am afraid. Just keep all this in mind when deciding to purchase.

Still, I do recommend the game despite those short comings. However... at this stage I can't recommend the PC version over the console version. The additional characters offered on console really do give you more bang for the bucks. Also, you can play the game with keyboard\/mouse or a game pad... but a hands-on-throttle-and-stick (H.O.T.A.S) setup is highly recommended.. Well, nothing to complain about. Decent graphics, somewhat interesting plot and logical puzzles. Over seven hours of playtime. A solid 8\/10 point-and-click experience.