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About This Game

Breath Of Warfare - classic turn-based strategy with elements of RPG executed in a pleasant Low Poly graphics.

An exciting step-by-step strategy, with classic gameplay, is performed in the best traditions of the genre. The gameplay is inspired by a series of X-COM games.

The game provides the ability to customize the unit for any style of passage. The outcome of the battle depends on the strategy you devised and the tactics of combat. In the game there are more than 9 classes of characters, and it is planned to add new ones. The game has a map editor that allows you to create your battlefield and play it with friends or against AI.

Features:

- Powerful custom map editor
- Multiplayer game mode for 2 people
 - Single player game mode
- Flexible and customizable team editor
 - Different character classes
 - Many weapons and armor
 - Different characters skills
- Ability to play with friends on the created maps

Title: Breath of Warfare
Genre: Adventure, Casual, Indie, Massively Multiplayer, RPG, Strategy, Early Access
Developer:
Mortis Games
Publisher:
Rock Path Collective
Release Date: 15 Dec, 2017

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English,Russian,Simplified Chinese,Ukrainian

+ 1000 46

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462



CAMPAIGN

8 days since the war began

?

79

The Gates of Farabel

Under the cover of darkness, stone by stone, the Orcs manage to fill the gap where the moveable bridge used to be. And launch an attack on the gates of Farabel!

Lendor5

Killed Units

17

Best player

17

Average players

13.1

Lost Units

3

Best player

0

Average players

3

Turns

10

Best player

4

Average players

9.7



Menu

Start

breath of warfare steam. breath of warfare

This is a game that shows you even in death, you're not alone. Death looks absolutely terrifying, and it seems as though it always gets to you no matter what. What you must do is accept it, as if you're swallowing the largest pill you could ever swallow. Death isn't a gun or a void, it is a door.. This DLC to AC: Odyssey is what Blood and Wine is to The Witcher 3.. Ah Starscape... what's not to love?

Space shooter? Nice.

Physics based handling? Not bad.

Upgradable ship designs? Pretty good!

Lots of semi-interesting characters with a less than vomit-inducing plot? Not great, but it could be worse.

So... what's not to love? Why's this a thumbs down vote?

Well... here's the rub: the handling on your ships is very realistic, but it's slow and clunky. I'm alright with that, normally. It requires some planning of momentum and some good piloting to be competent, and that's fine.

The problem is that the boss battles aren't designed for the controls nor the physics of the game. They assume perfect, pristine, pin-point keyboard turning in rapid order. I'm fine with that if the interface made such a realistic possibility. Unfortunately, starscape's boss battles are like waltzing into the olympics' figure skating event wearing cross country skis.

It doesn't matter how good you are, the controls simply flat out SUCK for trying to fight the bosses, and player skill seriously only has a very small amount to do with it. Someone with godlike reflexes could theoretically get through in a few tries, but most of your boss battles involve being expected to start moving out of the way before a boss even begins to box you in, without knowing when or where that attack will come from. If your ship were even remotely possible to be set up to cope with that, great, but it's not.

Keyboard turning and physics-based thrust maneuvering simply doesn't work for the style of bosses that Starscape throws at you.

The rest of the game is fun and fine, a few minor nitpicks here and there, but it's good overall... but the act-ending bosses are mandatory, and they suck HARD. I don't mean "it's difficult", I mean it in the sense of "this is one of the worst design decisions I've ever seen anyone ever make... did they even play test this to see if it was fun?".

Any fun you get from the game will be sucked dry as soon as you're stuck in a boss battle, and since the controls and interface flat out aren't up to the task of fighting the bosses, it's going to make you pull your hair out over it. I highly advise staying the hell away from Starscape just in general. Unless you're a masochist, then go right ahead.

Anyway, to stress it again, there's a difference between "difficult" and "bad design and poor UI/controls". Having a♥♥♥♥♥♥poor interface does not equate to "difficulty", it just equates to being BAD.

Final Verdict:

Not worth it, even if it's on sale for \$1. You'll probably break a keyboard that cost more than \$1, even if you don't have a history of such, and are a pretty mellow person normally. While the game has lots of really good points to it, and does a lot of stuff very well, it's flaws are gamebreaking. When you put more effort into fighting the game's interface than you do fighting the boss, the game's a bust.

Score: About 35%. It has some really good stuff, but the flaws are devastating and overpower any potential the game had.. Plays like a set of fan made levels ... incomplete and inconsistent illustration ... middling to weird level design ... and loot box style rewards (!).

I love the fragility of some of your hard earned equipment, so making an endless exploration for new tech might be possible in Battletech. But how not to break the spell of the RPG, which was so well told in the base game? Loot box style rewards ... meh.

This DLC and the re-balancing have added hours more play, but it's definitely watered down the quality of the whole thing. The flamingos are a nice touch ... but the character art descends into the even ropier realm than some of the Kickstarter characterisations.

I hope that more effort goes into the Urban DLC.. A fun, challenging, albeit repetitive game about defeating waves of shadow enemies. Cool characters. The enemies make me think of 8-bit representations of those from kingdom hearts. Nice appeal. But likely won't have much replayability beyond beating the campaign with all characters.. This game was a lot of fun when it first came out, but after the last few updates it's even better. Gamichicth and the graphics update def took things up a notch. The wraiths are a hoot!. Annoyingly fun

So far this game is actually really fun to play and I enjoy the silent hill / Resident evil feel to it. It actually reminds me a lot of RE4 in its HUD and I enjoy having played it for an hour. Can't wait for more and while I won't give it a bit review or that, it is coming along nicely and I'm excited for more content when it's available. Definitely worth the money, nice chilling atmosphere. Also really glad that there wasn't a focus on jump scares. That's always a plus for me.. Great VR game for a small price. Works with Windows Mixed Reality headsets extremely nice, but I recommend checking the controller configuration in the steam-overlay out first! There are much better Controller layouts for the Mixed Reality motion-controller, where you can use the joysticks instead of the touchpads.. An expansion pack to an already great game, this one is perfect the way it is.. This game definitely has a ton of potential ! I would highly recommend and will edit as soon as changes are made since I can easily see how this could be incredibly fun , but for now , I'll have to say this is pretty meh , and a bit frustrating since each time you discover a part of the game or something you like , the game becomes somewhat unclear as to what you're doing wrong and what you're doing right , most of the time when I get good comments in game I will then lose all my games , and when all I hear about are other teams or player , it will feel like I was just underrated. Higher overall players on your team doesn't seem to do much when it comes to winning (I won everygame with 4 x 50 overall members on my team , then upgraded to 4 new better players and started losing). Also sometimes it feels like whatever strategy you're using has no impact on the way games go. Early in the game there is a development phase for your main character which seems like it didn't even matter later in the game. The easiest way to make money in this game is in the first half which is kinda weird since I don't think streaming the game should pay more than having an actual pro team ! A lot of minor bugs are also present which is understandable due to the very early stage of this game (for example I was number one on the solo queue ladder and when I looked up at bjergsenx it would also tell me he is number one). Most of the menus don't have back buttons which means you have to make decisions that can't be changed after you change screen. The overall for other characters than yourself also don't seem to change which is sad when you spend time training and stuff. I will definitely be back to try this game in a while to see if it was fixed since I had fun , but otherwise this is pretty much unplayable. Hope to see you guys push the great ideas you had further and do some epic polishing on this amazing project of yours !

Sincerely

Just a Hobo. It's better than the previous Oh...Sir! game, but still very simplistic. The jokes get old quickly, and become more annoying than funny. Octahedron is another Concept Platformer, and its concept is this: what if you could hit a button to spawn a platform under your feet? It pulls hours of great vertically-scrolling platforming from that premise with constantly inventive mechanics and level design. Levels are constantly introducing fun new elements like platforms that toggle solidity each time you spawn a platform, or enemies that try to jump you from below, pushing the platform you're on to the ceiling. Each level feels distinct and is built for replay, with medals available for beating a level with all collectibles, without dying, below a par time, and below par platform spawns. Reaching the end of Octahedron is within the grasp of any platformer fan, and the medals are a wonderful extra challenge for dedicated players. Meeting platform pars is especially fun, asking you to work out the most efficient paths through each level.

My biggest complaint with Octahedron has to do with the final challenge. The lead-up to the end is a lot of fun, handing you a power-up you've been wanting since the start of the game and giving you a gauntlet of fast-paced levels to use it. But the very last level changes up the formula for the worse. Without going into spoilers, I'll just say that while it's not too difficult, I believe it's too chaotic. It's just not as interesting as all the carefully-crafted level design up to that point. But while that's a disappointment to end on, it's a small part of the game.. vodka

perogies
vodka

CANT GO W@RONG. Here is a little Review about the Game

Pros:

- Graphic is Adorable with that cartoony style :3
- Game doesn't have many gigabytes to download so pretty small game
- Performance is now better but was pretty bad at the beginning (still need a bit more upgrades)
- Weapon handling is something new that I didn't experience quite yet so, I'm always open for new Stuff
- Russian Bass music for the Tracksuit
- A Gangster Mode that lets you hold your gun sideways
- Pretty much many updates in some single days

Cons:

- Matchmaking Problems where the Game wouldn't search for a game

-Cheaters, Like seriously there isn't much to win in that game why would you cheat
-Sometimes the Hitreg is a bit Iffy

So if you would fix those Cons the game would be overall pretty darn great.
I'm not a big fan Of battleroyale games but this one is just funny overall

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