
Drop Out 0 Torrent Download [key]



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About This Game

Drop Out 0 is an online first person shooter with a twist: there are no hitpoints! Beat your opponents by knocking them out of the map.

Gameplay

Drop Out is played in matches of up to 8 players, the goal is to get as many points as possible in a team, or alone, within the time limit. You gain 2 points for every enemy player you knock out of the map and you lose 1 point every time you are knocked out of the park. Every suicide will result in a withdrawal of 2 points to your own score, you clumsy oaf! The game offers a variety of weapons that allow for different strategies and playstyles; whether you want to rocketjump, snipe or fistfight there will be something for you!

Mechanics

<https://sketchfab.com/models/6f7c979155a8495e9266fb767c8e7191>

The game is built for multiplayer, you can play online, cross-platform easily and quickly. There is also an offline mode where you can practice against bots. LAN mode is clunkily available for windows, but can be improved and expanded if there is demand for it.

Playing online will grant you XP which you can spend to get new weapons, perks and skills. To keep the game balanced, you can unlock anything at any time. The price per unlock ramps up, making sure you can get a full set very quickly but getting every set

will take some time.

The percentage at the bottom of your screen is your susceptibility. This number increases as you take damage, the higher your susceptibility the more knockback you will experience when taking hits.

Features



At the time of writing there are 5 maps, 13 weapons, 8 perks, 2 character models and 2 skins for each. I will still be working on adding more content after release, which will be gradually added to the game.

Any player can host their own game on provided servers. As host you can kick/ban players and manage the timer and level selection.

When joining a game, the player can choose one of his created character load-outs. These can be switched in between deaths.

The game has been playtested a reasonable amount, but there might still be balance issues and bugs. I will try to keep up with the Steam community to notice and fix such problems as soon as possible.

System requirements

Versions are available for Windows, Mac and Linux. The game is not too heavy performance wise, but just in case it has a bare bone setting so you can still run it on your favourite toaster. You will of course need internet connection with a reasonable speed to play online in real time!

About me



As you might have guessed there is no professional team behind Drop Out. I am a 21 year old physicist in training from Belgium, when I'm not discovering the laws of the universe I like to work on my game development. In the past few years I have worked on several smaller projects but nothing on the scale of Drop Out. During this time, i learned how to work with Unity and Blender which culminated in Drop Out 0. No matter what career I might choose in the future, I am very passionate about making games, so you might see a new title pop up on Steam in a few years. Expect something wildly different though!

Special thanks to:

Doug Bryant (BulletMagnet) for the weapon models and teaching me how to model better,

Marnick39 for helping with coding, ideas and balancing,

Unity for their buggy game engine, PhotonEngine for their equally buggy networking code.

Thanks to the testing team, including CubicWarrior, Deraldo, Tafikay, Woxic, Patat, Joey, Anivia, hallway A1 and the FunnyJunk community!

Music by Louis Davita (check out his soundcloud).

Additional music by Kevin Macleod, and Adrian Von Ziegler.

Title: Drop Out 0
Genre: Action, Indie
Developer:
Ward Dehairs
Publisher:
Ward Dehairs
Release Date: 16 Sep, 2016

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English







After playing this I realised why my life was worth living and decided not to kill myself. This game saved my life.. I have only read the story up to fifth chapter and I can already tell this will be well worth the money.

The writing is witty and interesting, combat is well described and.. so far, I haven't skipped a word written, which is borderline a miracle considering I always skip segments when I read, even on " masterpiece" books and story games (like planescape).

I even had to stop reading for about minute when I couldn't stop laughing at certain insult scene, something I don't remember doing due a written story for a long while.

Only reason I write this review early (just hour or so reading) is because someone labeled the (so far) best written text\story adventure book (I have read) a negative review just because he didn't read the shop description and was dissapointed due lack of graphics.

This interactive novel doesn't deserve that label, stuff like that hurts an author that has put out a genuinely fun to read story at ridiculously cheap price considering the amount of re-readability it has.

Update : The story milds down bit in the end and there are lot less meaningful choises I had hoped, some events that can seem shocking (start from beginning level shocking), are scripted and can't be avoided, which is bit dissapointing.

Overall I still recommend it, worth the price.. The Game Design class I teach is using RPG Maker for a project, and at first I bought this as an award winning example of what can be artistically acheived in the development platform. Then I played it. The game is amazing! It has great characters and a fantastic story. It is relaxing and heartwarming, and left me with a smile. If you liked To The Moon, you should play this!. I bought Alchemy of Castle despite it's limited grasp of English because the concept sounded interesting enough to try anyway. You play as a witch who wants to release the devil from hell. To do so, you need to craft 30 panacea.

I thought that sounded really cool. To be honest, I'd really like to play some games where the core gameplay involves alchemy. I'm still looking for some good examples, so if you ever find a game like that, hit me up.

Sadly, this didn't turn out to be what I was hoping for. I imagined there'd be lots of gathering herbs and combining elements and mixing potions. Basically you just click on a big pot in the middle of the room and it generates crystals which you use to make health, mana, or soul potions to refill your constantly lowering health, mana, and soul bars. Every now and then the pot coughs up a panacea. And that's it, that's the whole game. Just clicking on a pot. And you don't even get to see nice animations of the crystals coming out of the pot. It just comes up with text saying +1 white crystal.

It's hard to be mad when this game only cost me 70 cents, I just wish it could have been so much more. So yeah, there's nothing really to recommend this game, it's empty. Okay the two single pieces of artwork in the game are nice, that's the one positive. 1/5 stars.

. im pretty bad at fighting games but this one is really fun and pretty easy to learn. Don't recommend this game! Too many glitches and no one fixes them or even respond to your complaints! Wish I never bought it! Going to uninstall! Waste of money!! Seriously!!!. Beautiful,difficult, BUT where is the plot of the game or it is not here ????

<https://youtu.be/mO65piOIXHI>

[. Fun, fast paced, original gamplay with several game modes \(my favourite is Merlinball!\)](#)

[Awesome music and sounds, and amazing detail for a 2D game!](#)

[I love the exp system, something I totally did not expect when first playing the game \(you know how addictive gaining exp is!\)](#)@
[By yourself or with friends, this game is awesome! Excellent!! 🎮\(▽\)](#)

this game is freaking epic, and better than the 5th installment. cant wait to get mods started!! Though it may be an early 2000's game, the vast mechanics, adventuring, character customization, interaction with npc's and all-around gameplay was ahead of its time. I didn't play it until after i had already played through Skyrim a couple of times, but found that to be a blessing in terms of what i could do, and knowing how the game's basic functions worked also helped correct some of the lore i didn't understand.. Lovely game! Very well balanced and you can get on to speed with a good tempo even if you are complete n00b with any musical instrument.. niceeeeeeeeeeee!. Normally I don't play this type of game. However, much to my surprise, I found myself enjoying it. I do wish the trading/selling was a little more in depth I had a lot of fun. I definitely recommend this game if you're looking for a find the object game that has a little more to it than page after page of the same thing. This lets you keep score (via \$) and even lets you price items or auction them off. Not to mention it has some clever hiding places for the hidden keys and mini games.

PS don't worry if you don't sell stuff right away you can make a killing when it's hot also using the Auction house while its hot can have some nice payouts.

. Are you claustrophobic?

--This is not the game for you, too many things in small spaces--

Do you want to become claustrophobic?

--This is the game for you--

11V10 would become claustrophobic.

No but really. Buy this game, it's worth it.. Weirdly engrossing. It's got a very relaxing vibe that I can see remembering fondly down the line.. I Feel like im the Drift King. 10V10 all it needs is more drift maps and im set.

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