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## About This Game

Lance A Lot is a local party game that pits 4 friends against each other in GLORIOUS rocket-powered combat! Fly across the sky on a noble rocket steed and use your lance to send worthy adversaries plummeting towards the ground. In the end there can only be one knight left standing!

## GLORIOUS FEATURES!

- **USE YOUR LANCE, A LOT.** A single strike with the tip of the lance is all it takes to unseat an opponent. Hence, you are always one hit away from triumph – or defeat.
- **JOUST ON ROCKETS.** Because horses are for peasants – true knights battle in the skies!
- **PLAY WITH PHYSICS.** Most objects in the environment can be bounced, bent, thrown or moved.
- **CHANGE THE RULES.** Play around with different mutators to create your own style of jousting.
- **DOMINATE THE SKIES.** Compete across a variety of islands in 4 different modes. Duel rivals in single combat or clash in free-for-all modes like King of the Hill and Capture the Flag.

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Title: Lance A Lot: Classic Edition

Genre: Action, Casual, Indie

Developer:

Brimstone

Publisher:

Brimstone

Release Date: 18 Oct, 2016

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**Minimum:**

**OS:** Windows 7 or later

**Processor:** Intel Core i3 or equivalent

**Memory:** 2 GB RAM

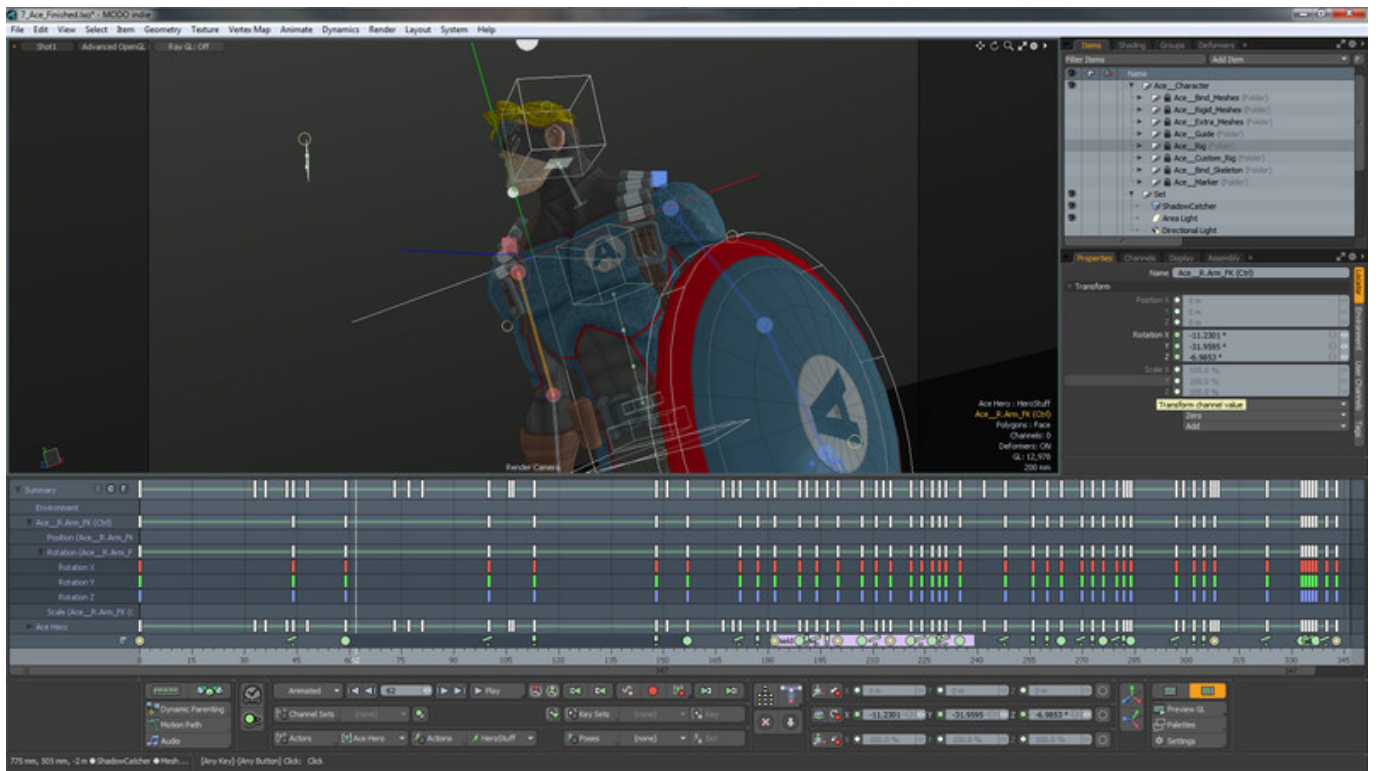
**Graphics:** GeForce GTX 460 or Radeon HD 6850 (for 60fps in 1080p at Low, or 60fps in 720p at High)

**DirectX:** Version 9.0c

**Storage:** 1 GB available space

**Additional Notes:** Controller for each player is recommended (keyboard supports 2 players)

English,French,Italian,German,Japanese,Polish,Russian,Simplified Chinese,Swedish



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# WARFRAME

## PINNACLE

EQUILIBRIUM PACK



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3-DAY





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lancelot classic edition

I just bought this game and downloaded it and tried to load it to play and it would not play. Got a message saying that my computer did not have enough video memory said it needed 32 MB to work I've had this game before with older video card than I have on my windows 10. In the message that comes up it calls it GTR 3D why?.. Interesting concept, but you just lose after a couple of minutes to random chance. You really have little to no control of what you're doing. There's honestly better for free.. This game is similar to Fire Emblem,actually I have played Fire Emblem, oh Steam lets me bring back many pleasant memories which I forgot.

Although this game's map is not wide, but you can feel free in this game.. Sadly the retro feeling could not comfort me over major issues this game has. The level design is awful, don't get me wrong, it's not graphics or anything, but you feel that by level 2 the devs just sprinkled the maps with pickups, it feels bored and rash. The super jump ability is useless, if you use it, it will hurt you. Firing weapons while jumping will fling you uncontrolably through the sky. Every gun is autoaiming. Ammo pool is minimal. It just is not a really good fps at all.... An incredibly inventive game. I've never played anything quite like it. It is far less simple than it appears, and was truly a joy to play.

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ima pass man.. I have no idea what is going on.

But I have started selling organs for profit.

As a Rimworld player, I think that means I am on the right track.. Ah, a challenge worthy of my skill!

- Pros

- \* Imperial Guard Story
- \* Neat cooperative work with the Eldar (Though they don't do much)
- \* Gorgutz
- \* Missions are varied and don't feel samey
- \* Two campaigns Guard/Eldar & Orkz/Chaos
- \* Nice change in scenery
- \* Badass Chaplain
- \* Basilisk Artillery (Satisfying to use)

- Cons

- \* Campaigns are short
- \* Mission 4 for Orkz/Chaos is very difficult
- \* Eldar don't really do much
- \* Ultramarines
- \* Basilisk Artillery (A pain to fight against)

Overall: 7/10 Good

Must Have? | Buy? | Wait for Sale? | Don't Ever Buy This?

[Wait for Sale]. A nice HOG. The game looks good despite the low resolution and the background music fit the game quite nicely.

The HO scenes were for the most part rather easy but a couple of the items were hard to find or had a weird description. Some of the puzzles were a bit over my patience level - good thing there's a strategy guide included!

What I didn't like: The voice acting, jeez. The lack of a map combined with some serious backtracking action :( . Crysis is a special game for me. This is the first game I ever bought and I still keep the DVD disk. It was the reason I met my best friend from childhood who sadly passed away 2 years ago. The game was known for having great graphics and "But can it run Crysis" meme but I always thought it is underrated.. I Got new pc and now it works well :D 8/10. First lets get this out of the way, i don't normally do reviews but this game dam well deserves one. Since i am new to this whole review hing i am going to split my review into 3 parts, Music, Gameplay, personal opinion

Music:

This game has one of the best soundtracks i have heard in a game for a long time, the amount of the variety you have with the songs and artists are amazing, Monster Cat, Noisestorm and Nitro Fun just to name a few. the music is so well synced up to the gameplay that it feels like i am watching one of those videos with the bars going up and down. 8/10

Gameplay: OMG YESSSSSSSS, the gameplay is so well done in this game, from the syncing of the music to the look of the bosses, this game does everything right not to mention the simple blue (Square) and pink colour design that they went with, it tells you right off the bat without having to sit through a 10 minute tutorial that your colour is good and pink is bad. the Boss Fights are amazingly crafted, the attention to detail is astonishing and its always so fun to see what boss will show up in the next fight.

My opinion: i think this game deserves all the praise it gets, it bloody deserves it. the soundtack and gameplay keep me coming back but it will get old after awhile so if the developers are reading this i would recommend that you add dlc packs in the future with new songs and levels/bosses, you could even expand upon the lore that the game has

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i personally give this a 9.5/10

i would highly recommend picking this game up if you haven't already, its worth the price.. It's very promising for something this early into development.. The graphics look great. The controls are surprisingly right. I'm not a big fan of those games where WSAD moves my character around and I use the mouse to click on enemies to shoot, but this game is paced well enough where that was not an issue at all. I picked up my controller and the left analog was able to move my character around!! If he makes it so the right analog allows me to aim like a twin stick shooter, this is going to be a fantastic game! PLEASE DO THIS! Also, this game has a really great ragdoll physics engine. After you shoot down a zombie, you can sort of kick him around for a bit before he disappears.

The bad? It's got issues. Not the kind of issues you want in a game. In my case, I can't click on the inventory button in full screen mode. Just not possible. In windowed mode if you maximize the window, it works fine. So that's something I expect will get fixed very soon, the developer already stated in a thread that it will be looked at asap and will make a hotkey to open the inventory as well.

Let's start the patch train, I'm quite impressed so far.

<https://www.youtube.com/watch?v=vZnE24oZYnk>. Frequent audio clipping with grating sound effects, bad music, unplayably strong framerate drops, one dimensional gameplay (dodge shots while holding down M1), uneven difficulty, enemy reinforcements teleporting into the fray ala DA2... the list goes on. I would love to say "support the poor starving indie devs!" but this game has no redeeming value because of all the technical and core gameplay problems. Supposedly there is 16-man online multiplayer but I can't imagine the input lag considering more than one explosion on the screen put you into single digit framerates.

I got this in the humble indie bundle 3 so I got my money's worth but if you're looking for a shmup/bullet hell on steam, pick up Jamestown instead.



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