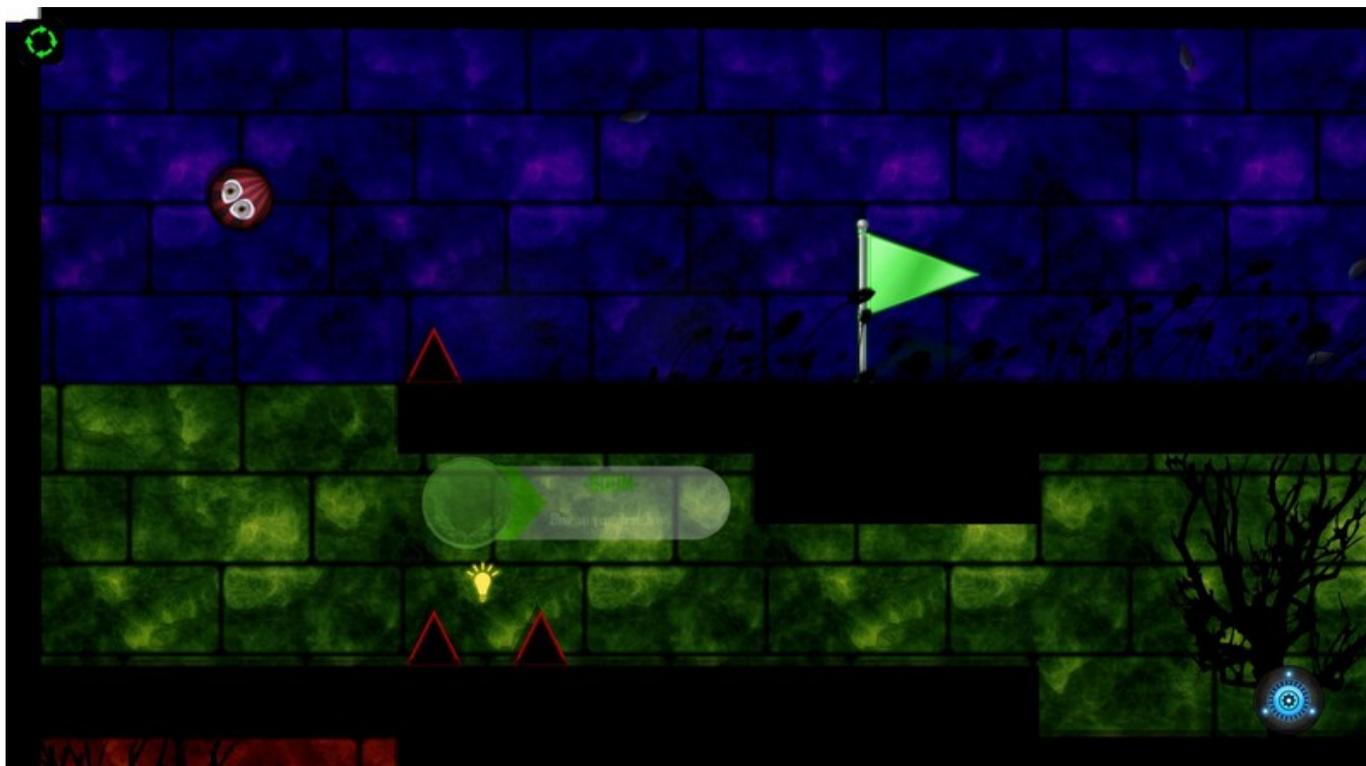

Hiveswap Friendsim - Volume Fourteen Keygen



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About This Content

Ah, another week, another volume of Hiveswap Friendsim. It's a way of life now, honestly. This steady ramble through the dramatic horrors of the alien countryside, where the only rule is that there are no rules. Anything goes. As long as it can fit in our budget and timescale.

Volume 14, for instance! No rules! Just right! Just clowns! Just cleaning! Just a whole lot of friendship and shenanigans and physical comedy. Just the usual incredibly high-quality content you know and love. We're out here. We're all in this together.

You just crash-landed on Alternia, and you're **DESPERATE** for friendship! Anyone will do...wait, who are those two trolls approaching you?

The *Hiveswap Friendsim* is a quick, loosely-canonical visual novel adventure following the efforts of the unnamed protagonist (that's you!) to survive and maybe even thrive on the harsh surface of **ALTERNIA**. Set in the time of *Hiveswap: Act 1*, this episodic visual novel's opening volume, written by *Homestuck* creator **Andrew Hussie**, is sure to satisfy *Homestuck* and *Hiveswap* fans who are eager for a darker stroll across the Alternian landscape.

Future episodes will arrive regularly as DLC.

Title: Hiveswap Friendsim - Volume Fourteen
Genre: Adventure, Casual, Indie, RPG, Simulation
Developer:
What Pumpkin Games, Inc.
Publisher:
What Pumpkin Games, Inc.
Release Date: 12 Oct, 2018

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Minimum:

OS: Windows XP or later

Processor: 1.66 GHz

Memory: 1 GB RAM

Graphics: Any DirectX-compatible card

DirectX: Version 9.0

Storage: 200 MB available space

English

2 - Weapons and Ammunition

A collection of pirate flavored weapons and ammunition to provide your players.

FIREARMS & EQUIPMENT

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Simple Melee Weapons				
Bayonet	5 gp	1d6 piercing	1 lb.	Special
Belaying pin	2 sp	1d4 bludgeoning	2 lb.	Light
Boarding axe	2 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Dirk	10 gp	1d4 piercing	1 lb.	Finesse, light
Hook	5 gp	1d4 slashing	1 lb.	Light, special
Martial Melee Weapons				
Cutlass	15 gp	1d8 slashing	3 lb.	Finesse
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, Light
Martial Ranged Weapons				
Flintlock Pistol	125 gp	1d8 piercing	4 lb.	Ammunition (range 30/90), loading
Dragon Pistol	125 gp	1d6 piercing	3 lb.	Ammunition (range 20/60), loading, special
Blunderbuss	500 gp	1d8 piercing	8 lb.	Ammunition (range 20/60), loading, two-handed, special

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Having a total blast with this game so far. Its fun to challenge people for local top scores. Mechanics all seem to work and feel like you think they should. The bowling is awful touchy and the shooting gallery doesnt quite seem to shoot where I think I am aiming. Prize corner seems to lose some of the prizes I put in it. This game will make you appreciate the wrist straps on the controllers.. Graphics are okay but gameplay is boring. Didn't expect much for 50 cents but this is just bleh.. Great game which reminds me of original 8/16 bit game design, very abstract and you don't really know what is going on even with a couple of plays through.

Seems to be buggy from playing and reading the forums, some achievements may not be possible.

Play it, enjoy it for what it is, don't worry too much that you can't complete certain things being as it has been that way since 2014, move on.. WHAT'S IN THE BOX?

'Space Panic: Room Escape' is, unsurprisingly, another 'escape the room' game which is set in one room on a space station. There are various puzzles from "find element" to "rotate these rings until they fit". The game supports Vive and Rift, and features teleporting. It took me about 2 hours with one restart due to a bug. There are no save points.

VISUALS

This is a very minimalistic game; the environment is extremely clean. There is a weird mix though between spacy elements (the environment) and old stuff (the objects, like a candle, a greek statue, rotating stone rings) which I say didn't really fit together. The game is incredibly resource hungry (read: laggy) and you can't really play it on higher quality settings (there are 7 in total), which is a real problem since some colored elements where the color matters are in fact hardly visible in the lower quality settings. No matter the setting, there is annoying visible aliasing.

SOUND

There is a constant "droning" noise in the background which I suppose is ventilation. It's a bit distracting but better than nothing I guess. The sounds of the elements (dropping, interacting) are nothing special but fine.

CONTROLS

The controllers are shown as controllers, and sometimes when holding them in a certain position a help text pops up to indicate which button does which. In general it was hard to grab things since it wasn't always clear where to point the controllers, and things tended to fell out of hand too, apparently because they got stuck somewhere. The menus and buttons can be used with a sort of "laser beam" which often simply doesn't show up (this is extremely annoying). Furthermore, one of the stones got stuck in a drawer and I couldn't get it out again and had to restart from scratch.

GAMEPLAY

As usual for an escape room, there is no real story, and you have to solve puzzles to get out; there are some notes scattered around which contain some clues. The puzzles are not connected in any way that made sense to me, and as in the visuals there is a weird mix of sci-fi fuse finding and old stone\metal puzzles which I thought made the impression of a being hastily assembled with no real theme behind it. Several things simply "happened" to me and I'm not sure whether or not I actually did the right thing (such as placing elements in drawers, tapping keys, ...), so the sense of achievement which is what these games are about was lacking for me. Furthermore there is one puzzle which really IMHO doesn't belong in VR (the rings) - this is a puzzle where you'd normally use pen and paper to solve it.

BOTTOM LINE

Some nice ideas in there, but the controls are not working properly and the game is hardly playable on "normal" quality settings.. Finally the game is on the mac :) It is really a cute game. I loved every moment while playing. Although at some parts, it was quite challenging (specially to get all the 3 endings). The world design is great, every part is calculated. Although all the obstacles and enemies are not changing much but the designers always find new ways to use them. I totally recommend this game :). I'm really really in love with this game, haven't seen anime adaptation yet but i'm sure its also goodie. I strongly recommend everyone to buy and play this game. All of the characters are interesting, especially Zack <3 He's just very cute. Sooooo if ya got money go and buy it :). the dlc is broken. Room for improvement but overall it's a solid title, and currently on sale!

It would be cool if we could keep some of our gold from previous stages in the campaign, so we can make purchases early on.

You earn gold after a stage is complete, but other than going towards a leaderboard, I'm not sure what the use for it is currently since Wave 1 of the next stage starts you out with 0 gold again.

Really dig the hit detection so you know exactly where you hit the enemy, soundtrack is good, graphics are pretty solid.

A horde or survival type mode would be cool as well, along with bow upgrades\customizable options.. Why would you charge 2 dollars for this? lol..

The characters are very nice and it is quite interesting game that does not put much emphasis on the difficulty of the puzzle game. As far as I can see, more emphasis has been placed on finding information about all the girls in a very short time.. Amusing premise, cute storybook narration, and unique gameplay. If these are the holy trinity of a good game, then by George, I think we have a winner with UnSummoning. Although short, at this pricetag we get a lot of game for our four bucks.. To On A Roll Studio, i was looking forward to be emerged in this game. I am a blader my self and been waiting ages to get this. but due to the loading screen looping i can not play the game i have anticipated for. can you please fix the loading screen loop as i just want to play this amazing game it looks ace. i wouldnt of thought of bugs through out the game as it is early access but its not even playable i have spent £14.99 just to look at the loading menu. please fix as i can not play.. The game has great potential, I loved the atmosphere and the music, I hope to play an updated version soon!. Really loved the game.

The narrator's voice fits very well. The gameplay although it's fun and addictive, I had some trouble getting use to the lock 45 degree attack angle. Needless to say, it is a fun game. Can't wait to play it with someone else to experience the multiplayer.. Cool locomotive btw where are the Direct Rail Services, Chiltern Railways and TPE (Transpennine Express) Liveries? I want them liveries plz. I bought the game but I was never able to get it to work without freezing or crashing. Not worth the money!. Game does not work on my new computer, game did not work on my old computer. I have gotten no help from the game company when I reached out.. Got the game to play some friends; We spend a good 40 minutes wandering around being chased by gorillas with no real reason behind anything. Was a big cluster, not in a good way either.. Amazing route. this route is good for the class 67 Diamond Jubilee scenario: Diamond in the rough.

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