Lifeblood Download For Pc [addons]



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About This Game

Lifeblood is based in a fantasy world where players must team up to compete in a forested battle arena. As a fatal shroud engulfs the land in dark energy, contestants must fight to the death in order to stop its spread. In a land ruled by the Gods, it is decided that only one team may remain. Ensure your survival by harvesting resources from natural nodes and crafting armor. Armor can be reinforced with additional resources to a maximum of three tiers. Take control of the relentless Berserker, the mystical spellslinger, and other many unique classes! Together they form a completely unbiased and fresh take on class-based PvP. Classes may be changed as the game progresses by equipping different weapons, each granting the classes' abilities to the wielder. Become a force to be reckoned with as the shroud pushes survivors to the final destination, a central tower untouched by the shroud's dark energy. Make your final stand here and be granted the favor of the Gods!

Lifeblood is not limited to Battle Royale as we will release other game modes with newfangled concepts for PvP on the horizon. What makes Lifeblood different from other class-based games is how there is no 'role' a player must fill, such as a tank or healer. Lifeblood is not centered around solo gameplay. We strive to create an environment where players must communicate and work together to be effective.

Lifeblood is developed by Homage Studios, an independent game developing company started in 2017.

Coming Soon:

New Classes: additional classes will be added, including Assassins, Rangers, and Crusaders Shrines: points of contention on the map where players can exchange Etherium for special gear and items. Parties: groups of five will be able to compete in the battle arena.

Ranked Play: players will be matched according to a ranking system and play under competitive rule.

Solo Queues: only one survivor may remain in this game mode.

Title: Lifeblood Genre: Action, Adventure, Early Access Developer: Homage Studios Publisher: Homage Studios Release Date: 8 Aug, 2018

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Minimum:

OS: 64-bit Windows 8.1, Windows 10

Processor: Intel Core i5-4430 / AMD FX-6300

Memory: 8 GB RAM

Graphics: nVidia GeForce GTX 960 2GB / AMD Radeon R7 370 2GB

DirectX: Version 11

Network: Broadband Internet connection

Storage: 12 GB available space

English







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10/10 made me happa. the art is horrid and the story is dull. the characters are boring and there isnt much variety. If you'd like a quirky little game, this is a good bet. The story is charming, and every decision you make has consequences. Just don't expect too much. If you're a decently paced reader, the story can be completed within the hour, and although it has some replay value, your second/third/fourth play through probably won't be much more 20 mins each. You can continue playing if you beat the game, but within 10 mins the options for upgrading etc. are exhausted.

I enjoyed playing, but quite frankly I don't think the game is worth it's price.. Crazy Japanese bullet hell fun. I wish I was better at this genre so I could truly appreciate the advanced features and the need to ration your kamikaze attacks. Unless you're a bullet-hell/danmaku ninja, you have to save your doll roster for specific bosses and reaching the end of the game. Several unlockable units and bosses for the truly skilled. It's not Bug Princess (Mushihimesama, they made a port of that for iOS, LOLOLOLOL), but it's still hella tough.. This pack costs almost nothing, gives you a pretty fun gun and some other additional things to help you out. And after the balanse changes, it's pretty decent. If you have some money to spare and wanna support the game a tiny bit, why not? Not like it's expensive or anything.. achievements work fine

The image of the lion was creepy. I was... Frankly really hesitant to write a review of this game, considering the subject matter, and the art style, but I feel the need to do so now that I've sat down and had a nice chat with the developer of the game, an extremely kind and well-meaning but down-on-his luck man who deserves all of the love and support he can get.

The game itself is rather simple in concept, a stealth game where you're an exorcist tasked with healing a whole small squadron worth of possessed, albeit still rather cute girls, by means of restraining and ritualistically dispelling the curse laid upon them.

The only issues that I have with the game currently, are a lack of cursor lock, which will lead to the player accidentally clicking out of the window once or twice, and a bit of a gripe with the mundanity of the map, the same map each playthrough, just with more and more enemies piled onto the same small park grounds.

It is, though, at its' heart, a game with a wonderfully niche concept that's done pretty well, with decent enough gameplay to stand on its' own for a decent enough amount of time to be fully enjoyed and, hopefully, absolutely worth the extremely low price of \$1.99, even if it is just to support the developer, who is, as I've said before, an absolutely wonderful dude.. nice game !!

so good!!

Heyyo,

Meh, got this game on one of those indie bundles... it's not very fun, nor does it look very good... maybe I'm just not into hardcore train simulators... but yeh, I can't give it a good recommendation. :P. This one seemed a no-brainer. After all, I'm a die-hard fan of point-and-click adventure games and it received rave reviews in not only German laguage publications (not unusual for a game developed in Germany) but also English ones. Problem is, I can't think why ...

It was supposed to be funny. Well, it isn't. Sometimes I could see that it was trying to be, but it just feel flat, somewhere between pathetic and embarrassing at best.

It's set in some as-seen-on-TV cliché version of the US -- why? The developers are German, with some help from the UK. Some of the slang didn't ring true, either (though it might just be too authentic, I'm not from the US, either).

The characters are entirely unbelievable.

There is no story (or character) development to speak of, just the basic premise.

The graphics aren't my cup of tea and didn't grow on me.

The dialogue choices don't seem to matter and a lot of them don't make much sense in context.

One-button UIs may be convenient for tablet ports, but they do severely restrict puzzle design. Come to think of it, I can't remember a single good one.

It was short. Thank god for that.

If this had been a fan-made adventure game, I'd have praised the high production values, and even for a pro game these are pretty good. But it has no substance, no game, no content to speak of.. My best buy ever!

This game is the meaning with life. We are all born to play this fantastic game!

Old or young, if you start the game you won't be able to stop playing it.

This game is fun. NO, fun is this game!

Heil odin!

Enough said. good fun game love blowing cows up. This is a great game but the multiplayer doesnt work anymore so dont waste your money. UPDATED REVIEW, see original review below

I changed my review to recommend. There's a few reasons for this.

1) Price - .99 cents is the right price for the content (very short ride)

2) Improvements - game runs much smoother now, still stuttered a bit on high, but on low and medium settings ran very well,

dragon's fire breathing looks pretty cool now

3) Responsive dev - fixed the description, updated game, etc.,

This is one of the best looking VR roller coaster games out there, but it's just extremely short. Still a must buy for roller coaster fans.

The reason I do NOT recommend this game is because this developer is lying on the store page. "Crazy tracks", plural. This implies there is more than one track to experience. There is not. There is only one track. One track which you can exprience in High, Medium, or Low Settings. It's still one track. And I couldn't tell the difference between high, medium, or low settings (past the home page where you can see the effects on the shadows) other than the frame rates really stuttered on high (I have Oculus Rift with GTX 1060 and i7, 16 gb ram)

The track is nice, but it's way too short. There's free demos that last longer. IF the dev was just honest, I could recommend this game because it delivers a nice setting for a roller coaster VR ride even if it's too short.

3V10 DO NOT BUY

They even messed up the dragon, doesn't breathe fire at you, WTF. The story is actually good compared to other casual games. The art is something, I loved it. If only there was more options. I had to use Cheat engine to make it faster. So a speed option, more characters and extend the story would make that game even better.. First off the software is okay. Personaly I enjoy making my own world during video game production but this software was a strech off of my regular wants while i did enjoy it it did have its confusing parts and not the best graphicts (to be expected) When using it it was of very nice quality and I thoroughly enjoyed it but the inability to export the files from another game engine than unity\/AGF did prove to be frustraiting. Regardles it was fairly nice, but I did not enjoy it as well as others might have. Note* if you are looking to make\/sell a video game this migh not be the best software as it runs off of unity which requires any orginisation using it making over \$100,000 to buy unity, just a tip.

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