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About This Game

8BitMMO is a retro-style 2D massively multiplayer game! It's a giant construction sandbox -- you can build a home or a castle in a persistent streaming world. Found and manage your own city. Fight evil LawyerCats and engage in Player vs Player battle.

Features

100% Player Built World - The entire world is built by players. Build your own house, town, voxelart, or dungeon. The world is massive -- there's plenty of space to build in, and it streams in as you explore (no load screens).

Be the Mayor - Start your own town and invite your friends. You'll have an array of management tools for overseeing your town.

Interactive Development - The entire game only has one full-time developer, and development is still ongoing. You can submit and vote on ideas -- many of the top voted ideas have been implemented into the game. Free updates with new content and

features are frequently released.

Anti-Griefing Systems - Several systems protect players from griefing.

Free To Play - No purchase necessary to have fun. Support the developer and buy a fancy hat... or don't. (Premium items give NO competitive advantage)

Customize your Character - Wear hats, clothing, accessories, change your skin color

Become a Zombie - Want to be a zombie? You can! But you'll need a steady supply of delicious brains from other players. Don't worry, after you eat their brain, they'll be zombies too!

Fight Nefarious Enemies - Congressional Lobbyist Slugs, LawyerCats, and Hipsters oh my.

MegaMap - The world is huge, so the MegaMap interface (based on Google Maps API) is a handy way to browse the world and share your creations with friends.

Music - Enjoy chiptune from legendary artists Danimal Cannon, Zef, PROTODOME, and Honin Myo Audio.

Introducing the Steam Founder's Packs

Please consider supporting development by optionally purchasing a Steam Founder's Pack. You will receive a variety of benefits:

8BitMMO Steam Founder's Pack (Basic & Deluxe) Includes:

Founder Gold Bonus

Get a jump start into gameplay with gold! Note: gold is specific to a particular server shard / character you are playing on. Your gold will be credited to the most recent server shard you have played on (or if you have not played yet, then the first shard you play on)

- Basic includes: **2,100 gold**
- Deluxe includes: **5,040 gold** (20% extra gold)



Founder Platinum Bonus

You get a bundle of platinum! Platinum is not server shard specific, and so it is easily accessible from any server. Use your platinum for advanced building tasks, for instance purchasing your own permanent land via a town stone.

- Basic includes: **15 plat**
- Deluxe includes **36 plat** (20% extra plat)

Exclusive Founder Steam Hat

It's a hat made of *steam*. See what I did there? ... I'll see myself out.



Exclusive Founder Deluxe Steam Hat (Deluxe ONLY)

I heard you guys like hats! So I made a hat on top of a hat. BAM! And then I put a fishbowl on top of that. And then I put a Northwestern Muscovy Water Fowl on top of that. And then I gave the duck a hat because HATS!

Be a part of development!

Engage in the community development by posting your ideas to the game's suggestion box. Many top ideas have been implemented into the game. Free updates with new content and features are frequently released.

After you have purchased a Steam Founder's pack, please restart the game launcher for the game to detect the purchase.

Title: 8BitMMO
Genre: Action, Adventure, Free to Play, Indie, Massively Multiplayer, RPG
Developer:
Archive Entertainment
Publisher:
Archive Entertainment
Release Date: 26 Jan, 2015

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Minimum:

OS: Windows XP

Memory: 2 GB RAM

Graphics: Integrated graphics is fine, or really any wire & tin foil you can cobble together that looks like a GPU.

Network: Broadband Internet connection

Storage: 200 MB available space

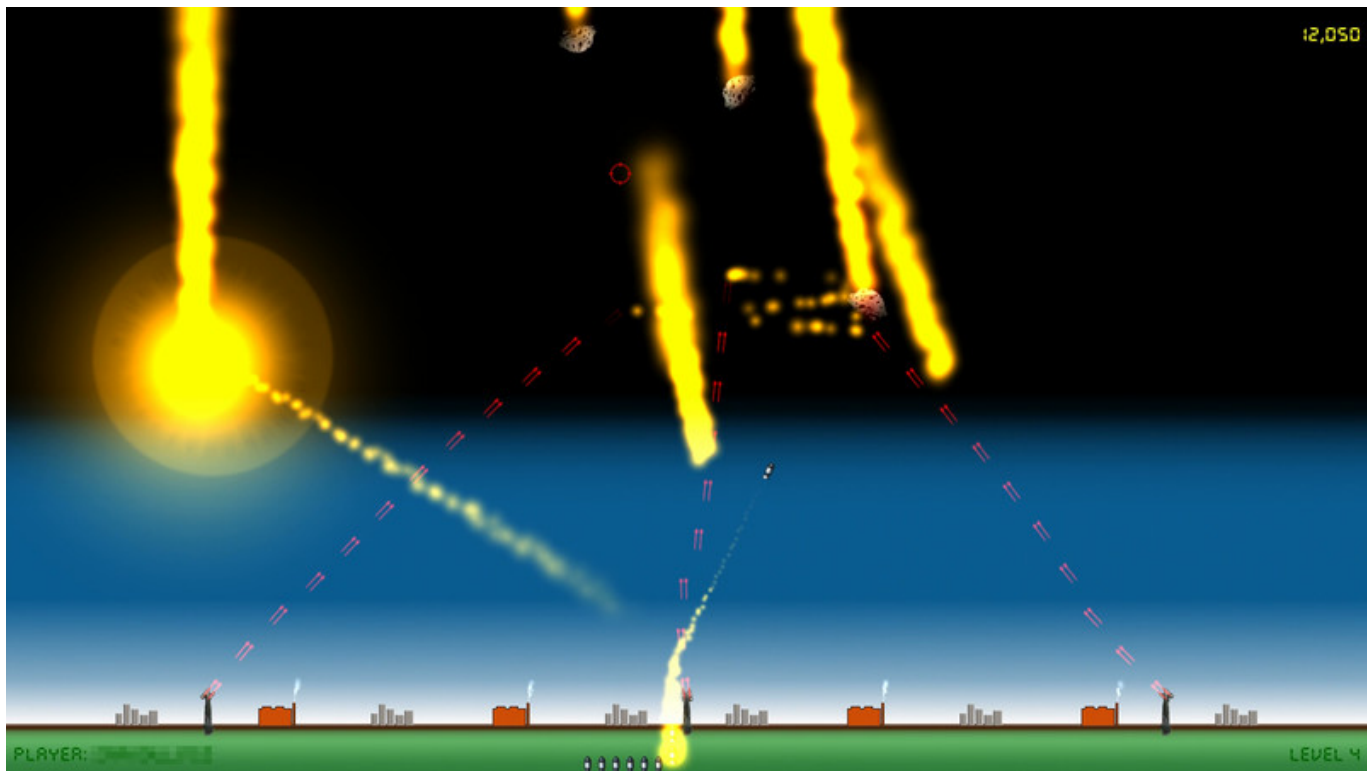
Sound Card: If you don't have one, just make beep & boop noises with your mouth when appropriate.

Additional Notes: You can probably get this to run on a toaster.

English, German, Japanese







The holocaust wasn't even as bad as this game was. Drop Alive is a cute little platformer with fantastic art and sound design, but with levels that can be a bit aggravating. You play as a drop of water escaping through a house towards the outside. Throughout the levels you'll transform at set points between the water drop, a small ice cube, and a cloud, each behaving a bit differently. By collecting tokens you can unlock different appearances for the character. The charming hand-drawn art style alone makes the game worth playing, and the music is pretty good too. The annoying aspect of the levels is mainly that they don't have any kind of checkpoints, and you'll frequently die near the end of a level and be forced to restart from the beginning. Moving around causes the water drop to shrink, and when you don't know where the water sources are on a given level you have to be careful not to fade away, requiring a decent amount of trial and error to complete any given level. In order to place the optional collectable tokens in the levels, there are often branching paths, but in some levels this just makes it difficult to tell where you have to go. As the game is free, it is certainly worth checking out.

For more puzzle game and platformer recommendations, check out [my Curator page](#)

. The thing to remember first about Pilot Edition, it exists to capture VR players without motion controls. The reason I bring that up is you will find a lot of the same tricks/modes of the original Final Approach. Stuff like Bird Clearing, queuing planes for takeoff, fire duty.

But the real core of this game is all about flying. The first couple campaign/tutorial levels will seem awfully familiar to FA owners. But this is saved by how cool flying is. Even from 3rd person it's really great to be controlling this 3d model, and it deals with aero dynamics pretty well, so don't start a straight down dive figuring you can pull up at the last second, you will die. Same goes for slowing down too much. I was reaching for a balloon on a really steep climb in plane not designed for that and the engine started to stall. Just stuff like that makes it a completely new dimension to the game.

It's one of the best put together VR games around right now. If I was a Rift owner I'd buy this for sure, I ended up playing about 40 mins on my first go and the time just flew by, the only reason I quit was I had caused a two 747 looking planes to collide/explode on the runway at that big airport where it's all airlines. Otherwise I'd probably still be playing.

For Vive owners it really is best to think of this as just another part of a whole larger game, say Final Approach: Definitive Edition.

Over I'd say I still like the room scale version a bit more. But this isn't half bad and well worth the time. I couldn't play it.. Very Short Campaign, Great Game play. Adds a new Unique feature to Dog fighting called Sliding. The best way to describe it would be a 360 degree turret ability with all guns and missiles. It integrates almost seamlessly with the navigation controls so you are able to pilot and shoot with it. The AI Elites can be a handful without sliding so if you're having trouble learn to use it. That said however the AI has a serious flaw with close proximity to solid objects, if you lure them into a dogfight at very close range to a large ship they may crash into it killing themselves. I was able to do this twice, once by accident the second time on purpose
^_^.

Overall, a very thought out and well made space combat sim. The story and campaign however due to it being much too short was a disappointment.. Literally the worst \u2665\u2665\u2665\u2665ing game I have ever played. It is as broken as my butt as soon as my mom figures out I ever played this.. Lets start by saying this game has split screen - just create new title, how to do it here:

https://www.youtube.com/watch?v=C_nYo4IsoS8

Now the game. It's a visual update with few bugfixes etc. Well since you had your fun time with Nations Forever, and since it's going to be slowly ♥♥♥♥ed up, I came to number 2.

So far I love this game. Just buy it in sale and enjoy your time spent

Geez, this reminded me of how Valve GUI's used to be.

PROS: This game still controls quite well, holding a sense of realism in the classic WWII shooter feel. You feel as powerful as you do brittle, giving a good balance in multiplayer matches. The controls have weight to them, making it so jumping about is often a poor choice. The official maps have different paths, some even through the buildings that provide additional paths to the objectives.

CONS: The stiff bit of weight in the controls may be a bit of a downside for some people. The biggest con, though, is the lack of game modes. This makes it so many of the maps do feel a little samey, but that's always a hiccup with some online games. The game also lacks any story, keeping the game to online only.

ACHIEVEMENTS: Mostly grind based, they aren't really that difficult to go through. A few situational based ones can eventually be gotten if one runs into them mid game, but the grind based require 150-500 kills with each weapon, 1000 kills per class, and 5000 kills per team.

FINAL: This game can still be fun if one is looking for a classic WWII multiplayer shooter. Though it has been outclassed, Day of Defeat: Source still is a solid and enjoyable game with an active player base. Give it a try if you'd like to see how Valve Source shooters used to be.. I'm hardly the first to notice the similarity, in both the "styles" and the release dates, of this and another - also similarly TITLED - game called Card Hunter. Now, I have no interest in which of these products is the chicken and which is the egg, and am merely pleased to announce that these two games have at least as much NOT in common as they have, well, in common!

The main differences which I can readily deduce, having not played an ENORMOUS amount of either, are (drum roll, please): In Card Hunter, you play a party of adventurers, while in this one your Crusader crusades alone; the gameplay of Card Hunter is mainly comprised of a series of stand-alone combat scenarios, with some prose in-between to tell the "story", while in this one you actually move around and actively "explore" a dungeon; and last, but certainly not least for many of you cheap-skates out there, Card Hunter is FREE while this one costs money.

Me, I don't care too much about such petty issues - I'm the direct descendant of noble birth, my family has been burning and beheading the less privileged for centuries now, so I've NO end of riches to burn - but for you plebs who can't afford ten dollar games, even when they're 75-90% off, I guess I'm obliged to help you with the oh-so-hard decision of whether to buy this game (or fork out for, I dunno, a pack of chewing gum or something instead).

My advice for now would be this: Try out Card Hunter first, since it poses no such overwhelming financial dilemmas, and if you enjoy that, well...this one may well be worth a purchase also, especially if your biggest disappointment with the free game in question is that you don't get to actually WALK AROUND A DUNGEON. This one possibly also has the slightly less condescending sense of humour - Card Hunter is a nudge-nudge, wink-wink "nerd"-fest of the highest order - but on the whole, they're both pretty self-deprecating, both pretty "zany", both reasonably fun, and both have, er...cards (in "virtual"/digital form, of course). Personally, I like 'em both about equally thus far; which is to say, quite a bit, but not to the extent that I want any of the developers to bear my first-born children. After all, I'm really not sure they're worthy of my noble seed...

With no further ado, I endow this game with PRECISELY the same recommendation and rating which I gave it's semi-namesake, which would look a bit like...wait for it...

Verdict: 8/10.

(My work here is done. Now, if you'll excuse me, I'm off for a spot of peasant-hunting. No, not "pheasant"-hunting. PEASANT-HUNTING. Someone has to keep their numbers down. Tooodle-hoo for now!). 20150616:

I emailed Wingware support about the text paste problem below (the email address is easy to find at their website). I got a response in under 24 hours, which is a great sign of an engaged dev. He suggested that the problem was likely due to security software blocking application access to the system clipboard, and mentioned webroot by name, which I have. The solution turns out to be to allow the wingware app to access the clipboard in webroot (or other security software) configuration.

I made the change and now I can paste in the wingware editor. Due to this excellent support response by Wingware, I am updating my review to "recommend", although it is still a little frustrating that this issue exists: other apps are able to use the

clipboard without needing an exception in security software policy.

But all software has little issues, and not all companies have this kind of customer focus and dedication to their product. Now I am excited about Wingware again, and am looking forward to checking out all its good qualities! :-)

20150615:

Pasting text (Ctrl-V) into the code edit window does not work by default on Windows 7. This is a pretty serious failing of basic UI functionality. Ctrl-X "cut" operation works, and I can Ctrl-C copy text *from* the code edit window and paste elsewhere (like notepad++ for example) but I can't paste *into* the code edit window. I also tried to paste by clicking Edit > Paste with the mouse, but that doesn't work either. Weird... I'm hoping I'm just doing something wrong, or have something mis-configured!

I checked the wingware docs section about copy/paste but I don't see a clue to the problem here:

<http://wingware.com/pub/wingide-personal/V1.1.9/manual/html/node5.html#SECTION00590000000000000000>

I will update this review as I go, and I hope to change my vote to "recommend", but at this time, I cannot recommend purchasing Wing Python IDE.. I recommend this game. Been waiting for it to be translated for years. Please at least try the free common route, can't go wrong there.. A classic from my childhood that passed many a bored afternoon, and which holds up remarkably well given the fact that it's 21 years old, with a little bit of jankiness in terms of tabbing in/out. It's a great time if you like DOOM. It's also a great time if you don't. For 5 bucks, it's a steal. It's amazing to see how far we've come since this game came out.

Timeless fun.

\u2665\u2665\u2665\u2665 the sawmill though.. Such good much gunning YEEEEEEEEEEEE THIS GAME IS GREAT. I usually bash cheap games for using Unity for things that could be done in flash, and now it's the opposite. When you plan to do something better than a scroll shooter with 3 enemies, you should actually take something different so it doesn't lag as hell. Dev promised to port this to Unreal (not the best choice for such game tbh), but it was a year ago already, so it's safe to say we have another early access forever.. If u want to be a Pepega in RPG, this is where u should go. I played the original game on mobile and I loved it. I was excited when I saw the new installment coming out on steam.

The version is much faster paced, and is not your typical RPG build your character type as the original. Throughout the dungeons you collect the spirits of other adventurers and take on their power and abilities...the game depends on your ability to switch between these classes dependent on the situation. I definitely recommend a controller, boss fights would be practically impossible without one. Quite challenging and tons of fun.

Biggest downsides for me are the frame rate... certain floors it runs smoothly and I get to the next floor and everything turns to slo mo. The frame drop is insane, Im not sure if its my laptop or the game. There are also no checkpoints or save locations. If there are then I have not hit them yet (Floor 2-5). The startover is a little frustrating, especially when it takes so long to get to where I am due to the horrible lagging and framerate.

Overall a fun game. I honestly cannot put alot of time in it though until the lag gets fixed whether its the game or my laptop. . Valve should rip this game off the store. Do not buy this game, they haven't updated in about a year and it doesn't look like they'll be taking it off the shelf anytime soon.

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