

On A Roll Free Download [pack]



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About This Game

Experience the adrenaline of performing insane stunts, getting big airs, grinding and bombing hills with the only inline skating game available: On a Roll. Want to show the world your new skills? Make video clips using the Replay Editor and share them with your friends. Choose from tons of different objects to create your own skatepark and enjoy a fun gaming experience thanks to the intuitive double analogue controls.

Key Features:

- Replay Editor (watch and edit the last 30 seconds of gameplay)
- Custom Skatepark builder (coming soon)
- Customize your game world using the Object Dropper
- Create your own Custom Avatars (coming soon)
- Evolving career / skater stats
- Missions: competitions, photo shoots, match the trick etc.
- Turn based local multiplayer mission: match the Trick (similar to B.L.A.D.E or H.O.R.S.E)

Title: On a Roll
Genre: Action, Indie, Simulation, Sports, Early Access
Developer:
Creative Concepts
Publisher:
Creative Concepts
Release Date: 30 Aug, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64-bit or later

Processor: Intel Core i5 @ 2.5Ghz

Memory: 8 GB RAM

Graphics: Geforce GT 740 / Radeon R7 260X

DirectX: Version 11

Storage: 5 GB available space

Sound Card: DirectX compatible

Additional Notes: A game controller is required to play the game

English,Dutch







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Personal Rating: Fun and simple sci-fi shooter

Classic Rating: \u2605\u2605\u2605\u272c\u2606

Insincere is quite a good game, it's really straightforward though - linear FPS, old-school gameplay, simple but neat story, decent voice-acting and soundtrack.

What it's not so cool is the game engine, "FPS Creator". I had loss of frames and lagging in different parts of the game and cutscenes are just as you see in my recordings (link below) - not a very pleasant thing for the eye. Texture and models are what they are too, but that's not a big deal.

There is no settings' menu, so you can't adjust graphic, sound and key bindings in game but devs wrote a post in discussion forums about that: i.e. it's still possible to change resolution and keys by editing the setup.ini file in game dir.

<http://steamcommunity.com/app/467000/discussions/0/357286532030856073/>

[I really spent some good hours playing, recording and editing my gameplay and I feel like recommending "Insincere" to adult gamers like myself.](#)

[If you're interested in the game, you can take a peek at or even watch my full playthrough on YouTube:](#)

<https://www.youtube.com/watch?v=OLNeR8yw8vo&list=PLePnXvVxuuX9T9tJQT6JkQhK-TpnN9ENH>. I remember earlier saying it was good... It isn't...

[The overall game is good, it just crashes a lot, for me anyways... I don't know how to fix it.... This game is extremely laggy and lacks functionality. I would like a full refund of this game. Love this game! Very fun local multiplayer: played with some friends online using Parsec and had a blast! The only improvement I'd like to see is the ability to remap controls, or at least have a few pre-configured control options \(just because I'd prefer using bumper to fire, rather than trigger\).](#)

[Highly recommend this one to play with friends!. \[Neutral Review\]](#)

[First, I need to say that I don't know why this Visual Novel is so underrated. It has a lot of defects - and I'll talk about some below - but it's still an average Visual Novel. There's a lot of crap Visual Novels out there made only for the sake of the fanservice and they have tons of positive reviews. That seems pretty unfair to me.](#)

[The game is kind of short, so it might be a good game to get in a bundle or a good sale. I've seen it in bundles pretty cheap a lot of times. It can be classified more as an Otome Game than as Fantasy Visual Novel, because only a few after the game starts, the main plot is a bit shoved aside to focus more and more in the romantic relation between the characters. Or I should say between Lena and the one you'll pursue as her love affair in game. Also, many people related that they couldn't get attached to any of the characters even with the lots of interaction between them. And yeah... some characters are pretty standart and clich\u00e9 at all, in my opinion. So it's easy to feel nothing for them.](#)

[Another boring thing is that the "replayability" of the game sucks: most of the game parts will be pretty much the same if you decide to start a new route after completing your first one.](#)

[The art style is decent. It\u2019s not amazing, but it has a certain charm. BG was ok, BGM was fine too. That being said, Blue Rose is a nice Visual Novel overall and you can have fun with it.](#)

Go Home Dinosaurs, You're Drunk!. Just download WinDVD. Nice for playing with friends!. I was thrilled when I realised I would need to make the pen and paper scratchings of a mad person to solve these puzzles.

The game is unnerving and mysterious. It contains the brilliance of old adventure games and won't pull its punches when it comes to puzzle solving. The story is linear and the perfect length, if you trust in the game design you won't get lost. All the puzzles feel individually engaging and many have that perfect 'ah ha' moment that make you feel like you're a genius. The story is tricky so pay attention, you are very much a detective!

The game made me think of Myst and, Riven, The Vanishing of Ethan Carter, Gone home, Firewatch and The Room series. The mood is tense, the world is beautiful and it plays faster than your average 'walk em up' adventure game.

Thank you Midnight Hub, I hope we see more games in this genre from you. Your designer is very clever.. There are just a few too many issues for me to give it a thumbs up, and its a real shame.

More trivially, the achievements are broken (I worked out how to fix this myself you can find that in the discussions.), the game is quite ugly, and the background and colours often make it hard to concentrate on what you are doing.

but the real problems are from poor control, and messy or twitch solutions. When you press the spacebar there is a delay in pausing, now its a puzzle game so for the most part you wouldnt expect this to be too bad. Except some levels (Particularly ones where the ball is being bounced around.) require split second twitch timing, or very accurate positioning of the ball.

I actually looked at the solution to a couple of them thinking I was getting something wrong, but no, I knew what to do it was just so finicky and required so much precision from a control that doesnt work very well that it was a huge pain to finish.

Similarly some of the solutions are very awkward. At Lake at Dawn 15 for example, was another level I worked out the solution, went to help to see what I was getting wrong and found out: Nothing. You really are meant to sort of awkwardly block the ball a bit to force it not to go too fast. Make the angle too steep and the ball will stop, too shallow and itll go to far.

This isnt really the puzzle I signed up for. I want a clever and neat solution, not ones that rely on reflexes, coping with poor controls, and almost trial and error positioning of the ball.

Its close though, it could have its solutions neatened up, colours and backgrounds either changed or at least given the option to be switched off, etc. There is a good game in here, it just needed some more hours of polish.. Although I have played this for a short time so far, I had to already leave a positive review as this is an absolute gem for those players who enjoy exploration and puzzle games. The gameplay is very smart and addictive, and it also has amazing visuals and music. Fair warning though: probably not most people's cup of tea.. Part try and die - part learn what stupid thing you didn't pay attention to this time that caused a boulder to fall on your head - part incremental increase - part OH M GOD ITS 2 IN THE MORNING.. ONE MORE GAME - part retro delight. Quarries has become into one of my go to "pick up" "put down.. fine one more game" - favorites and I'm glad to see it on Steam! Highly recommended.. Dev didn't reply my questions for clarification for type of gameplay, achievements, endings and estimated playtime on tumblr(I asked only yesterday evening(it's noon now), but considering the fact that the dev was online for a while after that, I admit to being a bit disappointed that the dev hasn't replied), so beware if you get technical issues or want a more thorough explanation/involved developer.

Update: Dev replied me. They are working on a demo and a website now. Direct quote: There are 9 endings(with variation 15). Estimated time one playthrough is about 3-4 hours.

I didn't experience any technical issues.....the gameplay just felt a bit, monotonous to me. I bought this because the other review mentioned finding this game funny after just a few minutes into the game....but I was a bit irked by the personality of Manly to be honest, another reason why it wasn't as fun as I expected it to be.

It's just not my cup of tea. Try it out if you wish.. We love Mrs Foster! yah!. The story was fantastic I really hope you guys/girls make a Japanese College School Life or something equivalent

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