Uphill Skiing Activation Code [Ativador]

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About This Game

Uphill Skiing is a historical recreation of a typical Finnish trip to school circa when your dad was young. Experience gently upwards rolling hills and nearly vertical mountains that Finland is famous for. Dodge wildlife such as squirrels, bears and alcoholic uncles. Eat delectable Finnish cuisine for a boost of Sisu and cardiovascular diseases.

Compete in a league way above yourself over the mastery of different inclines!

Define your own school trip for a character-building journey! Ideally repeat at 6 AM and 17 PM every day for best results.

Open all your windows and install several high-powered fans blowing in your face for maximum authenticity!

And remember to never give up, since you have it easy with your cars, telephones and shoes that you don't have to share with your siblings.

Finally, some boring health warnings:
Downhill parts of Uphill Skiing may cause motion sickness.
Uphill Skiing is physically demanding. Please know your limits.

Title: Uphill Skiing
Genre: Casual, Indie, Sports
Developer:
Happy Hobgoblin
Publisher:
Happy Hobgoblin
Release Date: 30 Jun, 2017

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Minimum:
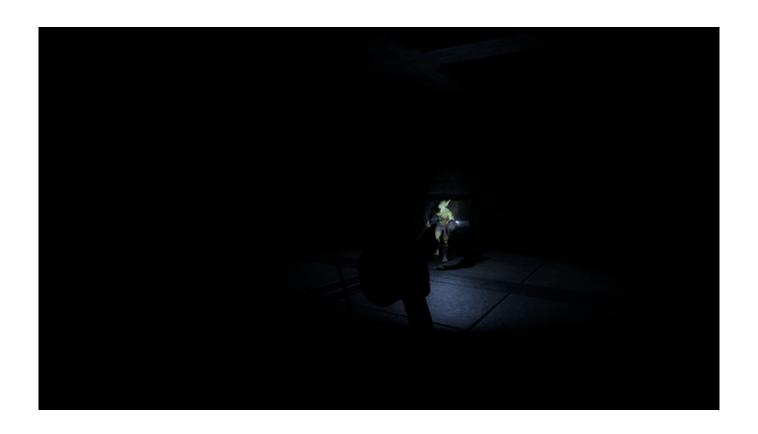
OS: Windows 7

Processor: Intel i3

Memory: 4 GB RAM

Graphics: GeForce GTX 970

DirectX: Version 9.0c

Storage: 200 MB available space

English

It's good, but i cannot recommend it.
reasons:
-Developers work at the rate of Nexon. Their main motive is money, with as little work as possible.
-Map size is fixed
-No custom maps
-No map size variety
-No players online
-Morale System is broken and you can become up to 2.5 times stronger than your opponent (wtf?)
225% defence, 25% more attack damage, 50percent more movement speed at 5 stars. So just let your opponent attack and gain your defence stack to win.
-It is one of the easiest campaigns for an RTS game because of broken morale
-The morality system is broken, as defending is the ONLY way to win. Essentially whoever gets the most bases at the start will be the winner if they know how morale works. It is easy to win a game with 100 units, against 300 if you defend and the opponent disregards morale. You'll learn this in their campaign on hard difficulty how OP morale is.
The game is fixed around this broken Morale system. A lot of things will have to change, and at the rate these developers work, it's never going to get accomplished. That is why they are making a second game which is going to be a cash grab and have the same broken morale.
I've got over 50 hours on the phone version and all pro's play the exact same which is not what RTS games are about.
The use of forges become obsolete against Morale and unit production, since those without morale want forges, but also units. There is no compromise.
I can write a blog on this, but that would be more work than it took to make this game.
Conclude:
I would recommend this game, as I still enjoy it on the phone exploiting morality, but after paying for this I know I won't spend another cent towards these cash grabbers. Bad developers in charge of a good idea for a game.. I fully understand that there are a lot of challenges involved when it comes to developing a VR game, especially when it's a large open-world RPG like OrbusVR. I also understand that you need money to be able to make games. However, as a consumer i have expectations of the quality and content of the products i purchase. Especially when a game costs as much as 40 euros.

OrbusVR is currently in a rough state. There are a lot of bugs, the combat is underdeveloped, a large portion of my view is obscured by all the items i'm wearing and everyone can be heard coughing and sniffing because voice chat is enabled by default.

That's not to say that there aren't any good things. The game runs well, the art style in consistent and the controls are pretty solid. You got your large open world, public events, quest givers, crafting systems and fishing. The fundamentals of an RPG are definitely there.

When you start off you receive all the abilities of your class right away. Most classes don't have a lot of variety in their moveset. From my understanding there are no new things you can unlock by leveling up, so i would essentially take the most effective combo and repeat it forever.

While i haven't been able to fully experience all of the content in the game, there isn't much on Youtube that indicates that the gameplay would become any more exciting later on. I had a positive first impression, but it felt like there wasn't much left for me afterwards. For that reason i cannot recommend the game with it's current price.

However, this game has tons of potential. I encourage the developers to keep doing their best and polish the game on their pace. I will definitely come back if there's a sale of if the combat gets an overhaul. Until then, i'll stick to watching videos.. Imagine stanley parable, but 20 minutes long and looks like it's from 1995.

Pros: I love the graphics, has multiple endings (about 5 endings), what you do affects your rank in the end (slacking off by taking LSD, going to the bathroom without washing your hands, and snooping around, lowers your rank).

Cons: No randomly generated tasks so when you beat the game you're just playing it again to get a different ending and achievements, the game is a little too short but the price justifies it.

Overall, I recommend it. Very good game indeed 8\/10. Meh. It's fun but the campaign was ~10 hours. I'm pretty much a single player only gamer so that's not really worth the price tag for me. I tried horde mode and that was kinda cool, reminiscent of COD Zombies.. Been driving the new cars and tracks in the beta. Absolutely stunning work. My personal favorite so far has been the Formula Trainer (either Novice or Advanced) at Cadwell Park. Terrific work.. Hey eveyone!

Here is a video review of what I thought of this game!

https:\/\/www.youtube.com\/watch?v=uRjz9-9Q_xg&t=18s

I had a lot of fun and well done to the developers for making a game that took me down memory lane to a simpler time!

game doesn't work with windows mixed reality. Don't get me wrong, it's a well made game, but it gets boring very quickly if you dont have dlcs.. Rising Islands is a 3D Platformer focused on fast gameplay optimized for speedrunning.

You run through the 13 levels with the goal to reach the end of the levels.

Your character owns the ability to change colors which makes you able to stand on certain platforms, grind on certain rails, walk up certain walls, you get the gist of it.

The platforming feels nice but sadly the game is really short. You'll finish it in about 1.5 h.

The cutscenes also are really boring because there is no music and also no voice acting.

Still if you like fast platforming games, you might like this game.

Rating:

Gameplay: 3\/5 - Some bugs, but it feels good

Level Design: 3\/5 - Standard

Soundtrack: 3\/5 - Standard

Story: 1\/5 - Boring and uninteresting

Graphics: 3\/5 - Pretty

Length: 2\/5 - Very short only 1.5 h

Replay Value: 3\/5 - Speedrunning challenges

Enjoyment: 4\/5 - I really liked it. Now that the game breaking issue has been patched, thanks developers, my only negatives I have left to say are, why is this not cross platform? Specially since the game uses a touch screen interface on the computer. The other issue being, it is optimized for mobile not computer, the touch screen commands are still there and it does not feel good on pc.

  I reccomend this game on the phone over PC.. Great casual game with plenty hours of content.. Tropico a great managment game. althoght now its probably worth getting the newer one. but if its cheap get it.