
EndCycle VS Download] [hacked]



Download ->>> <http://bit.ly/2SI0VWR>

About This Game

This is EndCycle VS the strategic fighting game!

Fight foes in intense, fast-paced situations by combining reflexes, strategy and the right attacks!

- Build your very own deck and create a unique playstyle, by combining attacks and styling them with your own effects making for... if our calculations are correct... more than infinite combinations!!!
- Alter the battlefield and use it to your advantage!
- Choose from several characters, or bring your very own sprite into the game!
- With the included modding tools, you can create unique servers with their own rules. Giant battlefield, cannon attacks only? Sure! Tiny battlefield, 1-Hit K.O? Absolutely! Every player is a squirrel and the soundtrack consists of bagpipes? ...if you must.
- Create GIFs with the provided GIF recorder, that lets you record events after they've happened.
- With the Discord integration you can see who's currently in-game, looking for a fight, or even view current fight results on the go!

Title: EndCycle VS
Genre: Action, Indie, Early Access
Developer:
12B3
Publisher:
12B3
Release Date: 1 Jan, 2019

a09c17d780

English







endcycle vs

Played the demo and just started on the Early Access version. Highly recommended, fun game with interesting brawler combat mechanics, beautiful graphics, and a great apocalyptic atmosphere.. This game has come a long way since the beta! The developer also listened to my feedback. Always showing the tower levels was my idea, and showing the range when you select a tower, etc. The graphics of this version is much better than on mobile. I wish the game had trap music instead of techno, but that's just my opinion haha.. Battlezone is a great little VR tank game. Its kinda boring if you play solo, but with a nice little squad of 4 chatting on comms its a whole lot of fun.

Graphically its kinda meh. Other VR games look better. Part of being of PS4 port I suppose. Gameplay is fun but kind of basic. Lots of nice weapons available.

Its a good game, not amazing.. The game is very well done. If you liked Eye of the Beholder and Dungeon Hack, you will appreciate this game. My only complaint is there isn't more of it. Don't get me wrong, the cost to content is quite fair. I just want more! Everyone repeat after me, DLC, DLC, DLC! :D. It may have been top notch of its day, but not anymore... The game is way too old and confusing. I recommend not buying it, and turning to games like MOW:AS or MOW:AS2

Played the game at EGLX 2018. As a Marble Madness/ Marble Blast Ultra fan, I have to say, this was worth it. The levels are not only fun, but also scale well in difficulty. I've already died quite a few times and not once did I curse the game for all the deaths, they were all on me and that makes me feel good. Great Game.. Having gone through depression, I can relate to this game a little too much.. What it lacks in visual graphics it makes up for in emotion. I had to stop a couple times because it just got too real for me. Great game either way.. Strange game. not much to do when you have food and water but cut wood, hardwood softwood and craft wooden boards for winter you can kill a pigs rabbits deers and bears and cook them but you rarely see animals in the city. you dont have quests to go here or there no one is asking you to get the staff of magnus, chasing or trying to murder you.

The worse thing about this game is seaching, because seaching consumes your life and your life is already on a timer.

Best thing about this game is the solitude the peacefulness of being alone in the wild, making any building your home making gardens and stuff, fishing hunting but after all that you'll go back to cutting wood for winter.

Which can cause boredom and quit to desktop syndrome.. Super fun and satisfying! Good amount of customizations and a ton of loot. Not to mention crafting and building possibilities. Multiple game modes (including a Creative mode) and lot of replayability. The Developer is awesome. The Breviks are just awesome.

Highly recommend this game!. This is one of those games that I wished I read the reviews on first. This game is terrible?! Don't waste your money here!

Small update on what we are currently working on:

At the beginning of April you can expect a small- yet exciting update, which let's you finally upload your mods, and also search for new ones inside of EndCycle VS very own mod-browser.

You can also run your own custom server with any mod you like!

Players that join will automatically get the mods installed and enabled so you won't have to worry about mod compatibility!

Once we are finished with this update, we'll let you know about the bigger things to come. We can't wait to see what you'll do with the modding tools!. **FEBRUARY UPDATE- TRI-WING AND MORE:**



ANOTHER MONTH ANOTHER HUGE UPDATE

This month we are proud to finally unveil the identity of the cute fellow who has been all over our promo-material: It's Rozu the Noise-Hunter!

And a special guest visits our growing roster: Tri-Wing!!!

Characters now have unique abilities, to make battles even more diverse.

A bunch of new Voc's and Styles also have been added!
We can't wait to see how you'll use them.

Here's the complete changelog:

! Rozu joins the Voxers!

- Rozu gains extra speed while he has full HP.

! Tri-Wing joins the Roster!

-Just like in it's own game, Tri-Wing moves in 4 directions and refills its gauge periodically

+ Character Skills:

Certain characters now have special abilities that switch up the way they play

+ Set Lobby Game Mode to 1v1 or 2v2

+ Quick-Match option

Choose the Quick Match option to quickly connect to any open lobby

+ Lobby Passwords

+ Edit Game Mode Rules in lobbies

+ Players can be kicked / made host from player list

+ New Menu visuals

+ Filter VOCs by Role

+ New Character Selection screen

+ Lobby Chat from Inventory/Shop

+ Reworked In-Battle Chat

* Added "4-High" to Stage Selection

* Improved VOC Inventory Navigation

* Player Element is now shown in Local PvP mode

* IceCubes aren't destroyed when hit by weakness anymore

* Ice Panels duration increased

* Practice Battles are now started out with a full gauge

* Regen rate increased by decreasing duration

> Fixed:

* IceCube explosion push/pull

> VOCs:

New VOCs:

+ Lv2 Telepunch

(Normal) Materializes a giant fist, which can be activated on your chosen lane

+ Lv1 ElectroRay

(Elec) Charges up for a beat, and then starts shooting a lazer ahead which damages entities multiple times and stuns them. Depletes VSG bar and keeps damaging as long as the button is held

+ Lv1 Meteors

(Fire) Creates giant meteors falling unto the battlefield. The longer you activate this Voc the more meteors will fall.

+ Lv0 ChargeFlame

(Fire)Charges up while the button is held, when the button is released a Flame Shot is shot ahead of the player if the attack was fully charged, otherwise the charge resets

+ Lv2 HotMagic

(Fire) Creates a mantle of fire right onto the user which makes all projectiles in the panel in front disappear instantly and that causes slight damage

+ Lv1 LogLaunch

(Nature) Shoots a log ahead which rolls along the ground. If the shoot button is pressed more often, the VOC spawns more logs at the cost of one bar per log

+ Lv2 Plantrap

(Nature) Sprouts vines directly in front of the user, healing the user and damaging the enemy as often as the attack button is pressed, reducing the VSG bar slightly every time.

+ Lv1 Caffeine

(Normal) Pulls the user three panels ahead.

+ Lv2 WideSword

(Normal) Slices a 1x3 area in front of the user

+ Lv0 Push

(Normal) Pushes any object one panel in front with a big fist back by one panel, dealing slight damage

+ Lv3 ChronoRip

(Special) If hit within a short time span the time slows down for a short moment and the user moves behind one panel

+ Lv3 TrndWtrr

(Water) Shoots a water bomb to the designated panel, which freezes hit panels in a plus

Removed VOCs

- Lv2 Cannon+
- Lv3 Cannon++
- Lv4 Grenade+

Balancing:

- > Lv2 IceCube: HP--
- > Lv5 Lightmass: HP--, Lv4 -> Lv5
- > Lv2 StunWave: Stun--
- > Lv2 Dualeaf: Power--, Crush--
- > Lv2 Mosquito: Range++

> Styles:

New Styles:

- + Lv1 Up
- Pushes target up
- + Lv1 Down
- Pushes target down
- + Lv2 Copy
- Gives target the element of the used VOC
- + Lv1 Rush-Up
- Moves Player one field up before using the VOC
- + Lv1 Rush-Down
- Moves Player one field down before using the VOC
- + Lv1 Rush-2
- Moves Player 2 fields forward before using the VOC
- + Lv1 Rush-3
- Moves Player 3 fields forward before using the VOC

Balancing:

- > Heal-1 / Heal-2 / Heal-3: Heals user on hit
- > Heal-2: 100 Heal -> 150 Heal
- > Heal-3: 200 Heal -> 250 Heal



. April Update!:

Hey everyone hope you're having a wonderful spring so far!

We took the nice weather, as a chance to shut the windows, sit down in front of our PCs and create this new update!

Here's what you can expect:

+ Added in-game Mod manager

Now it's easier than ever to put anything you like into the game!

+ Added Mod browser to up- and download mods in-game

Do you want to share your mod with the community, without actually having to leave the game?
Now you can!

+ Game now automatically synchronizes mods with server

Join a server that has a mod running, and the game will automatically install that mod for ya, so you can enjoy and share all the wonderful possibilities of modding!

+ Reworked Tutorial and Tips menu

We gave this one an overhaul so new player can get the hang of the game more quickly, and veterans can see neat tips and tricks to enhance their playstyle!

+ Reworked entity HP/Crush gauge

It looks prettier now.

We hope you enjoy this update, which clearly has a modding focus.

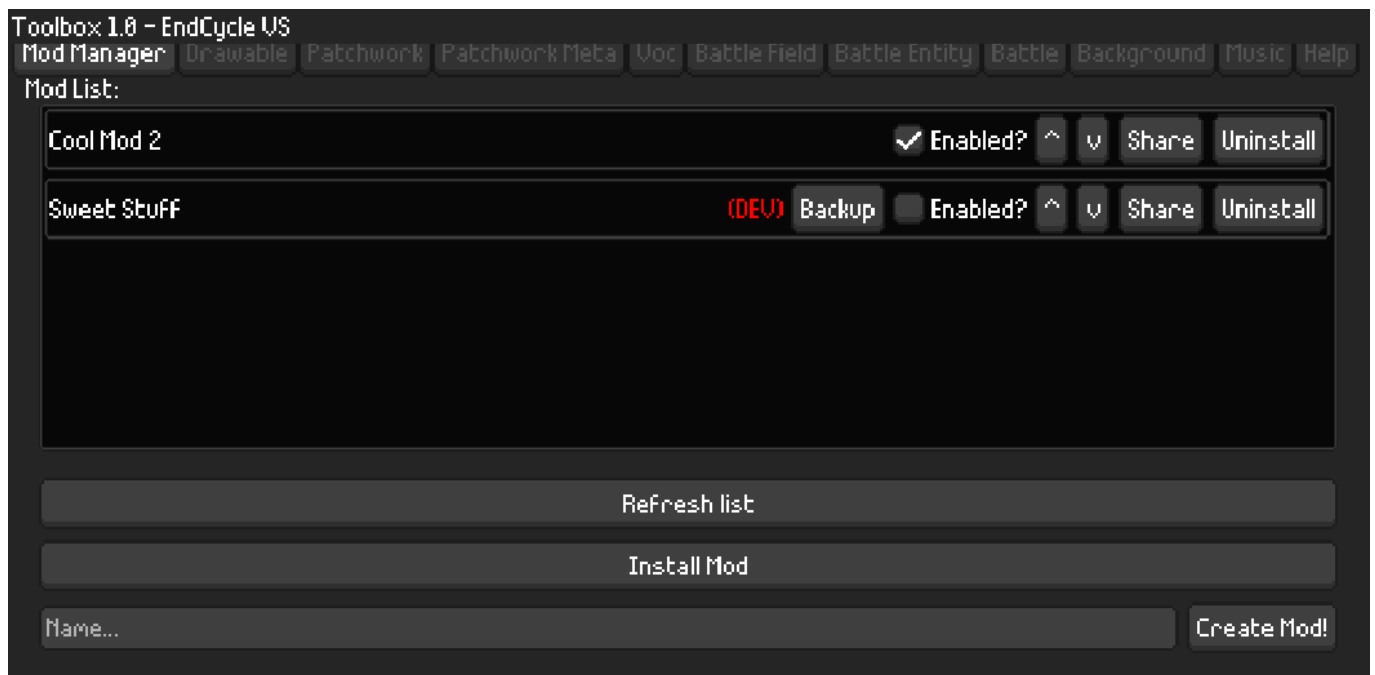
To all the none-modders out there:

We're already working on the next update which brings new content to the base-game.
You can look forward to exciting gameplay-enhancements!

Have a lovely April!. **March Toolbox Update!:**
Hello lovely Cyclists!

With this new update we're introducing you to ONE NEW BACKGROUND!
...but more importantly we've updated the in-game modding tools now allowing you to modify EndCycle VS to a greater extent!

What is also new, is that you can stack up multiple mods at once, and integrate up to 1000 of your own characters into the game!!!



If you haven't gotten into modding yet here is what you can do in EndCycle VS:

-
- Add new playable characters (sprite, stats & abilities) to the Roster
 - Create your own battlefields
 - Create enemies and define their AI however you want
 - You can of course create you own background as well
 - Add your music to fights
 - Change the sound effects of the game
 - Heck if you want to you can change any sprite so you can even remove our beautiful logo
 - Use *every possible variable* to create unique attacks

Here's some ideas of what you can do with these variables:

- Change the attack range and trajectory!
- Chain multiple individual attacks together to form a combo!!
- Make the attack transform and interact with the battlefield!
- Add custom sound effects!
- Change its element, power and level!
- And much much more!

And all of the modding can be done through the toolbox UI! No coding necessary!

On the content side of things, here are some extra things we included with this update:

- "On Sale" tab in shop
- Power/Crush display when looking at VOCs
- New VOC icons
- Overhauled shop UI

We'll be posting more posts and tutorials on how to mod the game very soon, so stay tuned!
[Join our discord and chat with us / other fans!](#)[discord.gg]

[Little Lost Robots rar Free Download](#)
[Planet 1138 download with crack](#)
[UFO Combat 2000 torrent Full](#)
[Blake Stone: Aliens of Gold download in parts](#)
[Fantasy Grounds - Trail of the Apprentice: The Thieves' Den \[portable edition\]](#)
[Victorian Admirals download xbox 360 free](#)
[The Caligula Effect: Overdose - Mifue's Swimsuit Costume \[key\]](#)
[Premier Buggy Racing Tour cracked](#)
[Mango Cart download direct link](#)
[Wake Up Activation Code \[serial number\]](#)