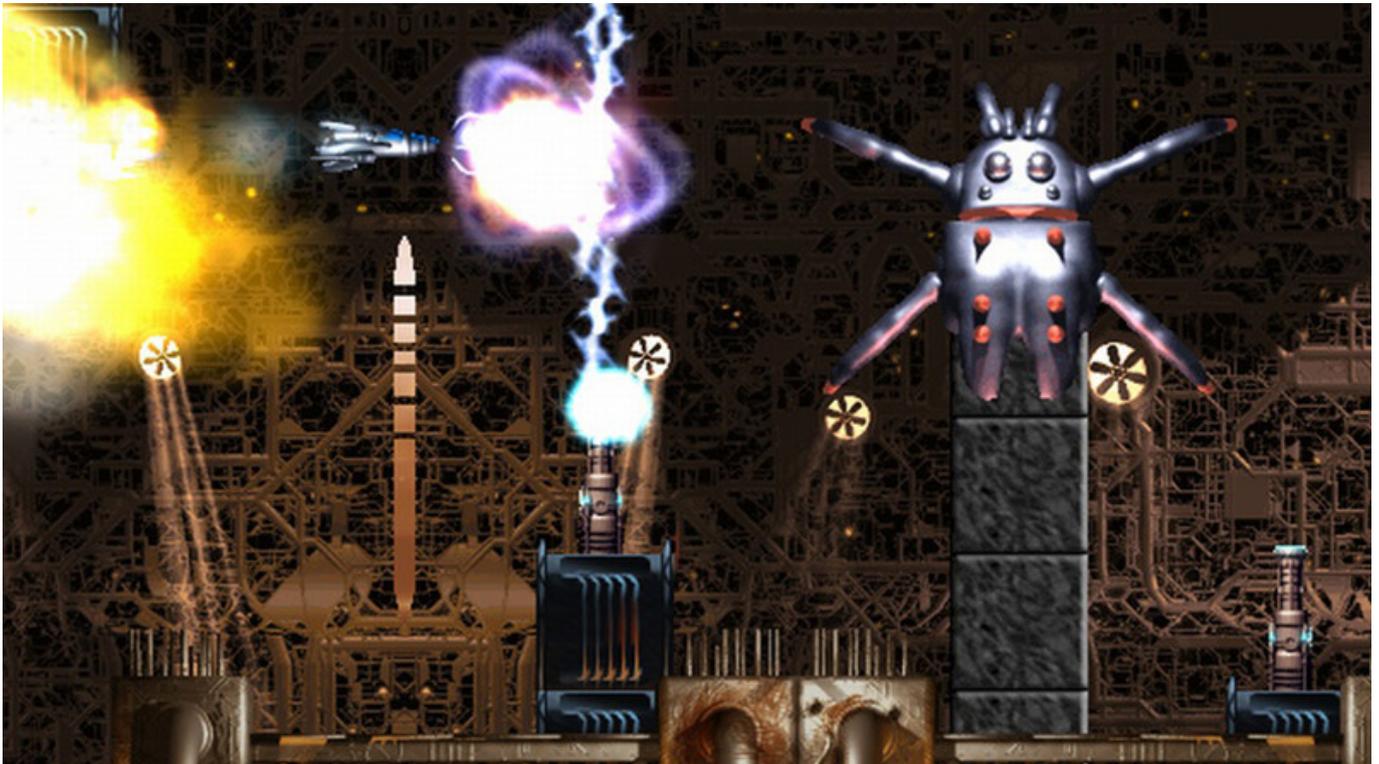

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About This Game

Fistful of Frags was born years ago as a Wild West themed modification for Source engine. It has been completely renewed for its Steam release, paying special attention to combat mechanics.

Also please note this is a completely *free* standalone mod, no micro-transactions exist, no registration required. Just install and play. You may see ads when joining certain third party servers that host our game for free. That's however completely unrelated to FoF dev team, we do not profit from them.

Features

- Shootout (classic death-match / free for all) and up to 4 team death-match: non stop, all around action. FFA supports ladder based global ranks.
- Teamplay mode: objective based game mode featuring zone capture and 'push the cart' levels.
- Cooperative mode: up to 6 players; features missions as bank assault, last stand, push
- Singleplayer challenges and missions: learn the game alone, master the skills you'll need later at your own pace
- Other multiplayer modes: Grand Elimination (a fast paced Battle Royale like mode), Break Bad (team based death-match like mode featuring custom rules as unarmed players or objectives), Team Elimination (kill the entire enemy team once at least to win the round), Versus (1 vs 1 duel matches, each map features different arenas, fair match creation

based on player rank/skill)

- Detailed dual wield system: double dynamic crosshair, weapon flip for extra accuracy options, drop or throw your handguns as projectile attack
- Advanced multiplayer bots for off-line practice
- Historical black gunpowder based weapons as Colt Peacemaker/Navy/Walker, S&W Schofield, Volcanic pistol, Deringer, Smith Carbine, Sharps rifle or Henry Rifle
- Customization options: choose primary/secondary weapons and special perks
- Skill based scoring system: the more skill required to accomplish an attack, the higher score is
- Source Engine 2013: community managed dedicated servers, LAN support, 3rd party level design and user customization allowed

Title: Fistful of Frags
Genre: Action, Free to Play, Indie
Developer:
Fistful of Frags Team
Publisher:
Fistful of Frags Team
Release Date: 9 May, 2014

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Minimum:

OS: Windows® XP

Processor: Pentium 4 3.0GHz or equivalent

Memory: 2000 MB RAM

Graphics: ATI Radeon 9600 or nVidia GeForce 6 series

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 4 GB available space

Sound Card: DirectX 8.1 compatible sound

English,French,Russian,German,Czech,Hungarian,Polish,Portuguese,Swedish,Simplified Chinese,Traditional Chinese,Korean





DEVADE



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i might be a little biased because i love the original pit. (still havent beaten it lol)

here is a summary of my first run. died by disease on floor 5, now thats not a good start. but thats not my point. a majority of things could be improved and here are some of the problems i encountered in my first run.

crashed once.

disease and poison stoped working for a while.

computers dont give data?

motion tracker didnt work.

and one case of bad rendering.

despite all this i still had fun and hope things improve greatly in the future!. Passed through, it seemed to me rather difficult at the end, especially the last level, I had to think well, I advise you, as a little expensive puzzle, at least enjoy pleasant music 7/10. I have always loved platformers that look amazing, and Boss Baddie's title Lunnye Devitsy definetly makes that list. Now if you're looking for a story that tells you every single piece of the puzzle, you're not going to find that in this title, but you will have to go looking for them. See, one day, a little Moon Maiden, our heroine of the story, falls off the moon! On a normal day this would seem like a serious misfortune, but our little friend never fears, because throughout the bizarre world below there just so happens to be several helpful ways of getting back home. With helping a geologist find his moon marbles, a scientist to build a rocket and blastoff, a relay station to get its message out, discovering that gravity has some very "loopy" consequences, finding a springboard with some astonishing power, or having the postman make a very long-distance delivery, getting home has never been such an adventure! Even more so, because once you've made it home all those ways, you'll discover a magma monster has lost all his pocket change and once you've collected it for him, he'll give you quite a lift.

Lunnye Devitsy puts wonder, entertainment, and, of course, that good old feeling of accomplishing something so much bigger than you in the genre of platformers. There's mystery, a few scares, and a good bunch of cursing involved for everyone. It's the journey home that makes Lunnye Devitsy such a fantastic title to add to your Steam Library. Run, Jump, Double Jump, and Dive into this platformer for an excellent adventure with outstanding music and sound effects. It's a great excuse to spend some time with a little friend from the stars and send her on her way back home.. Picked up FROG X BIRD as I have played some of the other games by the same developer and I have to say they have improved since their last release. I recommend this game to any group of people who want to sit down and have some Intense Local Battles with super awesome stylized backgrounds and characters.. very short and really random to the point of no common sense.. Company of Heroes in WW I.

It works around as well as you would imagine. (not the luckiest of combinations if you ask me)

Texture work, new gameplay features and VO are expertly designed and executed. If for nothing else you should give it a try for the effort and the experties put in. And then there is plenty to enjoy as well...

As for me. I am eagerly waiting for the addition of Austria-Hungary, before jumping full blow into the game.

I mean, my profile picture is Conrad von Hötendorf in sunglasses.... I had a good time, received this from Sega as it's Sonic Mania delay apology.

-It's a good game, it's not the best, it's far too easy for experienced players, i mean, i took me a few hours max to finish this with all the 6 Chaos Emeralds.

-The soundtrack still one of my favourites, being Marble Zone, Labyrinth, Scrap Brain and Final Zone the ones that i enjoy the most.

-Gameplay it's okay, you can do things the fast way or the "i'm afraid to lose a life so i will run slowly". Level desing is amazing for the time when this was released.

-My only complain is that this is not the Re-master that android has, and it's really a shame, but it's okay.

-I experienced some fps drops, maybe it's because of my pc, maybe because of the emulator, but i don't know, mostly it happens when i get hit underwater and the rings are spilled all over the place.

Thanks Sega, not for the delay, but for at least giving us something to kill time.

It's not something WOAHOH WOAHOH WOAHOH WOAHOH, but.. it's something, other companies do not give a

about how the people that pre-order feel about a delay.

I really not approve this, because I got spoiled already, and it could be better a delay in all plataforms, not just PC, but, okay, it's your business, not mine, you know your deal. Anyways, hope next time give us, something related to the game itself, like it's soundtrack, a demo, a special feature and not an old 2 dollar game.. do you like boobs ?

do you have alot of money ?

do you have a life ?

do you have hope ?

and most importantly, do you have girlfriend ? {probably not}

well your in luck this product will not get your hopes up and your not gonna see some nude♥♥♥♥♥you perv

and people will see you as a perv and introvert you are

SO HURRY BUY THIS GAME NOW

*p.s = this product will eventually make you think about your life and kill yourself cuz you spent you money for nothing ... on the bright side ... you can see some boobs ... hehe. A fun pool game that shouldn't be taken too seriously.

+ This is a unique game you will not find anywhere. A lot of creativity has been put into this.

+ More than 100 levels (i'm not spoiling anything, this is something you will know at the beginning of the game)

+ One unique music track per level. Can you believe this ?

- A little bit too repetitive

- There is a little too much of randomness involved in some levels. Fortunately, the game is very forgiving.

- Not keyboard/mouse friendly. I recommend playing this on gamepad. A patch will maybe fix this.

I wish there were more game like that on Steam.. DO YOU WANT LIKE IN UKRAINE?! DO YOU ♥♥♥♥♥ING WAND MAYDAN?????!!!!

This game is really really good on the vive! It's nice with a seated game for a change as well. It's really well polished and the gameplay is absolutely amazing. This is a must have for VR. For 10 bucks this is a no brainer. Get it. i thought this game whas cool but its terrible and the multyplayer doesnt work i think 10/10. Only because I have all SH games.

Wouldn't play this one if I wasn't a freak of the whole series. utter♥♥♥♥♥will never play again so boaring and barron land with no objective but to kill some ♥♥♥♥♥. Una historia de venganza... protagonizada por conejos humanoides que pelean brutalmente, este es el padre de Overgrowth.

Un♥♥♥♥♥juegazo "indie" de hace años no conocido muy barato de offer.

Pepinote de combate, no lo juzgues; Un buen juego.

8,5/10.. I got this on sale and I ignored the negative reviews because I love these types of games. The rubbish ones usually have redeeming features for genre fans like me. Not this one. This may have been fun in the early 90s but not now. This is soooo basic and not in the awesome sense like the classic Stars! it is basic in that it feels incomplete and or was not thought through.

The sound is basic.

The mechanics are basic.

It is not compelling at all.

I left a postive review for Lords of the Black Sun and I even found some joy in Apollo 4x. That should tell you something about how low my standards are. I can't say anything good about the game apart from that it works. I'm sorry Crispin Games, please do better next time.. I have a demo video uploaded on my youtube page here: <https://youtu.be/V0Gmfo0KGLzc>

To me, this is a fun simulation to play or demo to others. Although the graphics are simple, it works for what it is. The controls are easy to learn and you can just jump in and play, but the tutorial portion of the game is always there in the begining which can be a little anoying wwhen you already know the controls, it makes you go through them each time. I hope the developer adds some really tall skyscrapers or bridges with construction, like lifting I-beams or equipement. Inside the platform of the crane is very basic with no other interaction besides controlling the crane itself, would be nice to be able to use some of the buttons on the fuse boxto say start up the crane, or the elevator, maybe some alarms or safety switches, I dont know, make you have to start it up etc. There is a constant musical beat repeating in the background that gets very repetative quick, would be nice to be able to mute or change, perhaps add your own tracks from steam library. Also no way to end the game inside the game, no menu. Thoes are a few things that I would say needs a little work, but the fun factor for me is the job simulator kinda game, your a crane operator loading and unloading containers on a cargo ship, with a time limit and money earnings...what can you buy with the money...not sure yet, maybe the developer will figure out something, but for now the money is your score :) So if you've ever wanted to be up in a crane picking up containers and moving them into position, this game is for you. As for replaying, sure I will try to beat my score with better precision and less damage and will continue to play if more areas are developed. The tutorial was kinda fun...

Then when u go online against other players this horrible creation shows its true disfigured face of disgust.

VOMIT

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