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About This Game

**** Stream Games Only works for TWITCH.tv Streamers ****

Stream Games is a set of mini games that Twitch Streamers can play with their viewers' interaction

As a Streamer, you can connect Stream Games to the chat of your channel and allow your viewers to participate in mini-games to earn points.

You can enter the commands that the bot of your channel uses to add points to the viewers, if it use any. That way, your viewers will get points when winning the games.

Multiplayer and interaction only works through a channel chat from Twitch (twitch.tv)

Title: Stream Games
Genre: Casual, Indie
Developer:
Brogames, IceMakerZero
Publisher:
Brogames, IceMakerZero
Release Date: 6 Jul, 2018

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Minimum:

OS: Microsoft® Windows® XP or later

Processor: Dual Core 2.0 GHZ or Better

Memory: 512 MB RAM

Graphics: Compatible with DirectX 9

DirectX: Version 9.0

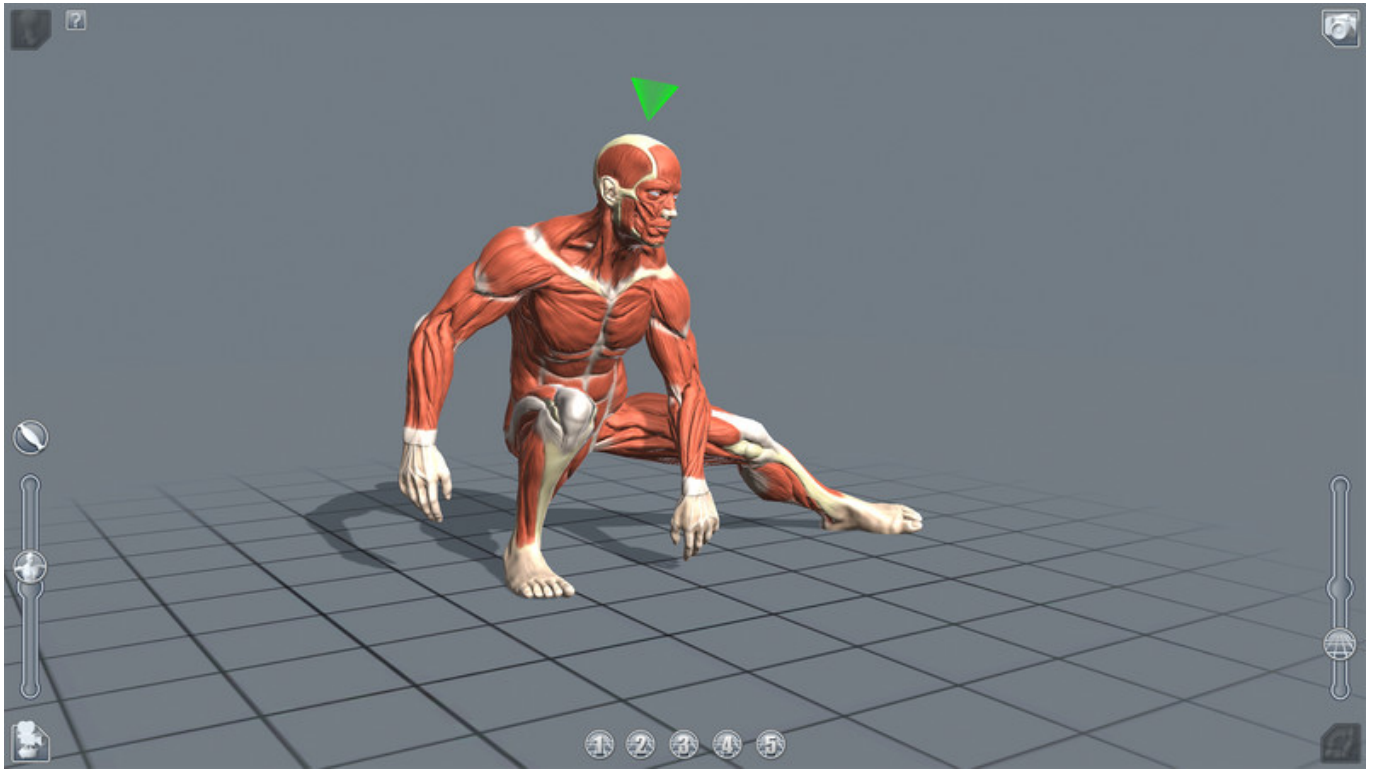
Network: Broadband Internet connection

Storage: 30 MB available space

English







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Star Story is an interactive novel/RPG. This is a bit like Oregon Trail in that you coast along a fixed sequence, from one encounter to the next, making decisions on the way. There's a simplistic 2D combat system where you click on various attacks and use shields and bandages to win the combat. You make various decisions with undetermined outcomes to progress through the game, collecting points which represent the characteristics of your choices (intelligence, compassion and fighting ability seem to be the three areas you grow in).

There's a number of flaws with this game... the writing is quite bad, there's no proper graphics customisation settings. Gameplay is pretty boring considering this is on PC, it might be good for very casual gamers, but I'm not sure who it's supposed to appeal to. At least it doesn't have retro pixel graphics. The \$15 price tag is extremely high given the very mediocre quality of the game (2D graphics.. it' 2018, come on...). You can get way, way better games for \$15.. Instead of making this try to remake playstation home?. Is a good addition to an already addicitive game.. The game was bearable for the first 20 minutes or so. The camera control is terrible making movement very difficult. The movement is a whole differnt story. The first maze is when I call it quits. Impossible deal with. Character detection is terrible. I died by walking into a non moving trap door.

I actually hated the game the moment I started the game. The music is interesting but super loud. On top of that, there are no settings options.

Good concept but I rather play clicker hero than this.. This game needs a lot of work, but it's the most fun I've had in a game in a long time. Even with all the bugs and crashes it's still worth picking up.. foi pra onde, macaco. I think it's a downgrade from the original. Watchdogs is a dark and emotional story, while Watchdogs 2 is a comedy and is light-hearted. I will say the side-missions are fun but that's about it. There's more focus on hacking than on the gun system (which was the opposite in the original Watchdogs) but that's what mad the original so good. The characters also don't get nearly enough screen time. If you want a fun gameplay game than get this, but if you like story driven games, prepare to be dissapointed. Honestly, the game is enjoyable and you should give it a go, but wait for it to go on sale. 6/10. Good game. Worth up to \$25.. In this game there are a few glitches here and there but the gameplay is amazing. I would rate it 8/10. I'll preface this by saying this game isn't for everyone, not by a long shot. The games main mechanic is hunting down hidden objects and talking to NPC's which reveals more of the story as you progress.

The story is quite interesting and plays like a PKD short story with all the associated twists and turns. Visually, I was impressed and liked the aesthetic the designers went for with it's 60's inspired psychedelia. All the voice acting is nicely done, and the soundtrack feels appropriate, if not a little sparse at times.

The game itself can be finished in a couple of hours, and I can't really imagine there to be much replay value. There are a few

bugs present, and objects can sometimes be frustratingly difficult to collect even though you know they're there.

Overall though I enjoyed playing the game, and would recommend it to fans of PKD and those who are looking for something a little quirky and different.

Great game so far and it seems to be a fresh take on the RR strategy game while keeping with many of the genre's traditions. I'm looking forward to see how this game develops, but it feels pretty solid so far.. Okay. This game. This game is terrible. This game is restrained from what it could be. I just deleted this game right after I played it. Literally worst horror experience. The game is restrained because of ♥♥♥♥♥ gameplay, but also because you can only move your mouse at ONE. SET. SPEED. Not how fast or how slow you move your mouse. You can change the speed in the options, but that's just the speed you're gonna go. So if you set it low, you move like an autistic turning his motorized wheelchair. Too high, you're gonna be constantly adjusting your mouse to be going the right direction down the hallway.

Also, this game has multiple endings. No mercy. Go the wrong way down the hall? Jumpscare!♥♥♥♥♥outta luck, too. I have a beastly desktop that has 32 gbs of ram, a 4k screen (cap at 60 fps :() and a 1080. The loading screens are 3 minutes long. To get back to where you were, that's atleast 10 minutes. Is gey. 2/10 for being a functioning game. it ♥♥♥♥in sucks. Bought it.

Played one game. Won with 1 piece of clothing left on Kyle.

I am a strip poker god aparantly.

As much as I LOVED the original game, This DLC seems a bit.. Off?. I'm about 6 missions in. There's nothing casual about the gameplay. Each mission is timed (1 to 2 minutes), giving you little time to look around. Tasks just involves clicking in a series of areas to produce a certain final product. Bonus items also requires that you look around the scene and find it. Obstacles (like moles) try to impede your progress. The only way to get rid of them is, you guessed it, click on it.

I was looking for a sandbox mode but can't find the option. I originally hoped this game would be some sort of cartoony sim farm, but all missions are timed leaving you little time to actually enjoy the game.

Wouldn't recommend this game.. 6/10

Reasonably fun, but quite basic and not very consistent. I get the feeling that it would have worked better in 2D.. Classic title, great HD remaster from original worms 4 and 3d.

Although, its better to get it only when on sale it isnt worth buying on full price.

Highly recommended if its on sale.. version 0.63a)

Yeah it's not bad.

It's not finished of course so a lot of the missions feel a bit rinse and repeat. The skills don't seemed balanced somehow. Levelling up doesn't seem that big a deal. You gain a new skill pick, then forget to use it because your current play style is still handling the enemies you are encountering. Instead new and better loot become more exciting.

The casual encounters at space stations currently seem like place holders. Yeah you get the quest givers, the new hire and the random 'bonus' people, but it ALMOST feels like there is a full universe just below the surface waiting to be brought in during the next major upgrade.

Combat is clean and works. Feels a bit like XCOM, just without the animation and constant mini cut scenes.

Pros - game is what it sets out to be; a squad turned based tactical combat game with campaign
- cheap

Cons - it's not finished as yet

Hopefully this will continue to grow and evolve as the devs push out more updates but, within the restrictions of early access, the game shapes up well so far.

Thumbs up

ELDERBORN Content Patch #2 delay and why:

Update we are working on is bigger and more significant than we assumed while deciding roadmap. Read more in statemant

below and join us on discord :)

<https://discord.gg/2wu7Cpj>

ELDERBORN

ELDERBORN DEV STATEMENT

“SIX MONTHS IN EARLY ACCESS”

APRIL 2019



Warriors!

TL;DR

We didn't make it... in March.

Please be patient, we are still here and doing our best.

Can promise changes, can't promise dates.

We know everyone following these updates is expecting our next content update arriving very soon. We need to ask you, however, for some patience. We're delaying the release of new content to have time for some additional development, testing, and polishing.

It's 6 months of **ELDERBORN** in early access so far and from feedback gathered to this day we can distinguish some main flaws. Combining it with the things we promised so far and also with what our most active players pointed out to us via Discord, Steam Community Hub and Twitter, makes things pretty challenging to manage. It may seem overambitious but we aim to address most of those mentioned issues.

We're sorry if the additional wait comes as a disappointment, but we're working hard to make sure everyone will see it was worth it.

Feel free to join our Discord server if you have additional questions and want to be among the first to find out what we're up to.

Stay metal!

THE HYPERSTRANGE DEV TEAM



. PATCH RELEASE AND LIVE

STREAM:

Our first patch goes live tomorrow at 7AM PST! To celebrate this our Community Manager, Jakub, will be streaming the game on Steam at 10AM PST.

Join and let your friends know so that they get a chance to win some game codes during a giveaway.



. EARLY ACCESS ROADMAP:



GREETINGS, WARRIORS!

A week after the launch of Early Access we would like to present you our roadmap with updates we are planning. Your feedback is very important for us and it is already proving to be fruitful, for which we want to thank you.

There will be two types of updates: Tech Updates, with changes to performance and general user experience, as well as Content Updates with new areas, weapons, etc. The roadmap contains only the key points for each update but there will be more coming, including achievements, weapon balance, gameplay elements and so on - we will be sharing with you more details in advance, so please stay tuned for future posts!

ELDERBORN EARLY ACCESS ROADMAP

Tech Update #1 - November 2018

- Improvements to optimization
- Key bindings
- Enemy AI improvement

Content Update #1 - January 2019

- First boss fight (Janus)
- Intro (the first version for lore introduction, will be improved later)
- Two additional locations
- At least 1 new weapon

Tech Update #2 - February 2019

- Blood decals
- Gore setting (no blood, particles or particles + decals)
- Full controller support

Content Update #2 - March 2019

- City level
- At least 1 new weapon
- At least 6 new types of enemies

Content Update #3 - April 2019

- Second boss fight (TBA)
- Temple level
- At least 3 new types of enemies

-
- At least 1 new weapon

Final Release - May/June 2019

- Final fixes and upgrades
- ELDERBORN in its full heavy metal glory \m/

. TECH UPDATE #1 IS LIVE!:

Today we have brought you the first Early Access update!

As listed in our [roadmap](#) published shortly after the Early Access release, Tech Update #1 brings some new features and gameplay changes, including those based on your feedback. We want to strengthen the fundamentals of our game before adding more content early next year.

Some changes have been implemented, some not, some are still being discussed - you can find out why below and as always, let us know how do you find how the game has changed and... **keep being awesome!** \m/

PS Don't forget about our livestream starting at 10AM PST!



- **Some changes are based on your feedback and some just follow the design decisions so we:**

Added option to map buttons

Added option to turn on direction double tap to Dash

Added option to toggle crosshair (may help if you are feeling dizzy sometimes)

Fixed camera movement during attacks and walking (should feel more weighty now)

Fixed AI a bit (Shielded zombies actually use shields now)

Added a lot more player HP, so you can face this improved AI with no frustration

Changed enviro a bit, to keep the game tempo

Changed enemies' placement for the same reason

Added a hitstop effect to each connecting attack, feedback on hit is now cooler
Rebalanced all weapon categories, changes in range and knockback power
Reduced parry window, you guys were too good at it
Highlighted traces of enemy ranged attacks
Nerfed Kick: bigger recovery, less pushback. But now deals a bit of damage! :D
Fixed sound options
Improved optimization (you should see the difference with more stable framerate)
Left some enemy items in-game after you slay them
Changed Sprinting logic. It's now a separate action, you don't need to hold it down anymore (works like in modern FPS titles). Let us know your thoughts on this since we are considering another change here

- **The main focus at the moment:**

Dungeon - Boss Fight
Dungeon - Hell section
Story introduction
Treasures are being reworked, but we are not sure when will we introduce them in the new approach. Also, we are testing some power-ups ideas
The City is growing

- **What didn't we do and why:**

Flying limbs and corpse interaction - for now, it's overkill for game optimization. Even if it works somehow, we will not include it anytime soon due to game performance
Player ranged attacks - still no ranged combat for you but... we have an idea that we want to discuss with you sometime soon, on discord maybe
Stealth and glory kills - even if we would love to make it true, we can't. Time cost could kill the process of finishing the game and possibly the core game design also. Too risky.
Enemies reanimation. Some of you don't like it and want it to go away but it has its reason and purpose. There is a connection between your respawn and theirs... More on this in January! :)

**. CONTENT UPDATE #1 IS LIVE!:
WARRIORS!**

The end of January brings you the first Content Update!

With the new Early Access version of ELDERBORN we are introducing a number of new elements. **You now have the opportunity to fight General Janus who wants to put you down with his sword.** Who is Janus? Our introduction video will give you a glimpse of ELDERBORN's story, but this is only the beginning of what you will learn in the future.

We also feel that the game has been too easy, so we introduced some changes which should make it more difficult. We are looking forward to hearing your opinion on how the game is evolving, as well as how do you find the Janus bossfight - we'd love to know what you think about him, please share your strats with us! Maybe you have any exploits to beat him easily?



Here is a more detailed list of changes:

- Intro video (for lore introduction, might be improved late)
- Bossfight against General Janus
- New level with a new type of trap
- New weapon: sharp and deadly Officer Sickles
- Weapon rebalance
- Player balance changes
- New music tracks and updates to tracks which have been already available
- Enemies have better AI and use new attacks and moves
- Javelins no longer pass through enemies - instead they hit them
- Improve enemy reaction to hits, including one enemy hitting another
- Item and weapon placement has been modified
- End-game shows more upcoming content (it has some shots from the City level and is really worth checking out!) - please note that the loading screen there is quite extensive
- Polish language is now available (Steam client interface needs to be set to Polish)
- Target framerate limit setting
- Improved optimization

-
- Various bug fixes
 - We also need to mention that due to a new level and some changes in the placement of items and weapons we had to make old save data unusable - when launching the game after the update you will have to start from fresh regardless of your progress in the previous version.

What we decided to push to future updates:

- Changes to collectibles (we are redesigning gold)
- Power-up (same as gold)

What we are working on for future deliveries:

- City level (let us know what do you think about the footage available after beating Janus!)
- General improvements to player controls, movement and weapon
- Blood decals

Good luck, WARRIORS!

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