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About This Game

Lance A Lot is a local party game that pits 4 friends against each other in GLORIOUS rocket-powered combat! Fly across the sky on a noble rocket steed and use your lance to send worthy adversaries plummeting towards the ground. In the end there can only be one knight left standing!

GLORIOUS FEATURES!

- **USE YOUR LANCE, A LOT.** A single strike with the tip of the lance is all it takes to unseat an opponent. Hence, you are always one hit away from triumph – or defeat.
- **JOUST ON ROCKETS.** Because horses are for peasants – true knights battle in the skies!
- **PLAY WITH PHYSICS.** Most objects in the environment can be bounced, bent, thrown or moved.
- **CHANGE THE RULES.** Play around with different mutators to create your own style of jousting.
- **DOMINATE THE SKIES.** Compete across a variety of islands in 4 different modes. Duel rivals in single combat or clash in free-for-all modes like King of the Hill and Capture the Flag.

Title: Lance A Lot: Classic Edition

Genre: Action, Casual, Indie

Developer:

Brimstone

Publisher:

Brimstone

Release Date: 18 Oct, 2016

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Minimum:

OS: Windows 7 or later

Processor: Intel Core i3 or equivalent

Memory: 2 GB RAM

Graphics: GeForce GTX 460 or Radeon HD 6850 (for 60fps in 1080p at Low, or 60fps in 720p at High)

DirectX: Version 9.0c

Storage: 1 GB available space

Additional Notes: Controller for each player is recommended (keyboard supports 2 players)

English,French,Italian,German,Japanese,Polish,Russian,Simplified Chinese,Swedish



TANK DESIGN

Day 190 Year 1

Stats

T-2 'Cruiser'

Generation	1
Engine	V-6 Tank Engine
Main Gun	48mm L/42 Anti-Tank Gun
Machine Guns	1
Suspension	8-Wheeled Type Suspension
Armor	
Front	40 mm
Weak Points	1
Side & Rear	20 mm
Weak Points	3
Top & Bottom	10 mm
Weak Points	1
Weight	20 t
Speed	48 km/h
Reliability	82 %
Off-Road Capability	16/100
Production Cost	1160 PU
Note	Partially open



Anti-Tank Firepower



Anti-Personnel Firepower



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1. Battalion **Kraut**

19. Battalion **Dragren**

Nuryga



Calendar ¹⁶ Challenge 19/21

Prestige



Win and get



Bonus



Rank



Next Rank Private



Bonus Budget +2 GP



Keep you engineer alive (or exterminate the enemy army)



VICTORY



7 TURNS



25 S.



18



ENGINEER

Your army



Menu

Continue



lancelot classic edition

this game is so great like geometrydash. A new game meant to look old, i dunno. Another variant on the block puzzler genre, Yosumin! sees you play on a 9x9 grid of blocks where you have to click on four blocks of the same shape/color to describe the corners of a square or rectangle, which transforms all blocks within that space into the same colour as the selected corner blocks before removing all those blocks then replacing them with another mix of blocks. BLOCKS!

Each stage sets you objectives, ranging from the simplistic, like removing a quota of specific coloured blocks, to the more challenging, such as clearing an entire board with one move (this move being where the game gets its name, in the same way Tetris is the name given to clearing the maximum of four lines in a single drop), with each stage being cleared by completing all of these objectives.

The whole thing starts off at a very basic, and even mundane degree of difficulty as you breeze through the majority of the opening stages in the space of a couple of minutes, but by the final quarter or so of the game this is turned on its head as the ever-strangling time limit can soon grind you down unless you have very sharp eyes or a lot of luck finding the right blocks to match. This deceptively high difficulty spike of the final stages seems very at odds with the casual, child-friendly presentation of every aspect of the title and may see many quit before reaching the end, even with the extra added help of bonus unlocks which act as perks to aid in varying elements of play.

But even if you do quit by then, ultimately you're not really going to miss out on all that much. The opening few hours play much the same as the final hours save for some minor added elements and complications added to proceedings that actually change things very little of the game beyond its initial premise. So a pretty throwaway, repetitive, yet inoffensive title (except for maybe the audio, which you might want to mute) that might not stick with you too long after you play it, but which still holds some fun for those looking for their quick puzzle fix to dip in and out of. Pick it up when it's cheap, play it, enjoy it a little, forget about it, move on with your life. Yosumin!. Great game. But only one problem. NOBODY PLAYS IT!!!! It is too good of a game for no one to play it. Cough up 10 bucks people. pls. i cri evry tmie.. This game might be worth playing if there were some type of instructions to tell you how to get full screen. It also lists as partial controller support, but good luck finding out how to make that work.

I was lucky enough to have someone in the forum tell me how to engage full screen, but I don't think I will play this game using just the keyboard.

So, until there is some type of game manual, or maybe a word from the devs on how they expect us to play, (or not play) I can't recommend this one.

PS. If you don't agree with MY opinion in MY review of this game that's fine, just don't spam it with trolling because I'll just delete your comments anyway.

Thanks.

EDIT: After voicing my concerns about the options and such the developer has released an update adding an options option in the main menu.

In the options menu you can choose full screen and I have tried using an xbox controller and it does work perfectly.

Based on these things alone, (especially the quick response from the developer) I feel I really need to change my recommendation.

I also have to admit, now that I've been playing a short time with the controller the game is rather pleasant and the attention to detail, (in game) is commendable.

Worst version i ever played i preferd PS4 !. Update Version 1.2.2096 is not compatible my system. It shows installation failure. I contacts by email. It cannot solve it.. Game wont load.. *Update - No signs of updates in the last 9 months... Decent game for 2016... But outdated now...

I purchased for the beauty, but it lacks finesse. I would understand if it was early access, but it isn't. Debating if I should request a refund... 20 minutes in and I don't really want to play any further. I'll probably hang on to it hoping it will improve, since it was on sale.

Recommendations:

Haptic Feedback on interactions\collision with walls, enemies and items...

Proper orientation from controllers to hands, weapons, shields, other items... (My in-game hands are not in the orientation of my hands on the controller, The sword is twisted weird and it feels like I'm gripping the shield's arm strap instead of the handle.

In game menu system needs improvement, maybe quick item options. I have to press 6 buttons or more to re-equip sword and shield.

Improve Story line, I'm not quire sure what was going on, not enough substance for me to care...

Fighting was bland, I felt like i was fighting a gumba with a 2x4. (VR combat is tough to dev, I hope to see improvements!)

I had high hopes, but at this point I can't recommend it.. The game is good...this pack was a lie...the game is almost dead it seems...

I bought this as a founder pack, with the intention that this pack was going off-sale at a later date, much like other people.

Now I see that during the founder faze it was "Maybe?" a bit cheaper (thinking \$10-\$20 USD cheaper?) maybe not...point is it's now been re-named premium pack 1 and the only difference (other than possible price) that I can see is that founders got a special animated profile avatar pic that was already in the game as an un-animated pic...This pack is worth it if it's on sale or if your a collector. really the only reason I'm giving this a negative review is because this was a lie...

much like the cake...at least the cake was free and you got an achievement.. No this is not like Amnesia as a few people have said. I have been playing for the last 1.5 hours and i'm enjoying this game so far. This is not a final review, i just wanted to tell everyone it's NOT like Amnesia.. one of the best poker games ive ever played. Worst \$11.00 bucks ever spent on Steam. This game is terrible. Maybe 15 min. of gameplay and watching men run in the air instead of the ground like they are suppose too. So many glitches with the rocks to throw to the ai. Run away.... TL:DR - This game could turn out to be amazing for those that are looking for a good dungeon crawler. If anyone ever played the original Tribes RPG mod, you'll feel right at home in many ways. For those people looking for a hardcore survival game, I don't think this gonna be for you, it's gonna be for the rpg fans that want a survival aspect included. I only have 2.7 hours played because I've done most of the content that's in the game as of now (still recommend buying now if you like dungeon crawlers).

So I've never done a review before, but seeing as no one has posted one yet I wanted to get the train rolling so that people wouldn't automatically dismiss this game due to lack of reviews (heck, I do that). I want this game to succeed, and if you go to the discussions, you'll see that the dev is infectiously optimistic about both the game and his ability to contribute to the community.

There are a lot of things that could be said in lengthy form, but I'm going to stick to the easiest method, cons first:

CONS (almost all are Early Access related):

- Optimization: I've got an older gaming PC that I built myself, runs modern stuff at medium-high with no problems, but good lord this game chops on lowest settings. BUT, that being said, the dev specifically stated that optimization is horrid and that's one of the reasons he is releasing a demo so that people could try it out. I love this dedication to honesty from the dev so take this with a grain of salt and I think we can trust it's being worked on.

- UI: Clunky, but really not all that bad. Some specific changes might be integrating the mouse wheel, switching page up/page down (page up goes the 2nd page of inventory, just goes against most other UI norms), fiddling with scale to make it a bit smaller, have an "equipped" section of your inventory so that your equipped gear isn't spread among all of the stuff you've picked up, separate building tabs for equipment versus "settlement" items, a small number on items in inventory showing how many you have instead of having to click each item to check. That being said, the controls are lovingly simplistic and you're not overwhelmed by the amount of windows that popped up, extremely intuitive to navigate.

- Scale of World: I'm hoping that either A) the world is kept small for EA and will be enlarged or B) the world is kept the same but absolutely brimming with places to explore. As of now, it probably takes about 10 minutes to run from one side of the map

to the other.

- Combat: I'm putting this here for those that like complicated combat, it's not. It's a "hold down mouse button to auto-attack" kind of game, old school. There is a block, but otherwise that's pretty much it. A lot of people aren't fans of this type of combat, finding it tedious. That being said, there is also spellcasting, so you can mix it up that way.

+ Note to dev: I'd suggest either attempting a mount and blade or skyrim type combat model if possible, you'll have a much wider audience availability.

- No Tutorial: This might be on me in some ways since I haven't played a survival title in a while, but I was absolutely lost for a good 45 minutes. I figured out how craft easily enough, but little things here and there like how to properly use inventory (click on item, click on spot you want it go, it's not drag and drop even though your cursor looks like it's holding something); how to integrate walls into a building properly (for the love of god pay attention to the controls screen, the second page will have buttons for rotating and placement of building items, USE THEM); knowing to allocate your skill points the moment you start the game (didn't realize I had some to spend until 5-10 minutes after I started); needing to put wood in the fire before hitting light fire, not knowing that your inventory had more slots than it initially shows, little things like that.

+ Note to dev: I'd strongly suggest a quick 3-5 minute tutorial asap, I can't tell you how many game reviews I've seen in the negative where the only comment is saying too hard to figure out/no tutorial/etc.

+ Random note to dev: speaking of the fire, please put in a good reason to cook food, I ended up just eating raw food and healing through the damage as it was too bothersome to go back to my base to cook. I'd suggest double the amount of hunger healed rather than a negative buff or something so you get rewarded for the effort, not punished for the lack of availability of going back to base.

Now to the other side:

PROS:

- RPG system: I'm absolutely in love with the rpg mechanics. Simple, intuitive, and you actually feel like you've accomplished something. When you kill something, it feels like a victory as most enemies your level can be slightly difficult, and the experience you get matches, the leveling is fairly quick (so is the dying, so don't assume you'll hit level 20 in 10 minutes with no effort). There are 6 stats (3 physical, 3 magic), and dependent upon your build you might be really looking forward to just one more point. You gain experience by just living, fantastic concept for a survival game (granted it's not much experience, but the concept just warms my heart). Everything levels with you to a point, so there's always a reason to go back to an area you've already explored - I'm really hoping the loot scales as well, it seemed to when I was playing but not 100% sure. Beyond that, there's no level cap, so I imagine you could be running around at level 400 killing baby sea turtles of the same level.

- Reputation system: This part is pretty nifty, you gain or lose reputation based upon what you kill. Pretty standard concept, but it's also related to who those guys are allied with. The dev explained it (bad summarization to follow) by saying that killing skeletons would make you more friendly with the fungoids, and would obviously make you unpopular with skeletons, but would also make you unpopular to rats who are buddies with the skeletons. It made me avoid killing the sea turtles, god knows who they're allied with so I don't feel like getting on anyone group's naughty list randomly. This aspect makes you consider what to kill and why rather than just blindly committing genocide on this small island, which I consider to be a great concept.

- Books of learning: You don't just learn spells as you level, you get the initial one for free, but you have to find books secreted away to learn more spells, very nifty. This is the same for architectural plans for your buildings, you find the books containing the ability to build them.

- Spells: They don't level, they scale. Example: The higher your faith, the more health your heal will...heal. It also costs more mana, but it's not linear in the sense that at level 1 it costs 10 to heal 20 and at level 5 it costs 50 to heal 100, it does scale in your favor. Keeps it simple so that you don't have 58 spells of only three variants, and it rewards you for putting skill points into magic.

- Bartering: There is already a merchant in the game, so you can hoard to your heart's content knowing that ultimately there's a purpose, getting that cash money to buy an upgrade for yourself. Stands apart from other survival titles in this regard.

- IT'S NOT MULTIPLAYER!!!!: I actually like the concept of survival titles, I own quite a few. However, what do you see the

moment you look at survival title reviews? Hacking, griefing, server issues, etc. Thank the lord this is not multiplayer as it seems to ultimately kill survival fun. I think this could be all kinds of fun in multiplayer once it's finished, but as it is I think it's a smart move on the dev's part to leave it single player for now.

All in all, I think I forgot some things, but I had some fun playing it and I'm really looking forward to release. I'll be checking back for updates to boot it back up as it updates.

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