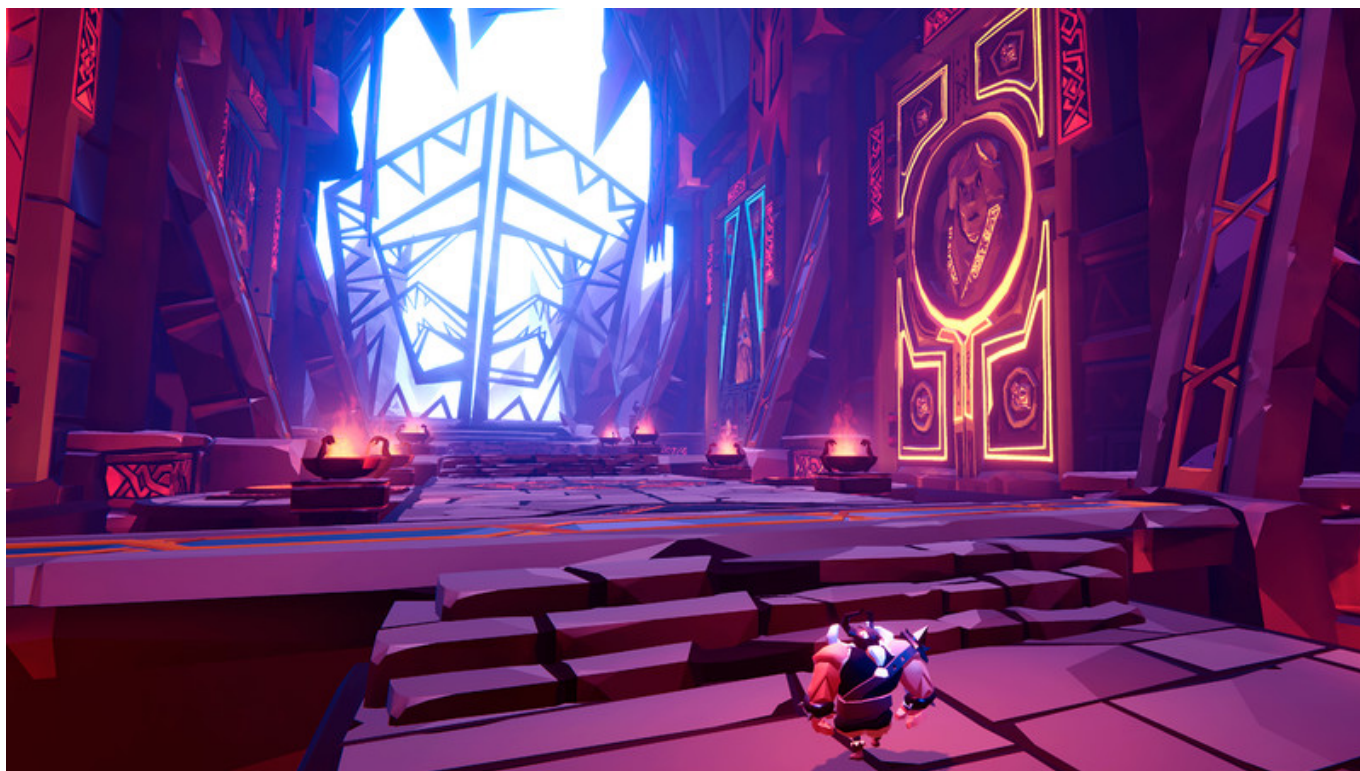

Mission: Escape From Island 3 Xforce



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About This Game

Mission: Escape from Island 3 - a new episode of great shooter with amazing graphics! Dive into the story of a soldier who has gotten to the enemy army's territory by his fate, where he can't wait for help and can rely only on himself! Whether he can survive in this hell, depends on you only.

The unique survival experience on the island is guaranteed to you, so fight with hordes of enemies and constantly look for weapons. Unexpected continuation of the story of the past episode, upgraded graphics, new enemies and weapons, more diverse levels and wonderful effects will not leave you indifferent! Find out what happened on this strange island, where you find yourself. Good luck and enjoy the game!

Title: Mission: Escape from Island 3

Genre: Action, Indie

Developer:

Falco Software

Publisher:

Atriagames

Release Date: 8 May, 2018

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English







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I know I'm horribly late to the hype train but the last game that made me cry this bad was Night in The Woods. Highly recommend, but also recommend preparing some tissue on standby especially if you're playing it for the first time. Hella fab.. I have to say this game has a lot of potential with time and developer dedication i could be a great game.. Interesting concept, bad execution.

Bad UI, several bad design choices (why do I exit levels after I beat them and they have to replay them :!). The game is slightly repetitive and grindy, and quite slow. Game would be better if it had a bit higher pace, less of a grind.

Worst though is the crash bugs. Don't play fullscreen, but even in windowed, the game crashes occasionally. Very frustrating.. I'd actually go to strip clubs if buff guys wearing booty shorts and chicken masks were there. This game presents an unrealistic representation of one of the many permutations of the flesh trade, do not recommend.. Personally I don't enjoy this graphic style.. Classic game..hits a feeling of Gladiator. Honestly i can't recommend this for anyone who has played the original game and any others like it (Age of Castles)

Where do i start....

You are force fed fights every corner, it is completely impossibility to win a few dozen before the game falls flat on its face and gives you god tiered enemies, meanwhile you just want to build up. I remember the old version when i was a kid, it was a lot better, i had a lot more fun. Now with this? I want a refund...

One thing that i hated right off the bat speaking of battles, was that you COULD in the old game, spam click the attack button to be done quicker, instead you slowly, slowly..... slowly..... kill your enemy

Upgrades are a joke, after 5 levels the low tier are relics, and by level 20 all 'powerups' are non existant. After you hit level 35 you just go to the beach and spam Go, it's that easy.

Random events are completely wiped, sure you still get them, but like 2% work. I found myself going "Oh, another storm... *Clicks Go*" when in the past i used to think "well this is about to be painful" because your nest would be taken down by a certain amount, and that would both hurt your defense for battles, and limit your food storage.

Grinding for population is probably the most irritating thing ever. As i said you spam Go constantly with the exception of a few battles. I remember it used to take me just under 5 mins to hit level 10 now? It took about 3 hours due to food shortage, only getting 1 per second (4-5 per day) and battles.

I can go on and on, but i'm not going to. If you want to play this, go ahead i'm not stopping you, but if you enjoyed the old game. Find something else... Avoid this like a plague. For it is boring, hair pulling inducing, insanity. I WILL be going for a refund, thank god i got this on deal because it was less of my money waisted.

Rating/Recommendation: Ruined Nostalgia

8/10

"VirtuaTennis 4 feels so cheap compared to FullAce."

This is by far the best tennis *simulation* out there! The implementation is almost perfect. The controls are accurately realized, I wouldn't know a better way of bringing tennis onto a controller?! And additionally the ball physics isn't a downer either, it feels and looks just real. There is only one big downside, the graphics (textures) and animations are totally outdated! If the graphics were at least the same as those of TopSpin4 (2011) the audience (& fun) would be much bigger. Anyway as a tennis player by myself, I am really astound and wish this dev the very best!

Pros:

- + great controls
- + very good gameplay
- + very good ball physics
- + very good complexity / learning curve
- + very good amount of features
- + okay sound
- + community made mods ([click\[www.intertopspintour.net\]](http://www.intertopspintour.net))
- + every controller button is customizable <8

Cons:

- really outdated graphics
- really outdated textures
- really outdated ui
- really outdated animations*
- some features are still in development*

Wishes:

- ?! high resolution textures, plzzz!!!
- ?! graphics of the unreal/unity/cry -engine
- ?! steam workshop support
- ?! high quality sound

*Announced Features

Female players, Doubles, Animation modding,
Deepening Career Mode with management features.

Verdict:

Full Ace's game design is executed really well and it feels like the sim-version of TopSpin 4 - although it isn't a beauty by doing that. I'm about a third of the way through, but man, what a wonderful, elegant little game. There's heart and soul in this one - and I've enjoyed basking in it.

Plus, it's full of clever little mechanics. Very atmospheric. Well worth the time and the money.. This is an exercise in frustration. Some units take one hit to destory. Some units take two hits to destroy. Combat is resovled by rolling a six sided die and needing a certain number to hit. Grenades, for example, miss on 1-3 and hit on 4-6, so a 50% chance to hit. One hit equals death of a one-hit unit, reduction to one-hit side if a full-strength two-hit unit. So you have a full strangth an enemy unit is within firing range. If you use your guns, you'll hit on a 5 or 6. Your infantry can perform one action on their turn, and that assumes you have enough orders. You may have six units on the map but only able to issue orders to three of them. And if your unit having one of your orders dies before getting to perform its action, too bad. You've lost your order as well as your unit.

So suppose you have a two-hit infantry unit and a half-strength machine gun unit defending in woods. (Machine guns at full-strength can take only 1 hit before being destroyed.) So in the previous turn, two enemy infantry move to point-blank range of your units. Great, easy pickings, right? Nope. Issue an order to your machine gun to take action first, then have your infantry unit perform an action. Oh, wait, the enemy fires first. So their unit staning in an open field at point blank range lobs a grenade at your machine gun, rolls a 5. Your machine gun is dead without being able to do a thing. The grenade also affects your infantry and they roll a 4 so it is reduced to its 1-hit side. But your infantry can now fire. So you fire your rifles at the enemy, needing a 3, 4, 5, or 6 to hit. Oh, look, a 2. No effect. Then the other enemy unit throws a grenade at your infantry, rolls a 4 and

your infantry is destroyed as well.

So your troops are dug in along a tree-line overlooking an open field. Enemy infantry fill the field in front of your units. Your machine gun just sits there watching this all happen as grenades rip them to pieces. Meanwhile, your infantry support, behind the shelter of the trees, can't inflict a single hit on the infantry standing around in the open field. What great fun..

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WOULD CRASH A HELI IN VIETNAM AGAIN...

. It's like Puzzle Quest, but instead of matching 3 pairs to knock your enemies health down, you play poker! The bigger your hand, the more damage you deal. If you like cards, it's kind of fun, just don't expect a great story or anything like that..... I got this in a giveaway.

It's a simple little 2D space survival game. It seems like it would be an interesting little game, but unfortunately it glitches out so often that I can never manage any progress.

In it's current state, I can't recommend it. I'll probably try it again after a few updates and update my review if anything changes.

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