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## EndCycle VS Activation Code [License]



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## 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!



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

b4d347fde0

English









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endcycle vs

Runs Well on Debian Buster via Photon 3.16-6beta with launch options:

```
PROTON_NO_ESYNC=1 PROTON_USE_WINED3D11=1 %command%
```

i definitely recommend this game.. Impressive macro-RTS that manages to integrate lots of separately interesting features, like joining islands across maps, hero skill trees, and camp-pitching\raids.

You have to be on board with a few features before you will really enjoy this game: not having effective control over individual units, and emphasis on planning via island hopping and resource management seem like the main buy-ins. Heroes are produced in three main kinds and rally around different kinds of flags you place, including attack and raid. Tutorials are not great and I've hit a few bugs, but manageable in this area. Races are different but presenting the differences with more impact for the player would increase replay value (maybe adding more differentiation as well). A couple frustrating points are, difficulty of targeting units with spells, and heroes getting killed by automatically dividing themselves up inefficiently.

Nice graphics, atmosphere, and concepts in this game, allowing you to really get into it. As wild elves come out and more bugs are squashed, the potential here is pretty great.. Wish I could recommend this game as it is a nice story, but some issues are detracting from my enjoyment. First is the screen sizing; When I have the game set to Fullscreen, the third rows of the item lists in the hidden object scenes are cut off from view. When I set the screen size to windowed, the hidden object scenes are small to the point of things being impossible to find. There seems to be no happy medium.

The other issue that is making the game unenjoyable for me is what I can only determine to be translation issues. In one hidden object scene, a vulture was labled as a "griffin." I don't know if the developers were overusing their English thesaurus too, as they also decided to call a mountain goat a "mouflon" (sic), and lilies "callas": both odd choices of words for the two things, and also make finding the items difficult for people unfamiliar with the words. "Mouflon" and "calla," while legitimate terms, would be unlikely choices for native English speakers outside of certain settings.

Regretably, the screen sizing and peculiar wording are both enough to completely overshadow the storyline in this game for me.. Bad Controls, it has no mousecontrol for the Camera.

Refund is out.. You get what it says on the cover indeed.. Dissapointing - A boring monologue from the robot for an eternity - he picks up a saw - you scream - it all goes red - the end !!! these tracks are really catchy. my favourite is strange wiggles.. Experienced some bugs with car models and maps not loading after installing, reseted the game and changed details to very high, dont know what was the problem but its solved, just try this if you got problems like me

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At 0.99c there is absolutely no reason at all not to pickup this game right now. It has story, it has adventure it has puzzles. It's the adaptation of an older text adventure V interactive fiction title, exactly the type of game I've been looking for in a VR experience. My only problem is finding more time in my schedule to play it. Really looking forward to seeing more from this developer as this titles evolves and into the future.

Check out my latest quickplay of the game here -

<https://youtu.be/V8EWqpCOswxI>. This is not only a great puzzle game but a great way to prototype bot designs.

I have built robots powered by Raspberry Pi's, Arduino and Microbit so I have a fair bit of knowledge on how the robots and sensors operate.

Playing about with sensor locations in this game gives me an idea of how changes would work on my real world robots without moving parts around / soldering extra sensors etc...

I still find this game challenging and this mostly comes from working out how the circuit board components fit together. On some of the more tricky puzzles you get a real sense of achivement when your robot finally completes the challenge.

All in all this is the best game I have brought in a while and very close to my personal hobbies.. It's decent. Most levels are pretty good, some of them are way too easy, some of them are much more frustrating than the others... The one I hated the most were the one where the not-so-good controls were the source of the difficulty.

Still for the price it's a decent platformer.. I really like this new expansion. Me and my friends where up late last night playing and have another game scheduled for tonight.. The best truth ive ever seen so far... I have been playing Front Office Football for a very long time. For those who have played older versions and are wondering why you should get this one, the biggest improvement is in the financial model. It is much harder to play games with contracts with this version than in older versions. The simulation engine remains very strong, but player contract AI is much stronger than in the past.

For new players wondering what this is, think realistic fantasy football. If you have ever wanted to be a GM and/or coach of your own team, this is the game to do it. You draft players, sign free agents, extend or renegotiate players, manage your depth charts, set a gameplan, and if desired call your own plays. You can build stadiums, and relocate the team if needed. And you get to do it season after season, building up decades of history in the process. It has a very strong game simulation engine, and a very good professional football financial model. Not everything is there - no compensatory picks, for example, and only one type of free agent, but the feel of being a professional GM is very much there. If you start to get lost, there is an online community called Front Office Football Central that can offer help. Also look through the game's options, you can turn on AI help for various aspects. If you want to GM, you can let your coach manage the depth chart and game plan so you can focus on signing players, or switch roles and try to coach the team the AI GM hands you.

Do note that while playcalling is available, it's not the primary focus of the game. It's set up to sim entire game weeks at once, or you can watch your individual game sim out one play at a time, or sim an entire season in one shot.

The game's UI is very spreadsheet-oriented. This is both a strength and a weakness. Beginners should check out some of the intro guides and videos posted, as the options can be overwhelming when you start. Just remember that you start at week 1 of the regular season, so focus on managing your depth chart and maybe dabble in some contract extensions, but mostly get used to the game feel during that first season before you hit the offseason.

The big strength in this is the wealth of data you can mine about your league. There is page after page of statistics and records, and you can view individual player cards to decide if they are playing up to their ratings. There is a scouting system, so young players may or may not turn into the player you think they'll be, or 7th year pros can suddenly blossom into stars. Invest in your staff and it will pay off. All this data can also be exported from the game into CSV files that can be opened in Excel or outside utilities (I've written a few) to complement the game's own interface and browsing.

The modal nature of the UI can be frustrating at times, but most screens have the information you need. For example, when setting your depth chart, you can view individual player ratings. It would be nice to have the roster screen up beside it, but you learn to live with it (or have your own Excel worksheet you've pulled the roster into for browsing in a separate window).



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There is a strong multiplayer component as well for those looking for a human challenge. There are many leagues out there full of human GMs to trade with and draft against, many of which take advantage of the game data export to provide rich web experiences beyond the game.

If you are looking for a deep, realistic professional football sim, this is the game to look at.. WARNING! This game is not for the faint-hearted or the SJW or Trump. This game depicts death of artificial children to be used as quest items and alchemy ingredients. If you can get past that, it's ok to proceed and get this game.

If you are familiar with Fullmetal Alchemist, this game has the same concept. A close relative dies, an alchemist perform human transmutation and comes up with ghastly homunculi to be used as sacrifices to revive the dead relative.

The kind of homunculus you transmute depends on the materials you use. It's not random. So you have to remember or keep a list of the combination of materials used for each homunculus. Each homunculus has its own mood/affinity, a very important ingredient in successfully reviving the alchemist's daughter.

Besides killing those artificial children, you also force them to work but the way they react to forced labor depends on their affinity and the affinity required for the jobs you give them.

Overall, this game is a solid simulation game filled with feels. It's almost Nina-Alexander kind of feels. :'(

. Tidalis is a decent little puzzler that could have done with touch controls or a 3DS version - in fact, if you told me that this was a former mobile phone game, I wouldn't doubt you for a second. you see, the object of the game is to chain together blocks by directing a stream of energy through them, but the energy will only move in the direction painted on each block. You can change the directions on each arrowed block, allowing you to set up chains that weren't there before. It gets more complicated from there, with special blocks that stop streams in their tracks, others that need to be smashed on the bottom of the playfield, and others besides.

To be honest, I've found the default difficulty rather easy and relaxing, which is how a casual puzzle game should be IMO - a casual puzzler should never frustrate the player with arbitrary difficulty spikes, it should be the mental equivalent to a light morning jog - only enough exercise to get the blood pumping, and the brain slightly warm. In what I've played of Tidalis, the only place I was continually having difficulty was the "get 7500 pints in 4 minutes" stage, and that's purely because it was pure RNG luck-based bullshoel.

That's the main criticism I have of the game - there's an element of randomness that's slightly unwelcome in a casual environment, though not the same sort that plagues "pay-to-win" crap like Candy Crush Saga, thank goodness. The other gripe I have with the game is the bizarre cutscenes, which are needlessly distracting and try-hard unfunny to boot, but I don't want to sound too harsh on the game - it's a great little time-waster, especially for 79p during a Steam Sale, or as part of an indie bundle (or for free from a Steam friend, thanks Broodje Gezond!). There's some nice, folksy piano/flute-led music there, too, if you're into that kind of thing.

Overall, yeah, I'd recommend it - if you can get it for cheap or free. It's not really worth £4.. No strategic depth. Everything is done by magical mana.

The AI dies of attrition IN PEACETIME.

I love Paradox and it hurts, but this game is rubbish at the moment.. Well this game is amazing. Now im not saying that its perfect not all mmos are. Played it before it came onto steam and had a blast with it. It's not for everyone but it's still enjoyable.

Pros:

Good graphics even though they're dated.

Simple gameplay

Fun

has a zodiac system and blood type system

can get married (note:easier if you have same zodiac sign)

Cons:

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[Can get boring](#)  
[confusing controls at first](#)  
[Doesn't appeal to everyone](#)  
[Not much character creation](#)  
[no jump action](#)

[My rating: 7/10](#)

#### **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:

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! Rozu joins the Voxers!  
- Rozu gains extra speed while he has full HP.

! Tri-Wing joins the Roster!  
-Just like in its own game, Tri-Wing moves in 4 directions and refills its gauge periodically

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+ 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

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(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

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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



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**. 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!

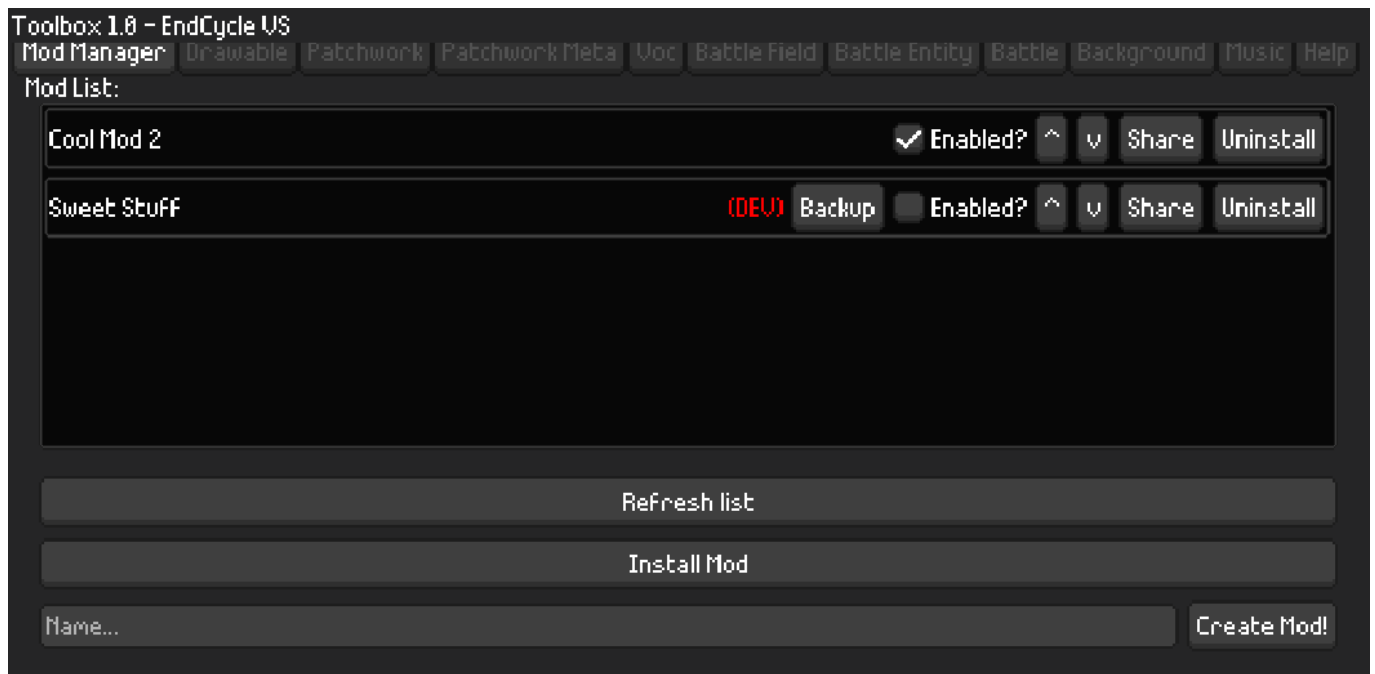
Once we are finished with this update, we'll let you know about the bigger things to come. We can't wait to see what you'll do with the modding tools!. **March Toolbox Update!:**

**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



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- 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]. **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**

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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!

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