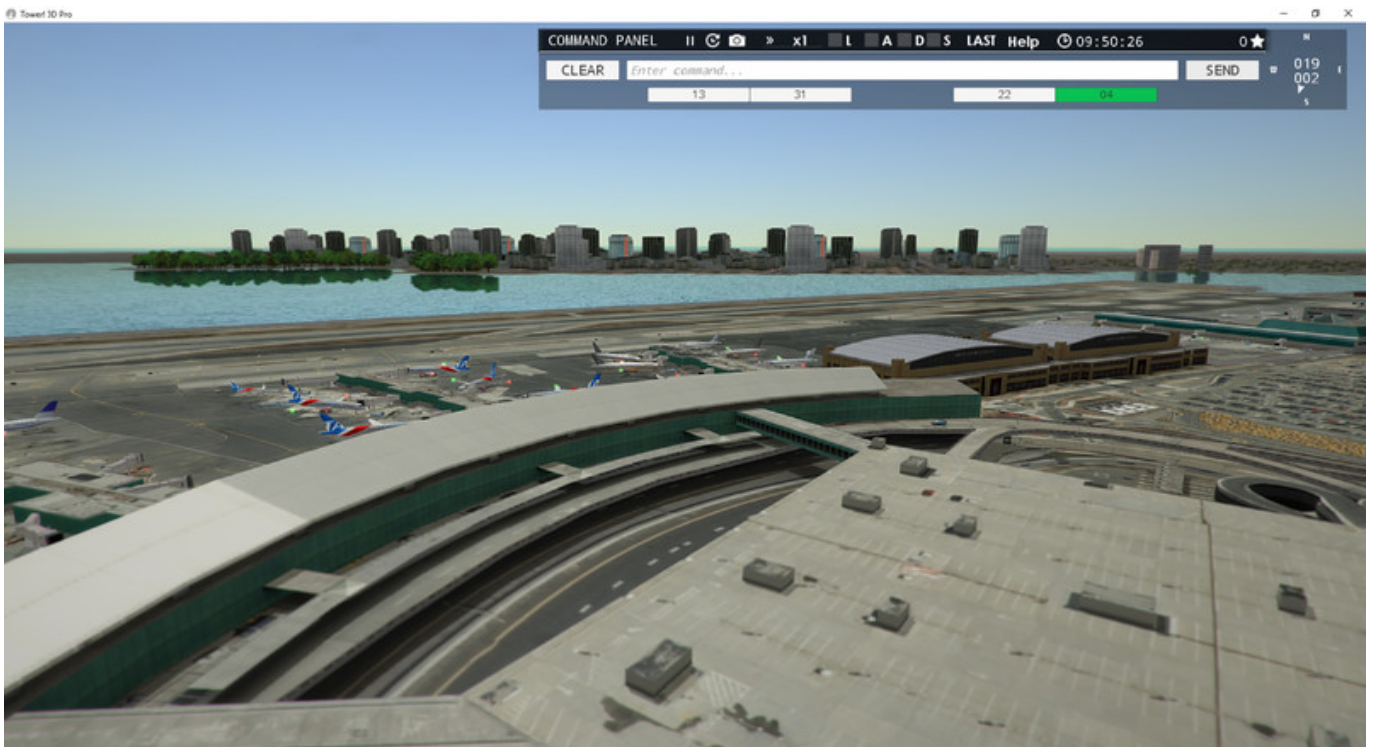

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About This Game

Volstead

Strategic turn-based game ambiented in USA 1920 when the Volstead act was declared.

Features:

- Strategic turn-based game.
- From 1 to 5 players in hot-seat mode.
- Fully replayable. Each game will be unique.
- Lots of possible strategies.
- Simple and addictive mechanics.
- Around 20-60 minutes per game.
- Multilanguage: English and Spanish.
- Amazing original Soundtrack.

Title: Volstead
Genre: Indie, Simulation, Strategy
Developer:
Carlos Vázquez Ordóñez
Publisher:
VoidMain Studios
Release Date: 26 Jun, 2015

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English







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This game is just simply not ready yet. I haven't been able to play at all for many issues...

1. Screen size issues. The screen will launch fullscreen not centered.
2. Mouse lagging. The mouse is really choppy while in game
3. Crashing. I'm experiencing the game randomly crashing before even getting to play.

Excited to play this but I recommend that people wait.. Usually these sort of games are local only so I can look past the jankyness in places. Devs seem active so wait and see if unsure.. X-Com with Zombies with both strategic layer and tactical layer. Nothing like all of a sudden sing multiple countries launch air strikes against you as the zombie plague destabilizes a nation. In turn you have to decide how to what do to? Airstrikes before beginning long term campaign to reclaim nation? Do you walk away and hope you can return with more capacity to bombard a lost city or even nuke it?

Wonderfully fun, engaging, deep game play. Endless hours of fun as you try and save the planet. Incredible well made by the Dev despite budget limitations. And he is still adding to it! Don't hesitate, instant buy!. For a pre-release, I'm enjoying this so far. There are some problems that I hope get ironed out such as being able to pull yourself up onto ledges instead of hoping the jump works or the wall jump that forces you to push into the wall you jumped off of instead of the platform you are aiming for. Music is pretty good, graphics are nice and they both project a pretty good atmosphere. I feel like the handgun projectiles should stand out a little more and maybe look a little more pointed in the direction they are going. Also menu and config issues: Don't maximize the window and there is no exit button on the main screen. Hopefully this stuff get's adjusted but I'm going to keep playing it for now and keep my recommend up unless things change or problems aren't fixed. Keep up the good work devs!

Update: 23 August 2018

Judging by the progress of the game that I can see as a steam user have found it isn't worth purchasing quite yet. There is a heart of a good game here but I'd strongly recommend waiting until the game is complete and has a chance to be polished. I do enjoy some of the fixes from the last update but there are some things that still feel a little clunky. (like wall jumping.) Hope to see this game again once it comes out but until then it's a pass.. It's pretty good. i think this game is amazing worked out i love this game its so amazing and i love the graphics as well. I enjoyed this game a whole bunch all the silly characters and the words they would say, the small adventures of helping AI clients and the hidden secrets in the game, I played it twice and still had laughs to spare for the game and its funny humor that is in it as well. I love some of the stories the Clients have to tell or what really was going on in activitude what was behind the game and the sense of having to work against it going farther in a place where you don't belong in. I recommend this game to those with VR it's a good first experience for you

Even better than the original.

Last Dream was "classic fantastic" because it recaptured all the best RPG elements of my youth.

Last Dream - World Unknown elevates this loving attention to NES/SNES/N64 detail into an even more refined experience.

Tons of content and a 919-page guide!

The characters are more vibrant, the dungeons are more clever, the battles are more challenging, and the music is more attuned to the wonderfully varied settings within World Unknown. Players of Last Dream will recognize that the devs' talents have deepened considerably. I won't spoil it here, but multiple surprising new experiences await in just the first few hours, and after downloading the 919-page Strategy Guide, I can see that there are more surprises still!

A world to deeply explore and understand.

The sense of place within World Unknown is strongly felt. The towns, forests, and pathways feel lived in, as if this world exists somewhere. World Unknown still retains the innocence of games like Final Fantasy and Chrono Trigger, but the NPCs you encounter feel like they have something meaningful to communicate, and the history of each village is presented in colorful snippets of hidden books and myths.

Opportunities for advanced challenges.

I really love the advanced battle mechanics and individualized character attributes, although I expect that some players may find these enhanced features difficult to master. Of course, there are "Easy" and "Very Easy" difficulty settings and "Recommended" skill settings that new players should probably adopt, but those who love RPGs will want to dive into the expanded freedom of choice in World Unknown. I am playing on "Hard" and game progression has been, well, hard. Yet, I am already considering restarting (as I write this) and playing on "Legendary" because I want to explore and experience every corner of this detailed game.

Satisfying immersion.

Like Last Dream, World Unknown offers the opportunity to joyfully disappear into its depth. Even at the beginning, you can view the world map in the menu screen and behold the epic adventure that awaits.

I sincerely appreciate the effort the devs invested to create World Unknown, and \$9.99 feels absurdly low for the tens (hundreds?) of hours of future enjoyment. I have no idea how long World Unknown will take to complete, but I know I will enjoy the journey and the challenge.. Really great concept, love the idea of making turrets out of the pieces of slain foes. Too bad its executed horribly and the there is no visible readout so I can understand things such as "Lasers do next to no damage even if four of them are shooting the same target" or "putting things on a rotating axis not only makes them shoot faster BUT it also makes them miss the target by a minimum of 179 degrees"

this game would be worth the price if it was finished, if it didn't have bad physics and bad AI and bad grafting mechanics.

Honestly I might try it again after a few patches, but for now I believe we should move it to early access where it definitely belongs.. Beat every character on kong, this one has quite a few new additions. I'm glad to see the active updates. I still feel "time" should not be the only trophy. I want to explore the side branches of the dungeon without feeling pressure of time. Perhaps an additional hard mode after you beat the 45 min speed, or beat without using x, or beating it adds stats to the character so it becomes easier to beat the harder time limits. Just some ideas, great job with this. This is a steal for this price. Penguins are ♥♥♥♥♥♥♥s.. Humor and characters are pretty good. I especially like the achievements! It was a great price for the length and replayability, too.. Lady Ga Ga pack. i cant explain it, just get the demo. it is amazingly fun as hell, and you will kill at least over 3000 (actually maybe more) in every game. I must confess, i bought it only for the F2004, totally worth it !. It's a map about the size of an American football pitch.

There is no textures no cover.

Enemies appear, they kill you only when close, they appear as linearly. You die.

That's the concept.

This shouldn't even be in Alpha, this is a disgrace.

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