
Undholm Hacked



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About This Game

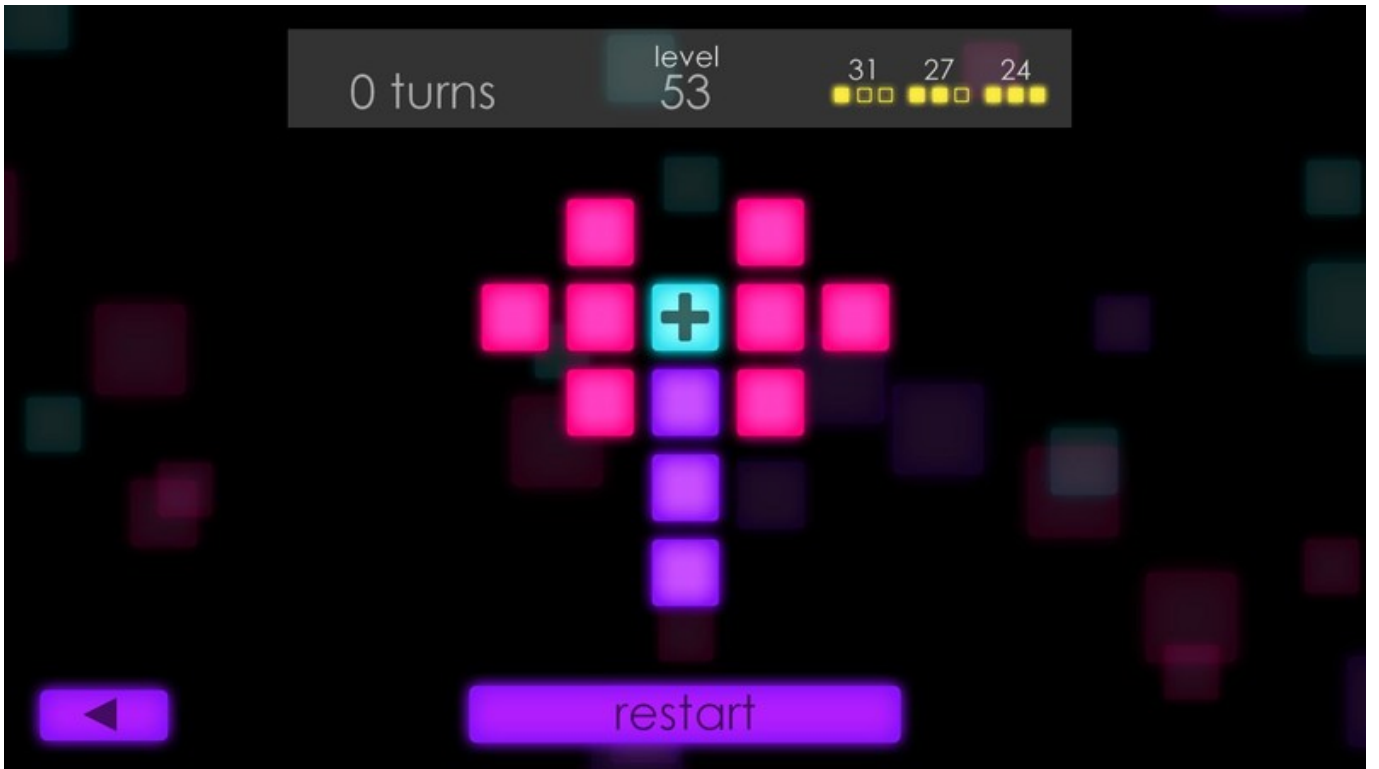
Undholm is a dwarfish colony sim inspired by games like Rimworld, Banished, and Dwarf Fortress, with an emphasis on playing how you want to play. There are many paths to building a successful colony. Build a walled-off mining base and dig underground; construct a military camp and raid other colonies for supplies; recruit lots of cooks and trade cakes to survive. While this project is still in (very) early access, I'd like to add as many ways to succeed as possible. The ultimate goal is a game where players feel free to experiment with different strategies and adjust their bases to fit the ever-changing world around them.

Title: Undholm
Genre: Indie, Simulation, Early Access
Developer:
Pixelmeal Games, LLC
Publisher:
Pixelmeal Games, LLC
Release Date: 6 Jan, 2019

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English







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Having used Rocksmith 2014 as my sole guitar "tutor" to date, I decided to try a proper learning package to pick up techniques instead of just learning songs. eMedia's Interactive Rock Guitar popped up on Steam and has good reviews elsewhere, so I decided to give it a try.

Unfortunately, I'm not impressed and cannot recommend it to anyone. The software starts and I can read the lesson text, but none of the videos, sounds, or interactive content work at all. Attempting to use this content results in a very non-descript "script error" message. It's something reported elsewhere (including the Steam forum) yet there is no entry for it in eMedia's tech support database, and no clear fix. But let's be honest... such basic content like playable videos should not be a problem with a professional piece of software, should it?

Submitted a support ticket but will likely just refund this and try something else. Very disappointed.

EDIT:

Apparently works if you install Quicktime on your system. I do not expect to have to install third-party software I don't want or need to be able to use a product. I would also expect this requirement to be detailed in the product description, the tech support, or within the product itself, as it can and will affect people's buying decisions. Poor product, poor info, poor support, so it's still a negative review from me. There are far better and more modern alternatives that don't make you jump through hoops.. Highest quality ♥♥♥♥♥ game ever.. Much better than climbing for 20 minutes.. Your typical 4X space empire building game, but lacking polish or finesse.

I have always been drawn to this genre, however have had a hard time finding good ones. This didn't hit the mark for me. Turns take longer since the every ship move is shown, including the computers. The whole map is shown so you already know where everybody and everything is. The one interesting feature I found is the military ship building. You order them via 3 companies. As the companies build your ships they gain experience you can then invest in 3 different tech trees, so their future ships are enhanced.

Sound: Lackluster.

Graphics: Simple.

Gameplay: Exactly what you would expect. Select research, build ships, build facilities on planets, give orders to fleet, engage in diplomacy, end turn and repeat.

Replay Value: I suppose you could replay it. I didn't bother finishing my first play through though.

Story: Kill everyone.

It's not a bad game, and you get exactly what you would expect out of it. I would however have a problem buying it at its current price of \$21.99CAD. Only get on sale.. Although it's a nice idea, and I appreciate the limited budget on a title like this, I found this game too frustrating to play any more.

Basic things we take for granted in other RPGs are missing here. Showing equipped items at the same time as you show an inventory item of the same type, for instance. It may seem like a small thing, but not having it means that it takes much longer to work out if a new piece of equipment you've picked up is worth wearing or even keeping. Having strict weight limits but not being able to sort your inventory by weight means it takes ages to hover all of those tiny icons to find the heavy ones.

The weird map system, the lack of zoom, the single projection with no rotate, opaque walls, dialogue text being cleared when switching locations, the interminable waits for loading (even from an SSD), the crazy merchant system, lack of fast travel, frustrating XP system. I could go on.

I really wanted to like this game, in theory it ticks all of my boxes, sadly reality left me frustrated and bored.. 4 years after its debut on Steam it is still in Early Access. Not really much hope of this one ever being a complete game at this point.. One of the best games I've ever played

Glorious violence, melee and shooting blended to make combat intense.

Online is still alive and it will never die, just don't expect to jump in and do well

Some of us have been here a long time (note most of my hours are on xbox)

Would recommend to anyone willing to put the time in to learn the game. Given the early state of this game, this is really entertaining. I played this with a few friends on one installation using the accompanying Android quiz app. Using the online lobby to find players takes a bit getting used to - just invite using your Steam app if you want to play with Steam friends. Otherwise, you're randomly joining with other players.

There are many quizzes and several modes to try. You can download additional quizzes from the workshop and mix them in, voting questions you (dis)like to rank them for other players. I've once had a few issues with the multiplayer mode but one of the developers reached out and resolved the issue.

I'd recommend this to anyone that likes quizzing with friends since you can try it offline with friends on one machine as well as through the online lobby. I expect things to break here and there when new features are pushed, but developers are responsive and friendly to resolve this.

Pros

- **Let you friends join on the same screen (e.g., TV) using their smartphones. Tested this with two other friends and Android devices, however the game claims to support iPhones as well**
- **Great number of available quizzes in a variety of topics (even for language learning)**
- **Multiple controller support (however, see my point below for steam controller support)**
- **Developers are very responsive and friendly upon feedback**

Cons

- **Multiplayer mode is not intuitive on the first try. Go public and simply invite users to get started.**
- **Steam controller doesn't work out of the box, wasn't clear to me what controllers the buttons are for (they are for Xbox & PS4 controllers). You need your own custom mapping at the time of this writing.. This game is awesome, looking forward multiplayer ;). I feel like the game would be okay if it actually worked.**

Starting up this game takes 5 minutes and the servers are rarely working.

and anti virus hates it

If the servers and starting up sequence was a bit more polished i would reccomend it

Exquisite gameplay, in-depth lore, endless fun, with an intro that is more challenging than anything else. 10/10. WOW! This game has some wonderful qualities to it. The camera is warped in a strange way that forces the eye to focus purely on the action, and it makes me feel in a trance. The levels feel perfectly in tune with the rocking soundtrack, and its just plain fun! To top it off, the developers are bros. I came to the store page looking for music DLC to buy, and I was kinda\u2665\u2665\u2665\u2665\u2665\u2665\u2665when it wasn't there. That was until I looked in my install directory and realized the devs left the music files there unencrypted, so I was able to put it on my phone and mp3 player! Thanks devs for an awesome game, I hope to master it someday. -PROXIDIAN. lol servers down dont dl. when theres a person with the wolf icon and you hear a howl during black out...

good job you played yourself. \u4e0d\u4e00\u6837\u7684\u6e38\u620f
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\u4e00\u73a9\u80fd\u73a9\u4e00\u4e2a\u6691\u5047. Great game that's been a lot of fun to play throughout the many updates David has made to the game.

There's a lot to be said about how it's very unique and different from other games many will quickly compare it to.

I don't have a ton of hours as you can see because I decided to wait until full launch and jump back in. Glad to see that time is now.

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