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About This Game

Welcome to the Trivia Vault contestant! Play as a contestant in a gameshow called Trivia Vault: Mixed Trivia 2 and bring your thinking hat. Answer mixed category trivia questions as quickly as you can, the faster you answer the higher the cash value.

Correct answers lock in the digit code for the vault, 10 correct answers cracks the vault and awards bonus cash. Track your progress and aim for higher scores to accomplish higher ranks. Challenge yourself to beat your high score by playing multiple times and completing all 100 levels with a total of 1000 unique trivia questions.

Features:

3 New "CodeBreaker" Lifelines

100 Vaults to Crack(levels)

1000 Unique Trivia Questions

Timer Based Questions

Obtain Cash Multipliers Based on Correct Answers in a Level

3 Ranks of Accomplishment per Level

Title: Trivia Vault: Mixed Trivia 2
Genre: Action, Casual, Indie, Simulation
Developer:
Ripknot Systems
Publisher:
Ripknot Systems
Release Date: 13 Feb, 2018

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English







you can tell it's quality by the way it starts at 1280x720 in fullscreen. take the first left. "A diamond in the rough" is the first thought that came to mind when i played my first session of this game. Personally this game first came to my attention while watching H2o delirious (great lad would recommend) and from there on had to have a go at it. The game itself is a 1v1 first person online multiplayer horror were players assume the role of two high school students from Miskatonic's estranged sister school of Innsmouth high during Halloween night in a twisted magical game of something akin to hide and seek. Each player is invisible to one another and objectively must attempt to acquire their coloured orbs of blue or red and deliver it to their periodically moving altar all the while avoiding, countering and entrapping their enemies with magical game changing runes scattered around the map. To win players must by the end of the countdown or jump scare their opponent 3 times in a row, have accumulated more points plus the additional bonuses than their opposition.

Story/character Development: Like with any funcom game, the narrative background of this particular game is set in the same universe as funcom's MMO The secret world, with several allusions to the TSW around the map and in the lore. Evidently the narrative of the game itself is more or less what you would expect in a 1v1 online game. I love the premise of the story and how it sets the frame of mind for the game. There is just something about two students from what would be the equivalent of what would be Hogwarts but with a contemporary twist, getting up to mischief on Halloween that appeals to me. Maybe it is the inner lore lover i am or the many references to the other games of funcom i have so many fond memories of. The developers clearly thought out the background for the game and its implementation into the actual game play. The many background stories of how the mystical runes came to be or the various brief but intriguing references to characters from TSW that helps build their background.

3.5/5

Replay Value: Moving on from my reminiscence and into the actual quality of the game, the replay value is somewhat abundant. The basics of the game are the same in every round, find orb, find altar, place orb on altar and earn points to stay ahead of your opponent. The runes however are what make this game truly special. With around 10 unique spells all with different opportunities to \u2665\u2665\u2665\u2665 with your class mate and not to mention the additional spells created from combining certain runes, this game gleefully presents you with about 30 different ways to scare and hinder your opponent or protect you from them. I must admit i get a buzz at leap frogging around the map every time i find a hopscotch rune. Never the less it is the unique situations presented in each game that make this one something to pick up again and again. I for instance encountered one fellow who wouldn\u2019t stop leaving decoy exploding orbs for me to find or another time when i encountered a player who had a knack for throwing fireballs. Another addition is the levelling system used to unlock certain items that will be mentioned in customization. Some people probably think that on top of everything a levelling system is stupid however I disagree, it is this very levelling system I have found that can be an incentive to come back and play again. But the biggest absolute blue balls thing about this game is the map. More maps is a must for a game like this if it is to stay afloat.

3.5/5

Gameplay and controls: The true gem of this game is its gameplay and although clunky, its controls are simple and clear to understand. The game provides a repetitive basis goal so that players clearly understand what they have to do but also uses the game changing runes to combat any boredom the player might encounter. Its abundance of spells to screw over the opposition and the individually customised jumps cares are what make this game so enjoyable yet simple as to understanding your goal. The actual controls of the game are clunky to be blunt, with high motion blurs and a sort of swaying as you walk all of which can be changed from settings. But the consistent clicking and holding just to open doors and cupboards can defiantly leave you with a sore hand after a few games.

4/5

Graphics: I almost forget that funcom is actually a pretty wealthy company sometimes because of the below average fan base and little advertising I see of it, so going into this game I expected somewhat of a bare minimum of graphical quality but oh boy am I glad I was proven wrong. This game is beautifully designed in its spliced magical high school aesthetic, everything drawn and textured in detail. Sure it\u2019s not as realistic looking as people would like it to be but that is exactly what fits the game itself. Its entirety is based on a wacky game two kids play WITH MAGIC. It isn\u2019t meant to look as if it was a real place because it was built not to be. It was designed to look fun and mysterious, to appeal to that inner child of ours back when our imaginations ran rampant and magical school games like this, for us at least, existed. So some people might disagree with me here and I realise that as the game grows it will look better but from what I see now the developers are on the right track.

4/5

Character customization: I am so glad that they included a feature like this into the game and although sometimes it can seem like a very small feature, it\u2019s always enjoyable to be scared \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665 at the abominations other players have created. The entire customization mechanic for the game revolves around the jumps scares you

use to catch your opponent. A singular head model with a variety of 10 default heads to choose from, mixed in with different laughs and voices plus 18 different decorations PER-HEAD it's gonna be one hell of a night. The only catch? The levelling system. You unlock one customization option per level you level up which again is an incentive to play again which I agree with. Overall I always like it when I get to see other people's creations on screen and what I could possibly do with my own to scare others. In conjunction with the runes, it adds a refreshing aspect to the game with its basic repetitive plays sometimes. 3.5/5

Co-op and Online Multiplayer: The real kick in the balls aspect about this game. Taking into consideration that it is very new so there hasn't been a lot of time for people to join, the amount of people that play this game are sparse to few. If this game is to survive it needs more players, something which can, given funcoms fan base, be a major problem. Obviously they have got some popular youtubers to advertise it and steam advertisement is also good but please for the love of god it needs a bigger player base if it's going to continue. Waiting times can be a killer (don't worry I found a fix for those of you who know what I'm talking about), but the ping you get is actually decent and trust me this is coming from a guy who gets (if I'm lucky) 600kb/s speed tops.

3.5/5

(Pro tip: to shorten wait times make sure you are connected to NA region in the game's options and change your download region on steam settings to Washington DC, make sure you change back to your region though when downloading new games or when you finish playing)

Final thoughts and review: it's not often you find a game like this and I highly recommend it. My only recommendations for this game is its expansion on maps and possibly runes and spells to keep people interested, maybe a few game modes to spice up the basics would also attract a lot of players back for more and for Christ's sake more advertising not just for the developers but for the players as well. So many good games have failed on the basis that they weren't a big enough player base and I pray to Cthulhu (pun intended) that doesn't happen to this game so share and recommended this please to anyone you might think would be interested.

Overall: 4/5

. Fantastic game that deserves a lot more exposure and support.

Addictive Diablo/Borderlands style loot feels amazing to actually hold, shoot, and generally go all out "rambo" with.

Weapons are randomized from common to legendary based on extra bonuses, the variety is already impressive and can potentially be expanded.

Stages differ enough to keep things interesting, you got classic floating space platforms, alien planets, space cruisers, and a robust "home" station.

This game can easily support seated/standing experience with a few additions.

I suggest implementing a button to rotate 90 degrees, and maybe teleport around the platform with the joystick like in the steamvr lab; or just add a shield.. Game starts with no story, no reason why you are there, just begins with you holding an axe outside of town with skeletons coming to attack you.

Click to attack, the character swings his arm instead of the axe. Skeletons don't seem to mind, they die anyway.

Go into town, no story at all, just asked to get some keys to lock a gate. The skeletons won't be able to get in if the door is locked.

As I walk around, scenery pops in everywhere. Graphical glitches are frequent. Ambient sound loops for about 4 seconds before it repeats.

I spec to be a mage as I usually do in these Diablo clones. Find a basic staff, and start shooting ice bolts at skeletons. 45-50 dmg. I upgrade my INT and skill level, and start to do 65 dmg. I run out of mana, and start swinging my staff. 250 damage per hit, one shotting everything.

Find a donkey which gives you a quest. Nothing appears on the screen, I have to go into the quest log to find it. Apparently the

town in which I came not only has a locked doors issue, but now needs flour. This donkey has flour. Time to save the day via bread.

Then it crashed.

Best part of the game in my opinion.. Great graphics, but ultimately disappointing. At one point it sounded like the game might be updated to live up to its potential but I think the ship has sailed on that idea by now.

FYI there is a nude patch out there but don't bother. She was designed to look good clothed. With the patch she looks like rubber.. I would've recommended this game either way but knowing Dobby has a 10 inch dong really makes this the best LEGO game ever,

Recommened. It is immersive and it is scary. Very good armswing locomotion. I liked the game overall.. Extremely early access at the moment, do not buy unless you really take "supporting the devs" to heart. There is no content just yet, only framework.

Update Aug 14 16: The game is making quick and visible progress and bugs are being fixed quickly. I have updated my review to reflect.. As others have said the only thing inevitable about this game is the crashes, Really long loading screens, and boring jump scares accompanied by the classic deafeningly loud screams and growls. The truly scary thing here is that because of the widespread popularity of the original slenderman. It's an inevitability that more of these bad clones will continue to be released with every passing year. Maybe if we dedicate one day to dress up like monsters in an effort to ward off bad horror games they'll go away.. Overlooked little game with bomberman esque feel. Co-op is fun and the puzzels are not mindlessly easy. Great game to have in your library for a rainy day!. <https://youtu.be/V60BbTNDDdt0>. I had the original box game many years ago, but am unable to play them on the newer computers. As I enjoyed it years ago I decided to purchase this game on steam and ran into a glitch where I could go no further. I didn't bother to pursue the problem as I only paid \$2.50 for it. But unfortunately, I am realizing that steam is selling some of these older goodie games which are not compatible with the newer computers. Too bad.. Such a nice game placed in a well studied historical context. It makes the player go through a storyline full of day to day political, economic and human-driven issues of the Soviet peasantry which is facing the history's first great collectivization process. Very good for a first game.

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