
Flame Over Activation Code

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About This Game

Now you're playing with fire!

Blending top down 'squirt 'em-up' action with Roguelike RPG mechanics, *Flame Over* features fast-paced fire-fighting thri
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Title: Flame Over
Genre: Action, Indie
Developer:
Laughing Jackal LTD
Publisher:
Ghostlight LTD
Release Date: 28 May, 2015

English,French,Italian,German

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Some great things in here and can be good fun but I really don't like how the timer is shared between levels and some decisions behind certain mechanics. Ends up being more frustrating a few levels in than anything. Levels are also randomly generated and end up feeling pretty same-y quite early on.. Very frustrating. The first two levels are fun and challenging but at the 3rd level the difficulty goes off the charts to the point it is purely unfair. If you buy this game you are basically paying for 50% of the content because good luck getting through the second half.. Cons: - Crashed without saving any progress after completing 8 levels - very strange and unintuitive mechanics in some cases. For example, you lose your money and tokens if you run out of time, but keep them when dying from fire. WTF? - poor upgrade system - quite bad tutorial: bombarding with information in the first minute of play - minor control issues (mouse and keyboard) Pros: - Core gameplay in ok - music is nice Overall, would not recommend it.. This game's novel approach to difficulty makes it unusually engaging. This is not a game you will sit down and complete in a single game. Make no mistake, this game is CHALLENGING and you will fail, repeatedly. But nor is this game inordinately punishing in the vein of an actual roguelike such as NetHack. A large part of the progression comes in terms of your own personal skill and strategy, which will develop over multiple play-throughs. There aren't many games about firefighting, and this one does it in comic, challenging style. It deserves more players.. Dam being a fire fighter isn't easy.first you clear one room only to see the next room a living inferno.then you have to save other people and then a Cat.man this is madness. Really challenging but can't seem to put it down after starting.. English: A very good and enjoyable roguelike, where your objective is to extinguish fire, save people and cats as fast as possible. My only complaint with this game is some camera problems that creates blind spots (easily could be solved hidden some walls like average RPG game) and there is only one music theme that suffers of minor changes between levels. Suggested price: \$7.5 Espau00f1ol: Un buen juego tipo roguelike donde el objetivo es apagar todos los incendios, salvar a la gente y gatos lo mu00e1s ru00e1pido posible, Mi u00fanica molestu00eda con este juego es que la camara crea puntos ciegos y solamente hay un tema mu00fasical que sufre de pequ00f1os ajustes entre etapas, Precio sugerido: \$7.5. I really want to recommend this game. I'm not going to describe the game in general because many others have already. I like almost everything about this game, except the upgrading system, and in my opinion, it breaks the game. The upgrade system that allows Blaze to power up is fine, but is quickly maxed out. The problem is with the "per game" upgrade. Once you get to Level 3: Labs, if you don't have certain shop items that randomly appear, you will not proceed, no matter what you do. Difficult is one thing, being put continuously in a situation in which you cannot proceed is not fun. After playing for 22 hours, I've gotten the magic combination ONE time. And, when I had this combo, I encountered a hazard I had not seen before and it instantly killed me, even though I had at least 3 hearts remaining. As I said, I REALLY want to recommend this game, but because of the poor upgrade system, it becomes more frustrating than fun.. Flame Over: Your name is Blaze, you are a solitary fireman who is armed with a hose, axe, water bombs and foam. Your objective is to put out a raging fire that spread from an office to a factory (Levels) as soon as possible and make your way to the exit in time. In each level, you will be able to save people and escort them to safety. Each soul saved will be rewarded by 1 additional minute. Save cats, your favourite pets, and you will be getting additional health each time you do so and let me tell you, Blaze needs as much health as he can get! Do not forget to search rooms as you can find some valuable items, like the watch which give you a bit more time and others. With each level you beat, the difficulty increases. Remember that whatever time is left when you finish a level, it will carry to the next one and that will be the time your will have to clear the new level. You will earn money by putting out flames. Sometime one of a trapped person will refuse to follow you to safety because they have left something behind. Recover the items for them and be rewarded with a token. REMEMBER, PEOPLE YOU SAVE EQUALS ADDITIONAL TIME! Upgrade your perks if you accumulate enough money and tokens. In terms of game play, it is absolutely marvellous either with the gamepad or mouse and keyboard. The graphics are great and the soundtrack is SUPERB! This game is extraordinarily addictive but with a soundtrack like this, it becomes insanely addictive! \$11.99 well spend! Positives: -tGreat graphics -tControls are easy to master -tAddictive and fun to play -tChallenging -tAchievements -tTrading cards Negatives: -tCan be a tad too challenging at times Just get it! It is a brilliant game! 9/10 MORE THECPTFROGGY REVIEWS HERE FOLLOW THE CPT FROGGY CURATOR PAGE HERE. Very frustrating. The first two levels are fun and challenging but at the 3rd level the difficulty goes off the charts to the point it is purely unfair. If you buy this game you are basically paying for 50% of the content because good luck getting through the second half.. Let's just get this out of the way right now: I love this game. There is something about roguelikes that I love. Except almost all of them try to be copycat versions of another game. Rarely does a game try to actually do something

unique! So what makes Flame Over so different? Is it because you're slogging through a dungeon/space station fighting enemies, drinking potions that you aren't sure could kill you? No. Nothing like that. You're fighting an enemy. That enemy is fire. Electrical fires and regular fires. There are flame overs as well as fire that spit out embers which can set other things alight! You're a fireman aptly named Blaze. The game takes place at Infernal Industries. There are 4 levels with each level containing 4 different segments. These are procedurally generated floors consisten of cooridors and room setpieces. The fire is random. Some rooms are ablaze with several people in them. You try to rescue people, and cats. There is also Miss Ion who won't leave until you do some task for her. She lost her purse, she needs you to find and post the secret documents, she needs to to enter the vault and secure the valuables, or she needs you to back up the servers. There are other things, but I won't spoil that here. You can level up, Blaze, by completing these tasks. You are awarded some coin as well to purchase upgrades. People give you bonus time and cats give you bonus hearts. There is also a shop where you can buy temporary upgrades. Perhaps the best ones are the super hose and the large water tank. So what makes this game so fun? There is just something enjoyable about putting out fires. It isn't so much that I feel like I'm helping people or the cats that are in the building. It's just that it changes every time. This doesn't get old. No fire is the same. I have played lots of Roguelike games that tend to do the same thing as the others, this doesn't do that. Of course, it isn't a perfect game. Like most roguelikes you get good runs and terrible runs. Sometimes you'll run out of time, others, you'll have more than enough time and this is needed for the later levels. If you die and manage to get back to the level that you died, you can regain your old items. Of course, this doesn't apply if you select a level that you died on. Sometimes you don't get the chance to save people. A fire will spit some embers or a flame over will happen and they die instantly. Unless you have a resucitate them, they remain down, once they are dead you lose 10 seconds. This is somewhat unfair since there is no way to get items other than the random shop. You can find extra time and money though. Also, when you run out of time Death will chase you around the map. Which is a bit funny. You can actually manage to drive death away if you can get people through the fire exit. There are some things that I would love to see in this game. I would love to see an infinite mode where the time limit is removed. Also a time trial mode to see how many rooms you can clear in a given time. I would like to see more variety in the people you rescue, more women for instance. I think that the upgrade system needs a little tweaking as I was easily able to max everything out after just a few runs. Not necessarily just make things more difficult, but add a few more perks. Maybe this is something that can be made in the sequel? There are a few other suggestions. For example with the electrical fires. You have to flip the main breaker to remove power, however, this doesn't change any of the lighting nor does it remove power from the servers that you're supposed to back up. These aren't major issues however. Perhaps once the fire is out the timer can stop? Sometimes you'll clear the map and be at the farthest point from the door. Having rescued everyone already, you have to trudge across the map to clear the level. One other very minor complaint is that the game doesn't constrain the mouse to the window on a multi-screen setup. In fullscreen, this makes it possible to glitch the game out by accidentally clicking outside of the window and then the renderer gets confused/broken. A save and resume would be nice as sometimes if you're having a really good run, you need to take a break and it would be great if you could just resume at the same "level" that you were. The music is catchy and jazzy if a bit repetitive, however, it does get different mixes depending on the level that you're on it also speeds up in the same way that Super Mario Bros. did when you were running out of time. Overall the sound is good. It would be nice if maybe the people could cough more than once after initially entering a room. Also the cat makes no sound to let you know it's there. There is a strange music levels problem from when you are in the main screen to when you play a game. In game it is much louder than in the main screen. You can turn off the sound of the coins and the feet. There are a good number of items hearts, stopwatches, hoses, water tanks, extinguishers, axes, masks, night vision goggles, and other things that can help you through your task. The camera is funky, but works. You can rotate it with the middle mouse, if there is a key to set it back to default, I haven't found it. It would have been nice to just have a hotbar for the various power ups and then we could use the number keys to activate them. Fully rebindable keys is a nice thing to have although the defaults are just fine. In closing, I have very little negative things to say about this game. The game even provides advice: Don't rush it. Take it one room and cooridor at a time. I haven't mentioned the graphics, but it's very cute.

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