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About This Content

Coming in hot and fresh from a distant galaxy to the digital media platform of your choice, it's Hiveswap Friendsim Vol. 5! Now with two new trolls to friend and be friended by. Delve deeper into the hostile urban landscape of an alien world as you brush up on your Alternian culture. Experience thrills, chills, and perhaps even a little something extra as you swim the murky waters of troll romance. Bet you didn't see that coming, huh? Romance, in a friendship simulator? Unheard of. People don't romance their friends, that's crazy talk.

Though it might not be what you'd expect—this romance you weren't expecting, that is. So it might just be what you expected after all.

Sufficiently confused? Good. Throw down that dollar and allow us to explain.

You just crash-landed on Alternia, and you're **DESPERATE** for friendship! Anyone will do...wait, who are those two trolls approaching you?

The *Hiveswap Friendsim* is a quick, loosely-canonical visual novel adventure following the efforts of the unnamed protagonist (that's you!) to survive and maybe even thrive on the harsh surface of ALTERNIA. Set in the time of *Hiveswap: Act 1*, this episodic visual novel's opening volume, written by *Homestuck* creator **Andrew Hussie**, is sure to satisfy *Homestuck* and *Hiveswap* fans who are eager for a darker stroll across the Alternian landscape.

Future episodes will arrive regularly as DLC.

Title: Hiveswap Friendsim - Volume Five
Genre: Adventure, Casual, Indie, RPG, Simulation
Developer:
What Pumpkin Games, Inc.
Publisher:
What Pumpkin Games, Inc.
Release Date: 8 Jun, 2018

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Minimum:

OS: Windows XP or later

Processor: 1.66 GHz

Memory: 1 GB RAM

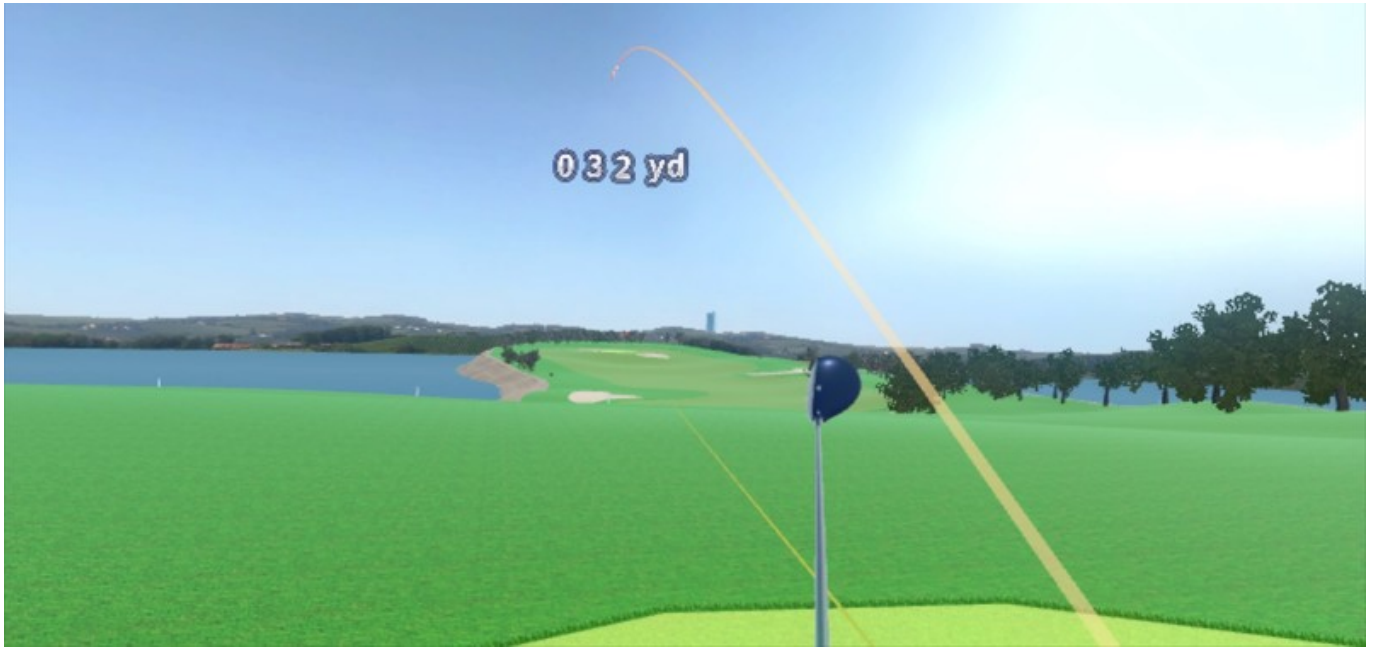
Graphics: Any DirectX-compatible card

DirectX: Version 9.0

Storage: 200 MB available space

English





2541M (59t)

1250 1450t
7190 400t

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Guide Codex Menu

Build View

Shredded Dune

Resources

| | | |
|--------|---|------|
| ☛ +100 | ☹ | 250* |
| ☛ +100 | ☹ | 400* |
| ☛ +100 | ☹ | 250* |
| ☛ +100 | ☹ | 300* |
| ☛ +100 | ☹ | 300* |

Intel

| | | |
|-------|---|------|
| ☛ +10 | ☹ | 200* |
| ☛ -20 | ☹ | 300* |
| ☛ +20 | ☹ | 200* |
| ☛ -25 | ☹ | 300* |

Defense

| | | |
|-------|---|------|
| ☛ -75 | ☹ | 200* |
| ☛ -75 | ☹ | 200* |

Offense

| | | |
|-------|---|------|
| ☛ 75 | ☹ | 200* |
| ☛ -75 | ☹ | 200* |
| ☛ 200 | ☹ | 250* |
| ☛ 200 | ☹ | 400* |
| ☛ 200 | ☹ | 250* |
| ☛ 150 | ☹ | 450* |

End Turn

6V10 soundtrack, basically bought it to support the writer.. buy the game when it is on sale. a good game that reminds you of the old atari game. Easy to play and to pass the time by. Can only play one plane, a Sopwith Camel in Tobruk 1941? Very anachronistic. DAMN AN\u0130ME RTS?

P\u0130XEL GRAPH\u0130CS(WH\u0130CH \u0130S GOOD)?

AN\u0130MET\u0130C VO\u0130CE L\u0130NES?

COOL HEROES?

TH\u0130CC HEROES(L\u0130THUA MY WA\u0130FU<3)?

ALL YES!

BUT:::::

AN\u0130ME,MANGA WHEN?. Another great paint jobs... Keep them adding.

Wishing Philippine paint jobs too.. Despite the overly-simple point-and-click gameplay, I'm surprised at how nice this actually is with its also simple plot and mechanics.

TLDR: See points 1 and 2 below, but these points alone do not do justice to Victory Works past achievements which are the stuff of legend...

I would first like to preface this review by saying that before Victory Works (hereinafter referred to as "VW") introduced us to their locomotive simulations, those of us who love Steam faced only mediocrity in the DLC offerings. It is true that a Steam locomotive is by orders of magnitude harder to model and simulate compared to that of modern traction, and whilst I have no doubt that those modelers who presented this community with their efforts worked hard to capture the essence of Fire and Water, those efforts paled in comparison to VW and their near super-human achievements to put us on the Virtual footplate.

It was VW that converted me from the sceptical viewpoint that Train Simulator lacked the adequate 'mechanics' to properly simulate steam traction, and whilst that is still true to a certain extent, it was VW who narrowed that gap and made me a "believer", by capturing the essence of monitoring a firebox, and correctly modeling such things as the physics, sound realism and much more attention to simulacrum which, up to that point, had been sadly lacking by others.

I am by no means an opulent person, but since my first VW steam locomotive purchase, the few extra purchases of Steam locomotive I have made, have all been (you guessed it) made by Victory Works.

The reason for my review 'pre-amble' is because it is with heavy heart that I cannot recommend this DLC for purchase. VW have recently been producing content at a prodigious rate, and whilst I cannot give the reason why, I can say that in their haste, they have let their quality demands slip.

Whilst this product is still an example of the Victory Works simulation "ethos", I can neither say it is shining, outstanding nor up to their usual standards for the following reasons:

1).Sound: The execution of the sound engineering is incomplete, opening the regulator generates the sound of the Fireman's shovel scooping a round of coal as opposed to the sound of steam rushing through the opening valve into the steam chest, sadly this sound is repeated in other 'events' (i.e., Steam injectors engaging) ergo it would appear that some erroneous code exists when it comes to calling the correct sound resource.

Whilst I see some people complain that the sound is too low, it should be pointed out that previous VW models have attracted criticism of being too loud. Yes the sound is more anaemic than what we are used to, but I have never stood on the footplate of the only remaining example of this class whilst it is in steam. Perhaps the sound levels are accurate, but whilst a low level of sound does diminish the immersion, the aberration of sound application destroys it.

2). External cab view: Before VW, the external and internal cab & footplate views were separate, whilst driving head-out (an important view on a Steam locomotive), one could not view the important gauges such as Steam pressure, brake vacuum & air pressures, and boiler water levels within the cab. In one fell swoop VW removed this hinderance and gave us views of these vital gauges whilst our Virtual heads were out of the windows and scanning the road ahead. It was now possible to do without the HUD entirely.

For whatever reason, the head-out view on the Q6 is not from the Driver's & Fireman's windows, instead it appears to be from the Tender's doorway. As a result, the view inside is blocked by a support column. From the Fireman's side, the view of the pressure gauge and boiler sight glass are completely blocked, and whilst it is not so much of an issue for the driver (who still cannot see the boiler sight glass), it does become a greater one when driving the preserved version fitted with Vacuum brakes, with that gauge also obscured. With this DLC we have taken a step backwards and require the HUD whilst driving head-out once again.

The above are the major points that break the immersion (for me), there are other small 'niggling' issues (i.e., no 'running' notch on the vacuum brake), but I don't believe them to break the 'suspension of disbelief' quite so much, and I can live with them.

Sadly, it would 'appear' that Victory Works has dropped the ball with this product, either due to some un-seen motive for the rush of Steam traction that VW is currently producing, or due to a drastic and uncharacteristic change in quality-control. Whilst others may be content to wait for "sound mods", it is my belief that any DLC requiring the purchase of realism mods is incomplete DLC.

Should Victory Works fix these glaring issues, I would be only too happy to change my review as it saddens me to think they have lost their famed attention to detail.. As noted by many others, this game plays like a mix of Geometry Wars, Rogue Legacy and FTL (probably in that order). There is a carry-over loot and skills system, a "choose your own path" starmap with bosses at the end of each sector and you spend most of your time blowing seven kinds of bejeezus out of a bunch of neon shapes in bullet hell. The game starts off demoralisingly difficult, but after you get the hang of the controls and your ship starts to become increasingly deadly, everything falls into place. Be sure to give it at least half an hour before giving up (I nearly did). Despite the cons, its still a solid thumbs up for the price (\$5).

Pros:

- Great variety of missions and different random objectives keep things interesting. Frankly, there are a lot more things to do than I would thought.
- The loot treadmill works well and its not always just a case of "damage +1". Different combinations of gear can lead to new strategies.
- Decent variety of enemy archetypes and behaviour patterns keep things frantic.
- Runs perfectly smoothly and I encountered no technical issues.

Cons:

- There are almost too many controls for this frantic type of game. You have a primary weapon, two secondary weapons and a utility slot. There is also some weapon charge mechanic which I haven't bothered exploring at all. Combine this with the fact that its already a twin-stick shooter and you basically need another hand. Half the time when I wanted to use my utility slot I found myself pressing the change weapon button and screwing myself.
- The granularity of the controls leaves a lot to be desired, at least with the gamepad. Trying to line up a shot on a single enemy is frustratingly difficult. Thankfully, that level of precision is not often required.
- Programmer art in abundance. It was probably a one man team, but it still looks like most of the interface was drawn in MS Paint and the enemy designs are sub-standard.. I will put this little overview of the game in three parts
 1. what i think about it
 2. what needs improvement
 3. what i hope the devs would add in the future

-Crash Course so far seems to be inspired alot by "The Forest", you play a Space-Marine who has traveled through time with his ship and Survival instincts take over the Surviving crew
You start with a machete then get a gun with a few bullets and then you are told to find a small wreck of the ship etc.etc.

For what it is so far i would mainly say its a diamond in the rough with unbelievably high potential, the sci-fi/Prehistoric setting can bring alot of things to the table but handled wrong can make this a waste of money - here is hoping for a good future

-what needs improvement immediately in my opinion is the low spawn of Sticks and stones i spend the first 10 minutes playing just looking for a bunch of rocks

and the fight with the security drone at the shipwreck is a little too hard for it being so close to the start -Git Gud- is the only thing working so far

-Now to what i would like to see well ... there are two approaches:

.While the idea of the impending doom of the asteroid is a nice idea i would only keep it for story sake a survival game like this works the best without time limit, anyways

i would like the game to become a little more Fallout-ish (if that makes any sense) meaning that some Ship-wrecks be turned into little sanctuaries with tradeing and side quests and others become Bandit strongholds or maybe some guys went complete primal and began building a wooden fortress and defend it with spear and bow (little factions could also be build up when going in that direction)

.on the other hand the impending doom mechanic could be used in a way that we know on Day X is doomsday and it is our goal till then to escape - if this approach is used however i would like to be the game more like a Battle Royal kind of deal so that its less looking for Sticks and stones and more like looking for guns and ammo and the parts to flee while hunting down the other humans that might have parts already

Anyways

I'm will keep the game and hope it will turn out great promising start so far. give us our money back. One of the Kind, its color full, really good OST it really fits the game.

One of my favorite couch game.

Need to be at least 3 player to have some real fun in pvp tho.. Fun little game, worth buying if on discout or as part of bundle. There's bonus chapter at the end of main game.

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