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About This Game

Plunge into the world where heroes always die, and villains triumph! Kill people who try to protect the good and stand in the way of achieving the goal of your whole life – to take over the world! But it's rather difficult to subjugate even some pathetic country just by yourself... So, make a demon your partner! Feed him with the souls of the infidels and receive a dark power therefor, isn't even comparable to the ordinary humans! BUT, always remember that demons are treacherous creatures, and like to play with mortals, so don't expect all his gifts to be useful to you...

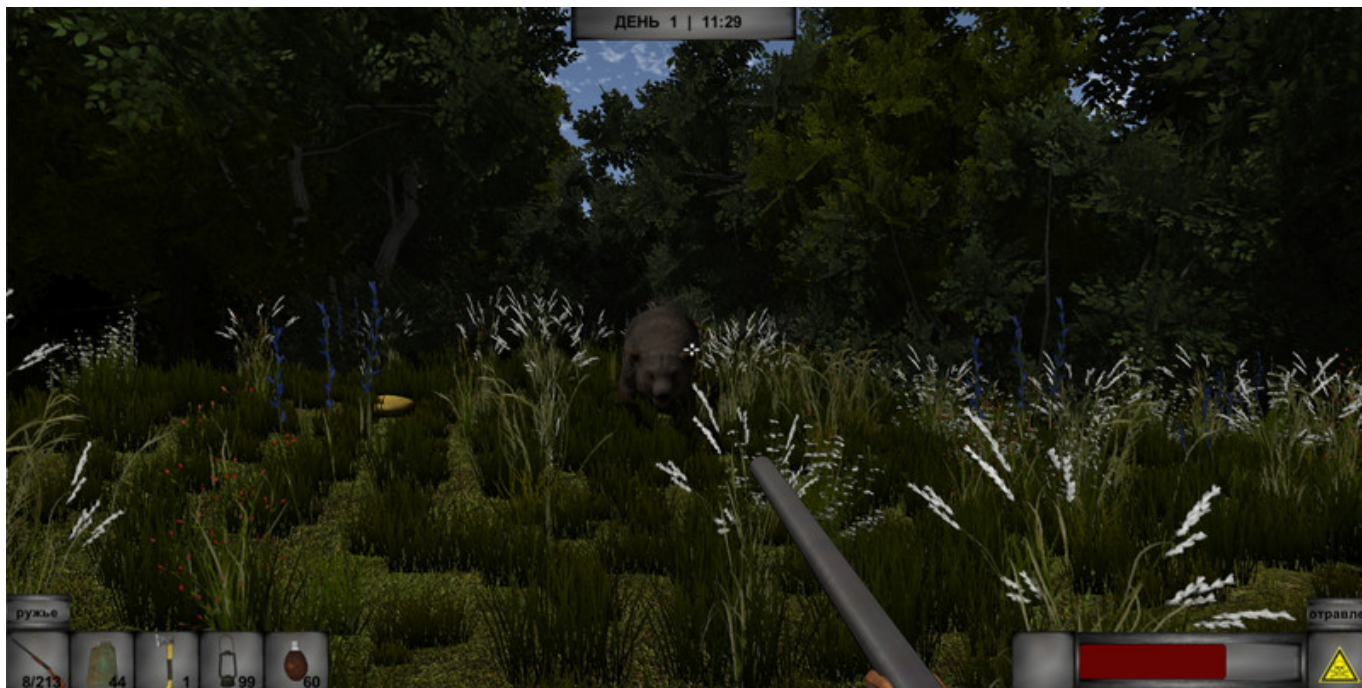
- Test your strength and luck, because you will need it!
- Try all the abilities that the demon has, and find your perfect combination!
- Find out how powerful you can be by fighting against entire armies!
- Arrange a real bloody bath using the body mess of pathetic minions of the good!
- Not the easiest, but at the same time, a simple game will impress you for a few hours!

Title: FYD
Genre: Action, Indie
Developer:
Atriagames
Publisher:
Atriagames
Release Date: 12 Jan, 2018

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English







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If you like rhythm game, this is so far the best game ever made. If you are a Blitzkrieg fan, you'll like this game. Same mechanics, different time period.. This Season Pass does not include Antman DLC, which is expensive with only one level.

And you cannot get all achievements if you don't buy the Antman DLC. It is not right!

What a shame...

Eat brick, WB!! it does not even render right do not get this thank god for refunds on steam. 2/10. No matter what you do, you cannot fully turn off mouse acceleration.

I'm disappointed. I was looking forward to playing this cult classic open world FPS RPG, and instead I'm uninstalling it because mandatory mouse acceleration is abysmal.. Good manager, simple gameplay and great support from developer! I recommend this game :). does not work. Buy this game. Buy it on sale for \$0.60 or buy it at full price for \$6.00, it doesn't matter. Buy it, and play one race. Get addicted, or play local multiplayer, but if you're raging at an FPS just open this game and have some fun.. Very addictive game! Cannot wait to see what you come up with in the future. Ubisoft: Oh, hey, players like this game, so we shouldn't let them happy, so delete the plan of EndWar2 and give them a♥♥♥♥♥♥name EndWar Online.

I enjoyed this game, would rate it about 8/10. Looking forward to the following acts, would love to see how the story ends.

There is no voice acting, which shocked me at first but I ended up loving it by the end. Some of the puzzles were quite tricky, others not. I did love the artwork, and the music. This act is a short one, and I got it on sale.. Got this game from a friend as a joke, but ended up using over 1h on it....

Breathtaking art (if you know what i mean), beautiful storyline and even some intense gameplay from time to time!

If you have 5\$ spare you know what too spend it on ;)

10/10 would tap that... Thumbs up button

. I haven't enjoyed an RPG this much since Kefka laughed his last.

The creators call it an homage to Final Fantasy's earliest titles, and it shows. They have taken the best parts of the first six and made a wonderful game in their honor. I highly recommend this game, it has at least 30 hours of content on the easiest setting and is highly replayable with the various character combinations and side-quests that are all referenced in the ending scene.

Well worth the price.

. UPDATE:

Following my review, the developer and I had a long chat about various aspects of the game and other subjects, including his next project, which he hopes will greatly improve upon the experience here.

I learned that he intended for a community to form around this game and work together to figure out certain unexplained mechanics and locate the secrets, not for each player to try to do it all himself. Indeed, obtaining all the secrets requires several types of unconventional thinking that I do not regularly employ because other games do not expect it of me, but which a group would be much more likely to suggest. Of course, one cannot simply expect his game to be successful enough to generate that sort of interest and cooperation, but knowing the intention here does soften my opinion of the game a bit.

Additionally, the developer seems quite aware of the game's flaws and is open to substantive criticism and suggestions, so I am optimistic about his future work.

However, the following review does still stand.

ORIGINAL REVIEW:

A game that does not respect my time is a game that I cannot recommend.

The mediocre main story is only around 40 minutes long, so the bulk of the game involves hunting down the various secrets and alternate endings. This is where things break down.

Perhaps the biggest problem with the secret hunting is that literally half of the levels take place on the same blocky, mostly empty map, with only minor differences among the chapters. I spent a long time running along identical rooftops and jumping over identical fences down similar alleyways (there is some variation to interiors, but secrets are usually outside), totally unsure if I was heading toward a dead end, an inescapable area, or one of the secrets. Each new chapter on the map also involved going back to the same places just to check if new secrets had appeared, which was sometimes the case.

Furthermore, since not every secret is meaningful or tied to an achievement, discovering something did not necessarily feel rewarding. Even when it did, it was minor: a few lines of dialogue adding little to the story or joke memes. I'm not sure why the developers put such an emphasis on this part of the game if they weren't going to do anything significant with it.

Traversal of a bland, empty world for meaningless rewards would be bad enough in any case, but there are also no in-game hints or nudges, no guide outside of the game, no map. The player is utterly directionless.

As for the game in general, various other design decisions work together to frustrate:

*Checkpoints are granted sequentially: they exist in particular locations in the level and are overridden and "deleted" upon reaching the next one. If the player has reached the end of a map and wants to return to earlier parts to explore, this means that every death will spawn him at the end of the map rather than at a checkpoint closest to the location of his death or at the last safe platform before that death.

*Some secrets/achievements require carrying an item across the map, but there is no inventory system. The item literally has to be carried by hand and thrown over obstacles, since the player can't climb while holding an item. Of course, if the item falls into a pit, it doesn't respawn near the player or on the ground nearby. No, it respawns all the way back at its original location -- if you remember where that was. Enjoy either backtracking to that location or dying to respawn at a distant checkpoint, only to have to attempt to take the item back to the goal -- if you can find it and recognize it as such.

*Accessing secrets often requires finding and carrying boxes or trash cans to walls to build towers to ascend. This can be tedious enough on its own, but these objects are also subject to physics, so placing them on top of each other and jumping on them without shifting them around can be a chore. Running with them in hand is also a visual mess.

*The wall jump mechanic is only granted after completing a secret level, which is only accessible after completing the game. It is also the worst implementation of such a mechanic that I have ever encountered. I have to wonder why this essential parkour element was left out of the main game.

*Replaying chapters leads to unskippable, though generally brief, cutscenes and dialogue.

*The final level forces the player into extremely slow and lurching movement for story reasons, which is fine except for the fact that exploring the level (once again, wide open and mostly empty) for secrets takes far too much time accordingly. I felt like my time wasn't being respected in the previous levels, but here I felt like the developers were just being sadistic.

Beyond the flaws in the design, the game suffers in other ways:

*It doesn't explore its platforming to its full potential: there are never any hazards besides pits, platforms don't ever move or do anything interesting, and the difficulty doesn't escalate as the game, short as it is, progresses. The wall jump is barely explored at all simply because it isn't available until after the end of the game. This was a big missed opportunity.

*The story is nothing special, nor could it have been with what little dialogue there was in such a short time.

*The music is nothing special and often seems to disappear. I don't know if this hurts the game, but it certainly doesn't help it.

*I don't have a problem with Minecraft-like visuals, but here they seem very lazy, especially in the exteriors. I already mentioned that this is bad for secret hunting, but it's also just unpleasant to look at identical brick or rooftop textures stretching across the screen with no detail whatsoever.

Don't be fooled by my hours played. I wasted a lot of time and I don't look back on the experience fondly.. Okay i will say this dlc adds quite the challenge as the germans it goes like this \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665s of infantry and AT guns very few tanks you only gets stugs at the start however you keep them at range and there basicly shellproof however you get givin very few so a bit of micromanging is at play consantly shifting between troops to attempted breakthroughs Now onto the soviets they are the complete opposite they play with just about \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665s of everything you really can if you want just rush german positions with tanks infantry afly and obliterate everthing however once into contact with the stugs you gonna have a \u2665\u2665\u2665\u2665\u2665\u2665 time they will constantly one shot t34s there the main think you should worry about also the new MG nests are deadly they will tear up whole squads and there hard to take out extremely hard so much so that i brought up my su152 into point plank range anyway TLDR great dlc its lone hard really gives you that feel of the eastern front meat grinder. Had this for several months, still buggy as hell. The bagging still has terminal bugs, causing you to have to restart the game. The game crashes. I've been putting in time to finish the achievements and delete this game from my library, but at this point it might not even be worth the struggle.

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