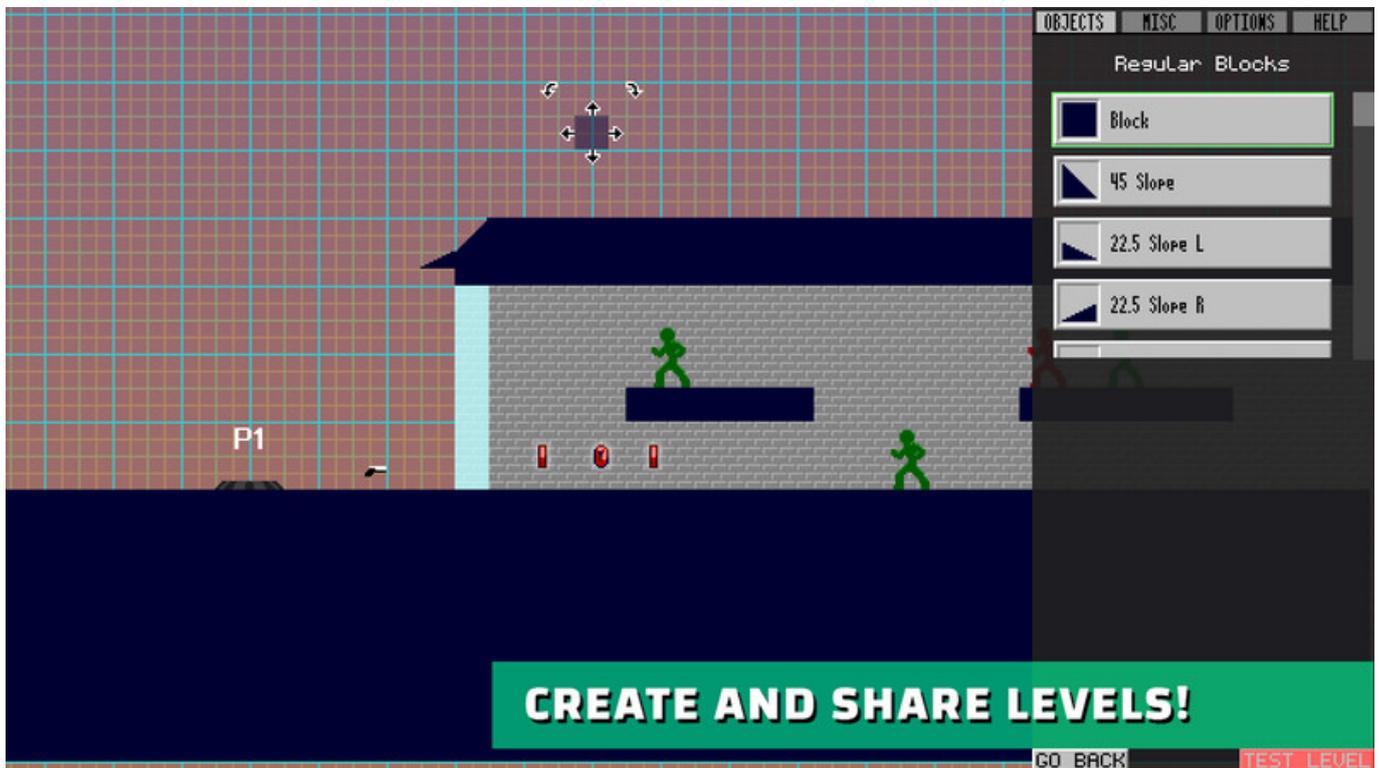

STICK ENGINE Activation Code Download



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About This Game

STICK ENGINE puts the tools in your hands to create insane stick shenanigans and share your creations with the world using the STEAM WORKSHOP.

STICK ENGINE supports two different game modes: Adventure and Battle

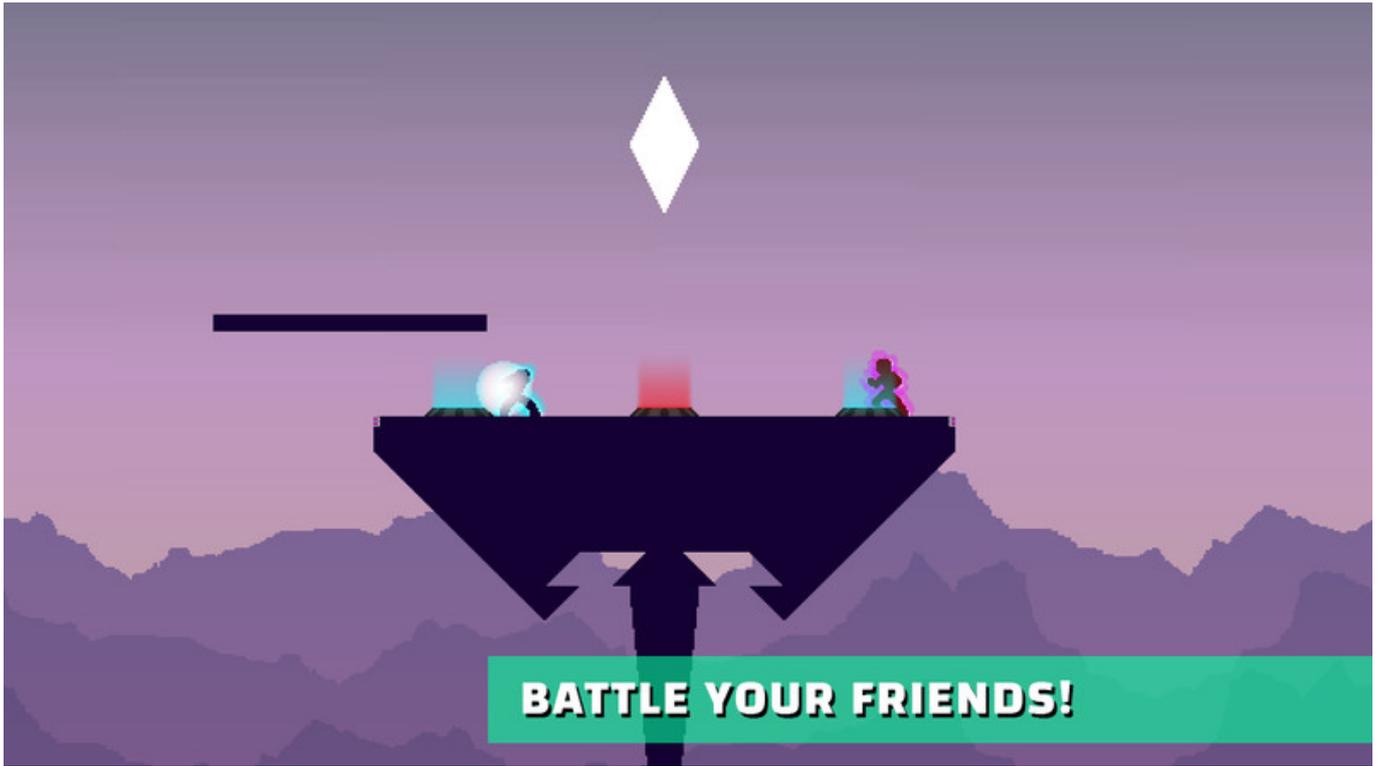
Adventure lets you play campaign-like modes where you're up against hordes of enemies through a variety of obstacles and challenges. Friends can join in for a co-op experience!

In Battle mode you and your friends can fight with or against each other in custom gametypes. Settle arguments in Deathmatch or Sumo mode, there's plenty of choices for even the pickiest of gamers!

Title: STICK ENGINE
Genre: Action, Adventure, Indie, Early Access
Developer:
Zachary 'ZOLTARR' Pitts
Publisher:
Zachary 'ZOLTARR' Pitts
Release Date: 30 Aug, 2017

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English



STICK ENGINE



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Very nice game/level editor. It's got a long way to go before it's finished but it's certainly off to a good start. The interface can feel a little clunky and the fighting system is a little rough around the edges but the overall entertainment I get from setting up a level and then playing it overrules the frustration I may get otherwise.

Edit 3V23V18: Recently I saw on the discord that the game is now being developed by a different person now and that it will begin receiving updates again.

Edit 2V1V18: Despite a nice looking roadmap, the game has received no updates since 1.0.3. The Developer has since moved on to another project so it honestly feels like the game's dead. Shame.. UPDATE, 8V9V18

While the game does have a few bugs at the moment, the developer is very interactive with the community. The issue above about the cartridge loader being clunky is no longer the case and the options regarding resolution have been fixed. However, there are still a few issues, don't get me wrong. What this game needs to make it better as of right now is you. It needs people to make maps and generate interest! I see a lot of potential in this game and I really want to see it grow!

So far I have a few issues with the game. The screen resolution options were confusing and fullscreen wasn't exactly fullscreen. When clicking the option, it showed the game in the center and just black around it rather than an actual fullscreen. The level creator is cool, however it feels clunky and slow. The cartridge loader is awkward, I was looking at the games I was subscribed to, but they didn't appear in the cartridge loader. I really want to like this game because it reminds of playing these kind of games on newgrounds, but for right now there are just too many issues for me.. Ughh it was fun in the start, but then it got buggy.. Fun game that has a lot of potential! The gameplay has similar mechanics to Smash Bros, but you can make your own levels and get other levels from the workshop. I was surprised with the variety of attacks you have.

Before the game is released I'd really like to see more options in the map editor, and a curated list of fun carts. Some of the existing ones are buggy (from an old version of the game?).

Should mention that it appears to have been updated since the initial reviews. I don't see the fullscreen problem.. Really needs a real resolution.

It's like 300x400 and can't handle Fullscreen: it only stretches it, which makes it hard to look at. After making a Level and saving it, the Game is back in it's original resolution in the left upper corner. Only fixable with restarting the Game. So the Editor is only use-able in Window-Mode.

After playing the first selfmade Level I only get a White Screen at start-up, but in the Editor via "Test Level" everything works.

Battle System seems a little bit clunky, but that's subjective.

Needs polishing.. I don't think it completely works with PC due to me not being able to pick up things, but it's a good game.. there is no level to play!

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