
Jetball Key Serial Number

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About This Game

Play jetpack soccer! You take control of a super athlete playing a soccer/basketball style sport in the future. You can take to the skies with a powerful jetpack. Mainta 5d3b920ae0

Title: Jetball

Genre: Action, Indie, Sports, Early Access

Developer:

Codevictus Inc.

Publisher:

Codevictus Inc

Release Date: 6 Dec, 2017

Minimum:

Requires a 64-bit processor and operating system

OS: 64-bit Windows 7, Windows 8.1, Windows 10

Processor: Int

English

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Looks like theres a ton of potential with this idea. Lots of fun to fly around passing the ball and finally seeing it fly into the goal!

Needs TONS of polishing. Lots of typos, bugs, and game mechanics that are hard to work with. Not a bad buy if you wanna be a part of a fun community early on from the beginning. Hopefully the devs will stay dedicated to this game because id love to watch it grow and i certainly think it could be a competitive e sport in a few years.. So keep in mind that this game is in Alpha. And it will stay in Alpha for about another 6-9 months from what I heard. So far I have played a few hours and I have some honest reviews and predictions for this game. Current State: The UI is simple and easy to navigate. Character customization in minimal but keep in mind its early and the developers are working night and day to make this game perfect. Maps are basic and textures are a little bland (keep in mind the engine that this game is running on allows for so much room for improvement (think rocketleague looks, then transport them here). On screen displays, such as goals, points, and descriptions of what is going on are super basic but get the point accross for now. Some textures are placeholders, for example 2 of the guns are not finsihed yet and have a chrome look place holder. The audio in the game has room to improve as well, Some sounds in the game could be improved such as music, (or lack there of) there isnt alot of background noise, there is some fan cheers in the background ,sometimes, which is a nice touch, but if they can add more things like that it would be a huge improvement. This might sound like a lot but trust me there is so much potenital in this game. Gameplay couldn't be more smooth, the way the physics function in the game make it super easy to preform infinite possibiltes. I played for about 5 hours and in that time I never did the same thing twice, and doing new things makes room for even more chances to do something benifical for your team. The art of playing with a teammate or temamtes makes the game way more interesting. Flying through the air just to pass, have it slapped back at you, then you slap it into the goal is just a great feeling. Ill admit the way the ball interacts with the player is a bit off, mainly with slapping and recieving the ball but it isnt completely broken and can be steadlily improved into something more fluid. If you have the option between solo training or playign with bots, choose solo. Bots need to be worked on a bit before they can compete with even starting players. There is no ranked system as of yet or a que system, and no friend system so joing matches and playing with friends is quite difficult without communication in discord. The fact that this game is in Alpha and already super fun to play is amazing. The competitive aspect of this game can be extremely fun and competitive. The only way that this game will reach its potential and become the great game it destined to be, is to gain a communtiy of dedicated players willing to put effort into making this game great. If you are looking for brand new game to go pro in, as a semi pro in rocket league myself I can vouch for this game. And will stick by it wether its playing or managing the community. Please buy this game (seriously), its so much fun and if you like to see something grow into something wonderful then I highly encourage you to purchase this game. The devs are super nice and patient and willing to help who ever needs it.. Tons of fun, highly competitive, well made awesome to make some extremely cool team play goals. A bit of a learning curve but so isnt many other competitive games. The dev is awesome and so are the other players.. Tons of fun, highly competitive, well made awesome to make some extremely cool team play goals. A bit of a learning curve but so isnt many other competitive games. 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Update: "Rainy City: Part I" : Update allows to try out 5 new locations. This time all 5 are available from the start, but after the next update with acquirable hero perks those locations would have to be passed in order.. Rainy City: Part 2 : A campaign was added to the game, so now at last you can have a walk-through!. "RUSTY" : Happy New Year!. Need to wait a bit longer : Release - December 30th.. [0.5.5] Update : Now you can customize keyboard controls. Except you can't change actions of default keys, only add additional ones. Both sets would work at the same time and you don't have to bind every additional action. Display area got reworked, so now game field is more zoomed-in by default on most screen resolutions(1366x768, 1280x1024, etc.). You can also control zoom on controller using LB RT buttons.. Fixed problems with installing the DLC.. DED: Collection Edition : Due to low activity of users who liked the game paid DLC DED:Versus(with additional levels) won't be published. Instead those levels would be used in a sequel - DED 2. But DED would instead receive donation DLC DED: Collection Edition. All contest winners would receive their keys after DED 2 release.

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