Lupinball Torrent Download [Torrent]



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About This Game

Werewolves shooting fireballs at each other!

Lupinball is a hilariously hectic 2-to-4-player deathmatch, which starts out like dodgeball but slowly becomes a bullet hell. Power up and blast your foes in their fuzzy faces, but here's the key: fireballs zoom around the arena forever, bouncing off walls and speeding up over time. The arena gets insanely chaotic in seconds, as everyone shoots more and more and more fireballs!

Last wolf standing wins.

Which fluffy fighter will be the survivor among the fiery doom?

Join the official Lupinball Discord server! https://discord.me/lupinball

A fast, frantic, four-player flurry of fur... locally or online!

- Power up, then smash your enemies in the face with magic fireballs! As wolves!
- Local and online multiplayer, with full Steamworks integration! Build up wins and earn a place on the Leaderboard!
- Awesome, catchy soundtrack from the one and only Fox Amoore!
- Use a shield that reflects enemy shots and stuns enemy wolves, adding further depth and strategy!

- Every stage is an absurd theme that affects the gameplay, such as a dark haunted house, a farm with gale-force winds, or a warehouse with pits of fire!
- Break open item crates! You can block everyone else from powering up, teleport around the map, or even flip the screen upside down!
- A single-player score attack mode, with Leaderboard! How many points can you attain?
- Streamers: our Twitch extension (in the Muxy Overlay) provides a live scoreboard and lets viewers vote for their favorite player in real-time!

Title: Lupinball

Genre: Action, Casual, Indie, Sports, Strategy

Developer: Craftven Publisher: Craftven

Release Date: 17 Aug, 2017

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Minimum:

OS: I've heard it runs on XP SP2 but you should be on something newer by now

Processor: Something that runs quickly

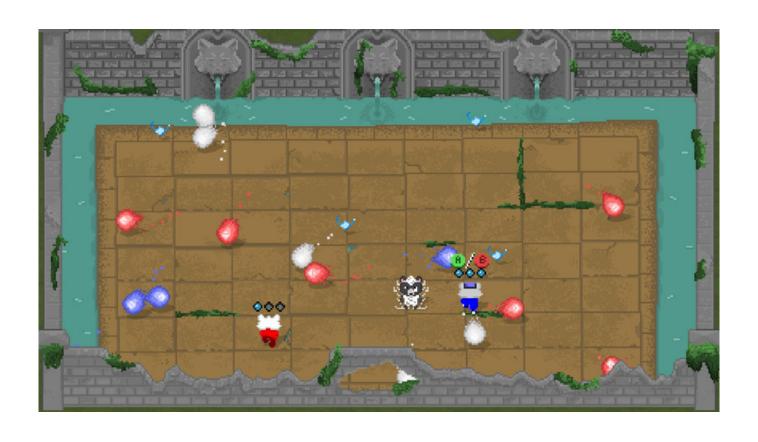
Memory: 1 GB RAM

Graphics: Something that displays pictures quickly

DirectX: Version 9.0c

Sound Card: You'd better have one, Fox Amoore worked really hard on the soundtrack

English, Russian, Simplified Chinese







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A great couch multiplayer dodgeball-like game that's fun for adults and accessible to kids, with very mild cartoon violence (no blood, eliminated players look like they fainted).

Excellent party game for all ages.

Playing also helps kids understand angles and trajectory. For younger kids, some minor practice with controls will help at the start.. Fun game to play. A great couch multiplayer dodgeball-like game that's fun for adults and accessible to kids, with very mild cartoon violence (no blood, eliminated players look like they fainted).

Excellent party game for all ages.

98/100 The_DragonKingGamer "I hate my life now, but at least the journey to depression was fun."

Seriously though I do love this game, and I recommend it to all player, pro and casual. You'll have a blast and it's great with friends. Developers are responsive and content is unique and enjoyable. The maps detail and sillyness make it a game I can play everyday. Thanks for this gem, have a good one! ^^. DISCLAIMER: I was a beta tester for the game prior to release, and am a "Valued Tester" in the Discord server. I was provided with a beta key during that period, but I purchased the game post-release and have been given no incentive or consideration to write this review.

TL;DR: The game is fun. Buy it.

When I describe Lupinball to people, I say "It's sorta like Duck Game, but with wolves and fireballs instead of ducks and weapons." It gives you a bit of an idea what to expect.

Lupinball is a primarily 2-4 player game (with a single player mode) where each player controls a different bipedal wolf. These wolves collect energy icons that pop up on the field. Up to 3 can be held at once. When one is picked up, the wolf can deploy a shield for a short time, with the shield lasting longer with more spheres. With three, the wolf can deploy a magic fireball. The object of the game is to survive by dodging opposing fireballs while launching yours to hit your opponents. There are also items that pop up from time to time to twist gameplay a bit, like orb blockers (prevent opponents from using shields\/fireballs) and one that flips the stage upside-down but leaves controls intact.

This is where the Duck Game comparison comes in. One hit, and you're dead. Once all but one wolf are dead, the stage shifts to the next and the match continues until one player wins enough rounds to win the game. There's a bit less humor in the death scenes compared to Duck Game, but the overall game is very light-hearted, with hilarious loading screen messages relating "fun facts" about wolves, and the characters are very charming. (Bart is best sheep.) Plus, ALL THE WOLF PUNS.

Unlike Duck Game, there are no platforms or jumping. Levels aren't completely random either; each player selects a stage, and the selected stages are played in a random order. When they are complete, players then select additional stages, and the game continues until a winner is decided. I like this freedom of choice, but I would love to see an "uninterrupted random mode" implemented as an option in the future.

The game handles really well. Movement is smooth (except on stages with elements like wind and ice where impeded movement is the point) and you can even adjust the trajectory of the fireballs for a split second after initiating launch. Each map is unique, and offers its own obstacles, be it slowed down movement (Gailes, Wolphone, Pawcific Ocean) or changing elements like shifting walls and temporary darkness (Wolffer, Moon Estate), to name only a few examples. Gameplay itself is extremely simple; with only movement, shield and fireball launch as your only controls, your mastery of the game will rely on experience

more than learning any complicated combos or controls.

You can customize the match options (points to win, friendly fireballs, item appearance, among others) to create the match setting that suits you and your friends best. There are even accessibility options, such as a reduced flash mode and a color-blind mode. And of course, there is online play.

Single player mode flips the rules a bit. You're alone on a map, and you're firing constant fireballs to fill the stage up. You have 30 seconds (extended with each fireball you launch) to keep firing. One hit from one of your own fireballs, and you're out. Once time is up or you die, you are taken to the next stage, repeated until you've played all of the maps in a row. Your score is the amount of fireballs you launched in every stage, totaled up, and there is a global leaderboard for the best score. It's pretty fun, though I would like to see an AI single player mode implemented where you do battle against 1-3 computer opponents.

Dev support is top-notch. The Discord server is active and the community, while young, is already very friendly. Devs hang out there and are dedicated to improving this game and making it a fun experience.

All in all, for 10 bucks (I paid 9 with launch discount), it's a pretty solid game. I think it could earn its place among the many other popular couch multiplayers.. Great music And Great Gameplay All it needs is more players! So if you got money I recommend you getting this game.. with freinds this is really fun to play and have a laugh

Fun, fast paced gameplay. But throughtout the time that I played I could not find one online player.. SO good! Great fun in multiplayer.. Buy this if you like:

- 1) Fast paced multiplayer
- 2) If you like owning people
- 3) If you like wrecking people
- 4) If you like destroying people
- 5) If you can dodge
- 6) If you like annilating almost everyone on the every game screen ever.

7). you get the point. BUY THE GAME! God... Stop reading this review and buy it, it's awesome. Go go go. Support this guy, he is awesome. Go...come...I DONT SEE YOU BUYING IT YET. CLICK IT NOW.... go... now...yes... yes you do it...l

okay bye. Really great game, 10/10 wolves. Must play. One of the best games.. Must play. One of the best games.

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