
Download Ace Of Spades: Battle Builder



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About This Game

Say hello to the creative shooter. Ace of Spades: Battle Builder is the first-person shooter that lets you create your battleground, destroy it, then create it again. Up to 32 players choose from seven unique classes and jump into team-based, multiplayer mayhem across an endlessly evolving battlefield, to construct, destruct and take out the opposition.

Key Features

- **CONSTRUCTION, COMBAT AND CREATIVITY** - Complete strategic and creative freedom is at your disposal to annihilate the enemy however you like.
- **MULTIPLAYER MAP CREATION** - Ace of Spades: Battle Builder includes a map creator mode, which allows you to collaborate with up to 23 friends and make your very own Ace of Spades battleground! Custom tools and over 400 prefabricated structures will help you build the ultimate multiplayer maps, which you can upload and share via Steam Workshop.
- **CUSTOM GAME MODES** - Play the way YOU want to play! Host your own match or create your own mode using the wide selection of settings available to you. From fine tuning your favourite mode & classes, to turning TDM into a Spade-only grudge match with predefined teams, as a lobby host you can:
 - Set your lobby to invite only, friends, or open, and also have full control over who joins with the host 'kick' function
 - Sort players into specific teams – great for clan matches, or for playing on the same team as your friends

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- Choose the map you want to play, official or player made
 - Set the size of the match, and it's duration
 - Set up vanilla game modes or tweak them to suit by using an extensive set of customisable game rules

Tons Of Insane Game Modes

- **Team Deathmatch** - The Granddaddy of them all. Kill the enemy; try not to die doing it.
- **Zombie Mode** - Survive the onslaught of the living dead. Failing that, join them.
- **Classic CTF** – Back to basics, one class, one loadout, the classic rifle. You know what to do.
- **Capture the Flag** – No FPS is complete without CTF. Protect your flag, take the enemies'.
- **Demolition** - Demolish the enemy's base before your own is decimated.
- **Diamond Mine** - Dig up precious diamonds & defend the diamond carrier as they attempt to cash in their discovery at your team's base for points.
- **Occupation** - A game mode that pits offence against defence. The defensive team must protect their teams based in the green occupied area of the map while the attacking Blue team try to destroy the enemy position by successfully detonating bombs.
- **VIP** – Play in 1930's era Chicago or LA's Alcatraz and protect your mob boss from the opposing Mafioso.
- **Territory Control** - Claim key tactical areas of the map for your team, gain a majority territory control of the map to win, or even better go for glory and take over the entire map!

Title: Ace of Spades: Battle Builder
Genre: Action, Indie
Developer:
Jagex Limited
Publisher:
Jagex

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Minimum:

OS: Windows XP with SP3 / Vista / 7

Processor: 2.4 GHz Intel Dual Core Processor or AMD equivalent

Memory: 2 GB RAM

Hard Disk Space: 500 MB free

Graphics: 800 x 600 Minimum Resolution, OpenGL 2.0 Support or better.

Video Card: Recommend use of dedicated graphics card (GeForce 6800 GT or higher, Radeon X1600 or higher, Intel Graphics version GMA 4500 or higher with 128 MB of dedicated RAM. Laptop/Mobility cards will vary.

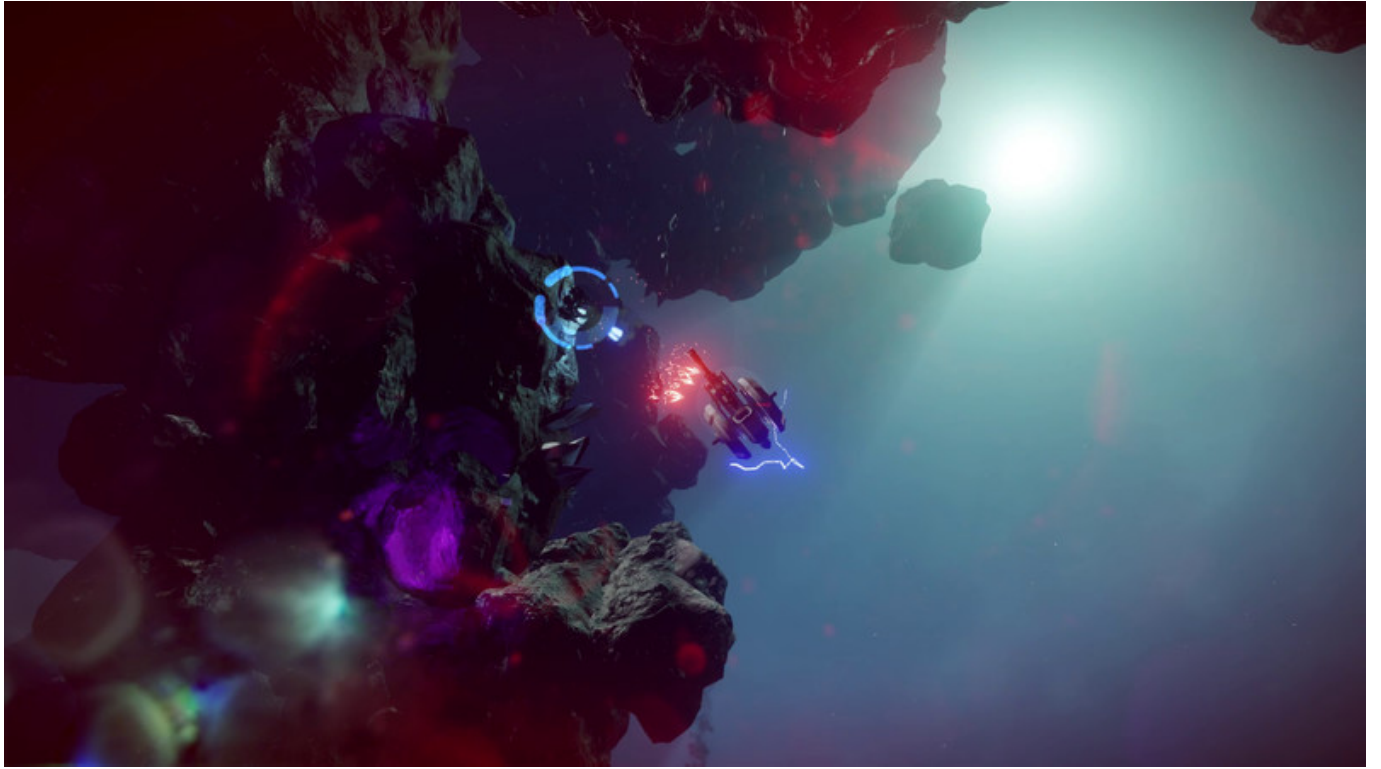
DirectX: 9.0

Other Requirements: Broadband Internet connection

English, German, French, Italian, Polish, Russian, Turkish







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Great twin stick shooter with crazy tight controls and silky smooth gameplay. Intuitive design, many improvements over the original/ultra. Feels closer to the original to me, in a good way, and with all the fun stuff from ultra added in. A lot changed but overall a great game. Plenty of enemies, and as hard as you want it to be. Currently smacking songs on Apocalypse (hardest difficulty) and between 200-300 intensity. You'll know what that is if you've played the first or when you play this. Money well spent.. This is soo good. How do I get my money back? This game wont even load. Their are no rooms available and when I create a new room, nothing. Dont waste your money.. fine for the dollar i spent, but far too basic and lacking options for me to suggest it to a friend.. Recommended, If you love anything Mech, Sci-Fi, Battling Then you sure have to at least give it a shot.. This application allowed me to comfortably enjoy VR games I could not before.

It was easy to use and allows impressive customization options.

I'm looking further to seeing more games receive support for it. Really blew me away.. Recommended i3, Nvidia 210, running 20fps 1280x720 with i7, 4gigs RAM, Nvidia 520. You call that a minimum config ?. Pretty fun game, but don't expect to play with Hardware Acceleration unless you have a BEAST pc.. Short game, but funny. I'd like the devs to had some achievements and trading cards.... **WARNING: THIS GAME IS HIGHLY ADDICTING**

The Dope Game is very simple in design and simpler to play but is extremely addicting. It is also very well maintained with the creators actively looking for bugs as well as listening to everyone who finds bugs (unlike some other games I've played).

(Spoiler Alert) You don't start the game being able to buy anything you want or the really high dollar stuff, you have to start with the low end stuff and work your way up, but it does show you the high end stuff even right at the begining to start whetting your whistle for what is to come.

To wrap it up this game may be simple by design but has a much deeper set mechanics then some people will see on the surface and is addicting for this and many more reasons.

Oh boy, more Last Dream.

So if you played the last game- It's very much more of the same, in a good way. They've clearly learned as they work on the series, and a lot of the rougher edges of the design have been improved this go-around. Levels and Dungeons seem to be better-designed this time, and they've clearly gotten their hands on a much wider array of tilesets and other assets, so the whole game feels very distinct both in telling regions apart from each other, and like you'll never look at a screen and mistake it for something you saw in the first game. Oh, and the music is still sweet.

If you've never played the original- you can still play this game no problem, but you gotta get a sense of what you're trying to get into: This is a Zoning Out Game. This is a game where you've got some time to kill, and you just chill out and go for awhile. It's never going to grab you by the heart or get your adrenaline pumping, but if you have the right itch for it to scratch, you'll have a great time. I love these games, even as I understand that not everyone wants a zoning out game. If you do, give one of these ones a shot. If not, they're probably not for you, and that's fine.. This game is simply brilliant. Yeah, it is strictly one-time playthrough (Ok, maybe a second one to savour the delivery once more), but that 7-10 hour have brought me more joy than tens of hours on tens oh hours of modern AAA-sandboxes.

Some professional filmmakers say sound is far more important than pictures, and Obra Dinn is a stunning champion for that idea. Music, Dialogues - curt, yet authentic, absolutely put you inside the story. It is left to a meticulously built visuals - "photographs of death" - to finish off an impression. And the story, oh the story, which you kinda think you've figured out right at the start - it will show you twists, turns and sudden depths of human condition and inhuman surroundings you are not quite ready for.

Yeah, and though you can probably study XIX century maritime customs on this game, it doesn't sell "The tour edition" separately, like some projects best left unspoken of.

All in all - a unique game experience, emotional, brain-teasing, fantastic and suprisingly deep for it's undertold manner. An experience not to be missed at any gaming era.. Holy moly this game is adorably spooky.

Two flaws though: Dying sends you back to the first level & controller support.

Otherwise for 4.99 this game is so worth it!!. Just a few hours in, but enjoying the game so far.

The good:

Good story and humor. The first hour of the game is spent running around town (which I'd usually dislike), but I found myself laughing a number of times at the clever dialogue. Aura's joining a gang of seven-year olds was quite entertaining. :)

Looks to be fairly long - 5 hours in, I've not reached the second peak yet.

Beautiful graphics! It's also nice to see the old-school bright colors that used to be common and now have become so rare.

The so-so:

I'm not usually a fan of JRPG's, due to some common time-wasting elements, such as random fights, backtracking, and slow travel. This game has some of these, but less than most I think. Enemies on the map can often be walked around, which is nice for avoiding fights. Fast travel and/or a map would be nice at some points, but not essential.

Often a quest will require the group to wandering around hunting for a person or object without a clear direction. (No quest pointers here!) This can mean multiple visits to each area, sometimes while searching for something that's somewhere else entirely.

Some spots have high and low areas, creating a bit of a maze. As far as I can tell, this is an intentional part of many JRPG designs, but it's not to my taste. On the flip side, the game has good pathfinding (if using a mouse), which can be used to take the edge off the mazes.

The bad:

Scarbeck's sprite looks manly, but his close-up looks rather feminine.

There's no explanation of how Aura's spells work. Yes, that fits the plot, but since this is character building, it would be nice to know what one is doing. A helpful list can be found at: <http://aveyond.com/forums/index.php?/topic/15599-meteor-skills-list/>.

Was entertaining for a while. Just enough to keep me playing. (my actual play time is less than it shows)

In general for me, the orbital shooter aspect isn't too entertaining, and the tower defense aspect is very lacking.

Upgrade system is disappointing.

Gave up after failing multiple times on the final stage of the Soother category because after spening a lot time on it i lost an

objective because an enemy took out one of my ICMs since the area to place towers is extremely limited.. This story was just as disappointing as the other Deathless.. I don't have any VR equipment, However it plays fine on my normal flatscreen monitor using a Xbox One Controller. This game is very much like a limited version of Star Trek Bridge Commander. It looks a million times better but has less ships and stations than BC with Mods. I play both and for Captaining the 1701 i prefer Bridge Crew because of how great it looks. It does get repetitive. but its still a lot of fun and worth the purchase, especially if its on sale!

Pros :

- OK story, better than all prequel
- Nice character development for indie games
- Few choices, at last
- OK soundtrack
- Nice pixel art
- Cheap
- Trading cards

Cons :

- Puzzle is a bit confusing
- Yet another RPG games

There's no reason not to buy this game, you can enjoy an hour (or less) of sci-fi story and you can earn profit from sell the trading cards.

I mean, if you've played episode I-III, there's no reason not to play episode IV.. A fun game with your stats affecting not only the choices available to you, but also the outcomes of your choices (for example, an exchange between two characters might change depending on if your character is brash or more calculative).

It's not a game, it's a story, however, it does sport stats that you have to manage and take into consideration as you play. So if you don't like stories to begin with, obviously your time would be better spent elsewhere.

Definitely need to read the book before playing this. Thankfully, it's available here on steam!

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