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About This Game

Start your career as a soccer player and score thousands of goals. Play on street venues or on big stadiums in front of huge crowds.

Online play

Play 3v3 with all people around the world or with your friends (1v1, 2v2, 3v3). Choose a venue you want (two street stadiums, one sand stadium). Customize your player whatever you want and set your desired name and number. Level up and upgrade your attributes. Buy soccer boots to boost your attributes. Earn experience from playing matches, scoring goals and winning matches.

Offline play

Career mode

Start a career mode and join one of ten clubs (each club have own stadium, jerseys and crowd). Play league games (18 fixtures, 9 home and 9 away), score goals and lead your club to the champions title. You can play match from start, you can start match from bench and enter game anytime you want or you can watch the game from crowd. You can select your preferred position on the pitch (defender, midfielder, striker). You can also customize your player.

Training

Practice your skills in various drills. Take penalties and free kicks from any position you want. Play one-two passes and shot or just dribble the ball around and be prepared for a lot more drills in future.

Gameplay

In this game you are fully featured player. You can shoot the ball in various ways (standard shot, chip shot, bending shot with inside or outside of the foot). You can tackle your opponents, score with a header, get past your opponents with skills (elastico, roulette...).

Future additions

- Offline modes: Street mode, Futsal mode, Tournament mode, Goalkeeper mode...
- More player customization
- A lot more training drills
- A lot more player skills
- Online modes: Large pitch (7v7), Indoor soccer, Online Teams
- VR
- Steam Cloud Save and Achievements will be added in near future
- ...

Manual

When playing from start in Career mode press right mouse button to kick-off.
Read controls in the quick reference.

Notes

The AI players may alternate between being inactive to moving wildly and inconsistently.
AI players may stuck attempting to kick the ball while facing each other.

All of that will be fixed very soon.

See you on the pitch!

Title: Soccer Simulation
Genre: Indie, Massively Multiplayer, Simulation, Sports, Early Access
Developer:
Speedy
Publisher:
Speedy
Release Date: 29 Nov, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7/8/10 64-bit

Processor: Intel CPU Core i3-2100 or AMD equivalent

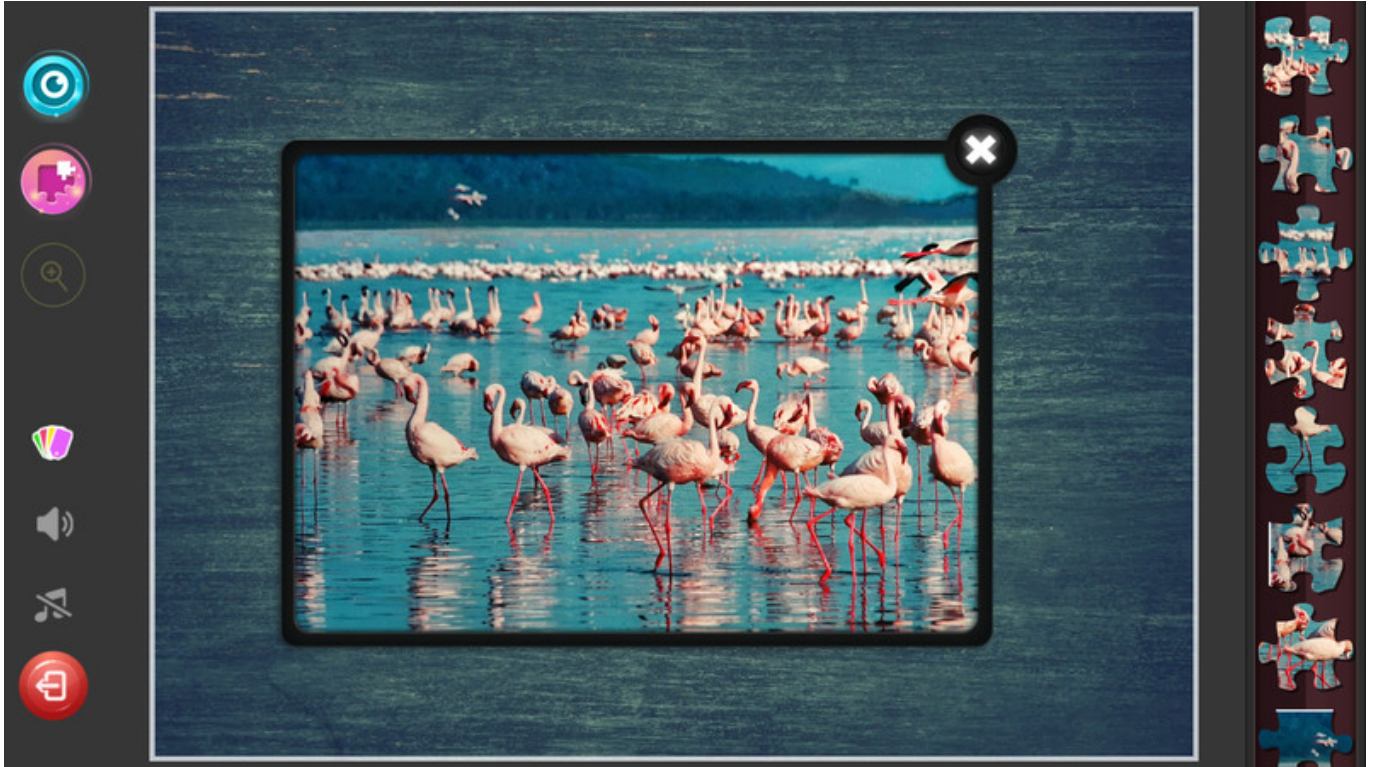
Memory: 4 GB RAM

Graphics: AMD Radeon HD 7870 (2GB) or NVIDIA GeForce GTX 660 (2GB)

DirectX: Version 9.0c

Storage: 2 GB available space

English







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repetitive GaMelplay. DONT BUY THIS...okay being a person whos been into game design for over 20+ years i must say this is absolute garabge

Graphics,gameplay,controls everything is horribly done...uses unity assets as well and dev needs to learn game design before making a complete joke of themselves on steam...not worth a penny really its that bad...

To Dev....take this garbage down no one is going to buy it...grow up a bit got serious feeling ur a kid making this by the way this entire game is baddly designed and the stupid tutorial telling people about eating and learn proper game design and playing 6 mins of this junk is a nightmare in it rightly own and im into unreal 4 dev myself much better engine to work with and dev tools than Unity which im also familiar with ;)

I get ur into game design... well learn it properly and stop wasting ur time on a pet project that ur charging people money for that is awful in every aspect and makes urself actually look bad in the end...Dont mean to be harsh its the fact of the matter and like seeing people with a passion for this stuff actually go some were with it...Take this garbage down and take some serious advice from some one who knows game design alot. Epic Vietnam warfare. This DLC alone kicks the crap out of CoD:BO. I tried this one, must have.. A great VN with a good story and interesting characters. I found all of the routes very enjoyable to read and there twists and stuffs that greatly piqued my interest, allowing me to continue playing the game. The music is also good, a bit memorable and I loved the comedy in this game.. Found this game thanks to HarshlyCritical, pretty ok dude. (Don't watch his streams, his mods are whiny and \u2665\u2665\u2665\u2665\u2665 a lot.)

Anyways, the game has a good idea going, but ultimately you get mad when you bump in the wall 300 times then die and have to listen to the same cutscene over and over.

I made it to the part when you need to get past 2 guards walking around and then I just kept going up in flames... so yeah.

Try it out.. Seems to have promise. But the sluggish controls and overall pace make it nearly unplayable for me. If you can stand to move slowly, and are a more patient person than I, then you might get something out of it.. Neat game. Simple but compelling story. I enjoyed it.. This is not like DigDug, or any retro games I can recall. The developers did a solid job with Pac-Man 256, making an endless runner engaging with a fair progression system. Digby is unpolished and quickly ported to PC. Right from the start, the game asks "Press any button to start" but mouse buttons and Enter do not work. Yet, trying to apply cards in the menu can only be done with the mouse. All of the menu navigation is a mess, jumping between mouse-only and keyboard-supported navigation, none of it feels good or consistent.

The core game is an endless runner, with a lot of flaws. The character has no abilities by default, with incredibly slow digging speed and no attack options. All of the abilites are locked behind cards, which are time-limited buffs. Some buffs can backfire or counter each other out. The ability to drill through enemies is very literal, you MUST be moving into the enemy to kill them, except some enemies are immune and will just kill you. Yes, Microtransactions were removed, but the weird gems/coins currency exchange remains, and the base character is pitiful without card buffs.

Digby is just not a good game. It's boring and repetitive, with little reason to play besides progression. I've almost completed

everything in a few hours, and I never really enjoyed it. Digby is not something I'd come back to play, but PacMan 256 was. Some reviews mention co-op being better, and I didn't have any interest to try it out. I'm sure there are much better co-op games out there. Don't bother here.. Look at the Steam Squad forums: The most recent activity for this game is around 2 to 3 years old. This title has been abandoned with no work done on it since 2016. The development team has moved on or Bretwalda Games is dead. Considering the amount of communications on Steam assuming the later might be best.

Unfortunately there's no way I can recommend this game because it's just broken under Linux. The game apparently uses some custom map rendering. The drawback to this is custom map rendering never ages well and it ends up costing a lot in maintenance. So I can't see anything rendered on the screen except for the 2D UI elements. Everything 3D is just not supported on my graphic card (Nvidia/Intel hybrid).

I wish I could get a refund for this failure, but with no one to answer on the other end of the line, this is just another bunch of bytes down the Steam well.

"I prefer it when you kept your mouth shut."

Best silent protagonist mocking ever

10V10. A fun concept, but cheapened by the endless parade of bugs. The circuits occasionally drop pulses. the walls don't always trigger sensors, the game has a memory, and I couldn't even begin to list all the physics issues. All in all, I wouldn't recommend this game unless you really like logic games, and even then not at full price.. Zombies with mods. Do you need to know anything else?. If you want to fight against drug cartel go ahead and buy this game!. First Play Video: <https://www.youtube.com/watch?v=zum1ApjMf-E>

[Even with a mouse and keyboard because my old RumblePad2 isn't supported in this twin stick shooter. I still had a blast!](#)

[Game runs super smooth and fast. Very colorful and vibrate gameplay makes this game easy to look at and enjoy.](#)

[For any fan of the old school asteroids. Super Stardust on the Playstation console, or the mega popular Geometry Wars games, this game is "Must Buy" period. 8.5 out of 10.](#)

[Best feature IMO: The ability to use salvage points acquired in the gameplay to choose your own powerups and add-on perks for your ship. Making your ship the way you want is a nice feature missing from a lot of these Asteroid genre shooter games. Love it!](#)

[Great jobs devs! Thanks for delivering a huge punch for the price and giving gamers their moneys worth! On Steam these days, that's saying something!](#)

[- Zaxx. You're back as Ace Harding in this sequel of Deja Vu, only this time you do know who you are. But you're a reckless gambler who racked up an insurmountable gambling debt and now you're caught up in a knot. You find yourself in a hotel room and a hulking brute gangster ominously greets you in the process. It appears that you've entangled yourself in mob affairs, because Anthony Malone wants over \\$200k to be paid back. Quite a pickled situation!](#)

[This game places you, again, in the role of our bumbling detective Ace Harding as you have to solve this hairy mess he's gotten himself into.](#)

[I would rank this title the third least forgiving, but that's a bit of a stretch considering there's a lot more ways you can fail in this game than the predecessor. A lot more places to go and the timer is obviously tied into the character of Stogie Martin, the first character you meet in the game. Do one too many wrong moves, he's gonna tap you on the shoulder a couple times but eventually he'll kill you anywhere he'll find you. He even teleports! Don't believe me? Try running from him in the desert or in another train.](#)

[I didn't feel like this game was as captivating as the first game. This sequel does make some nods to the original as there'll be a point in the game where you have to re-visit Chicago to gather a couple critical pieces of blackmailing evidence. Which is really what you're to do in this game - is to figure out a way to blackmail two mob bosses into fighting eachother so you'd get off scot-free from paying anyone big debts.](#)

[What sucks about this game though is that, there's just so much room to mess up that it becomes a chore to do right a dozen times. It's going to require cautious saves before fumbling about before you know what you're to do or look up a walkthrough. This game would be the last of the MacVenture series, though.](#)

[I don't really recommend because, while I appreciate the tie-in with the first game, it just lost most of it's charm due to the difficulty.. The model is pretty good, but that's where it stops. Braking with this engine is a pain, as it takes forever to stop, and makes it hard to get on time to the different stations. Acceleration is also pretty bad, making things harder.](#)

[The first scenario is next to impossible to achieve, unless you spend 5 or 6 hours trying and finding all types of tricks to gain 1 more second between the second and the third stop in that scenario \(and that's why I'm leaving a bad review, really. The first](#)

[scenario was so frustrating to complete that it left a bad impression of the overall add-on on me\).](#)

[Apart from the first scenario, the two other scenarios included work fine. All the achievements can be obtained \(even the "Scotrail Saviour" one, but it'll require you lots of determination\).. Well.... it's a game. I got all the achievements in my first play through. It's just a 10 min game that you will finish and never come back to.](#)

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