RIFT Free Download

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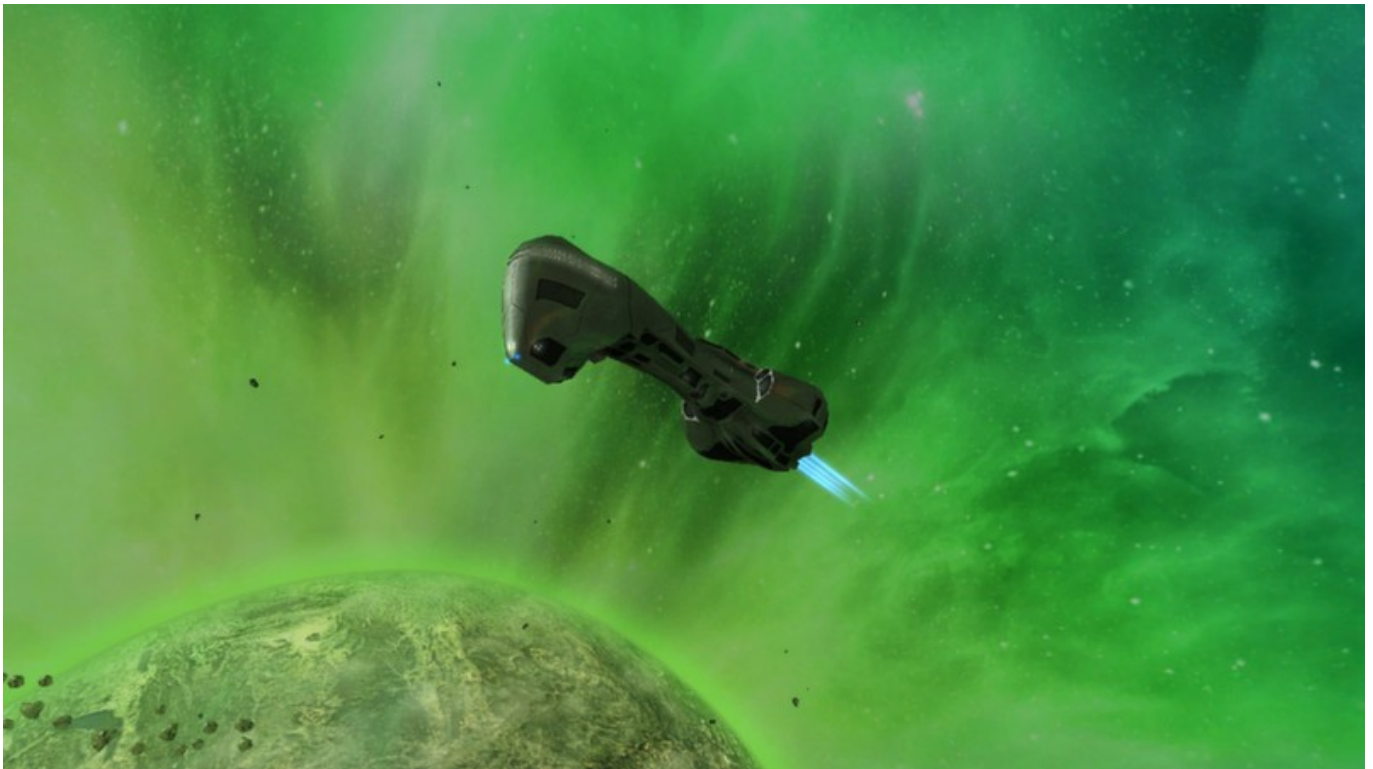## About This Game

Download **RIFT** and enter the vast, magical world of Telara. Experience an unprecedented class system, massive dynamic battles, and player housing like you've never seen before.

BUILD YOUR PERFECT CHARACTER

Create a character and class to fit the way you play. Start by choosing from six races and dozens of unique Souls, each with hundreds of traits and abilities. Mix and match on the fly and re-specialize anytime you like.

MASSIVE DYNAMIC BATTLES

Telara is a living, dynamic world where chaos can erupt at any moment. Whether you're battling planar invasions or ancient titans alongside scores of your fellow Ascended, the next adventure is always near!

DUNGEONS AND RAIDS

In the deep, dark places of Telara, foul creatures breed, scheme, and hoard the treasures of ages. Gather your friends and delve into dozens of dungeons and raids for groups of 2, 5, 10, and 20 players.
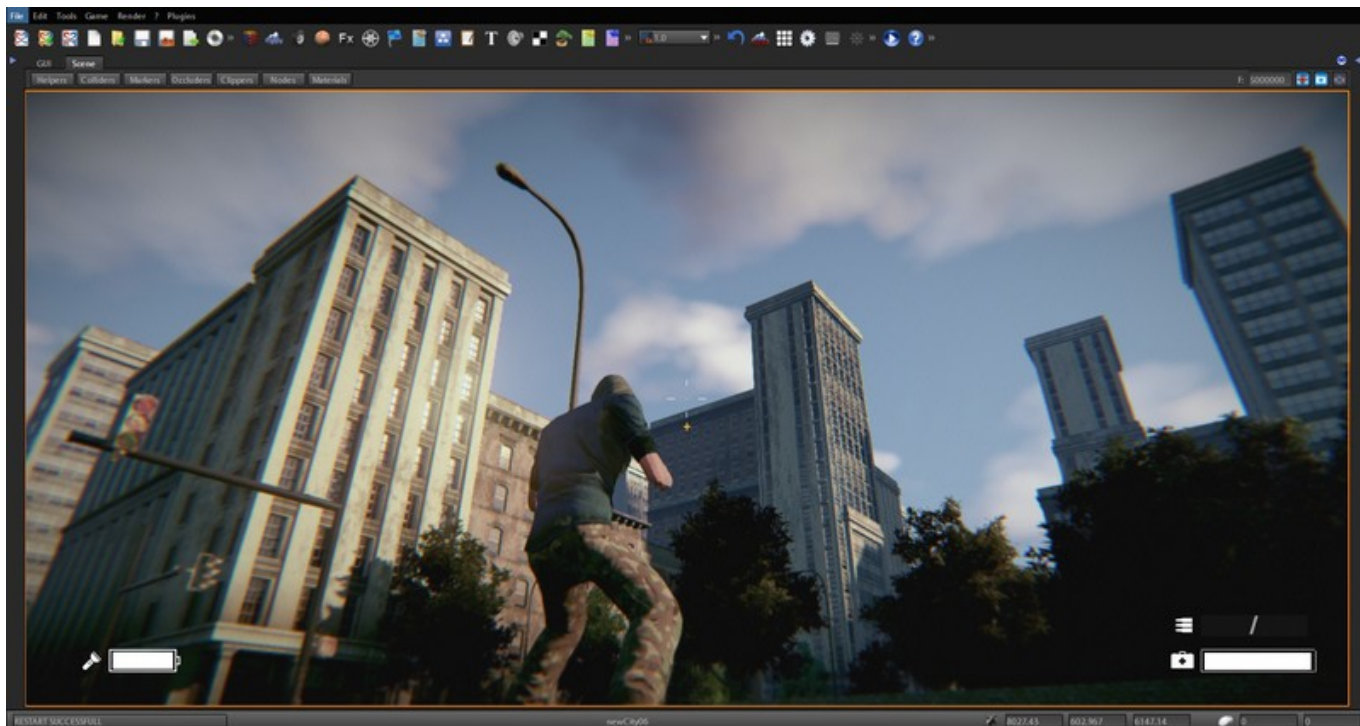
Title: RIFT
Genre: Free to Play, Massively Multiplayer, RPG
Developer:
Trion Worlds
Publisher:
Trion Worlds
Release Date: 24 Oct, 2013

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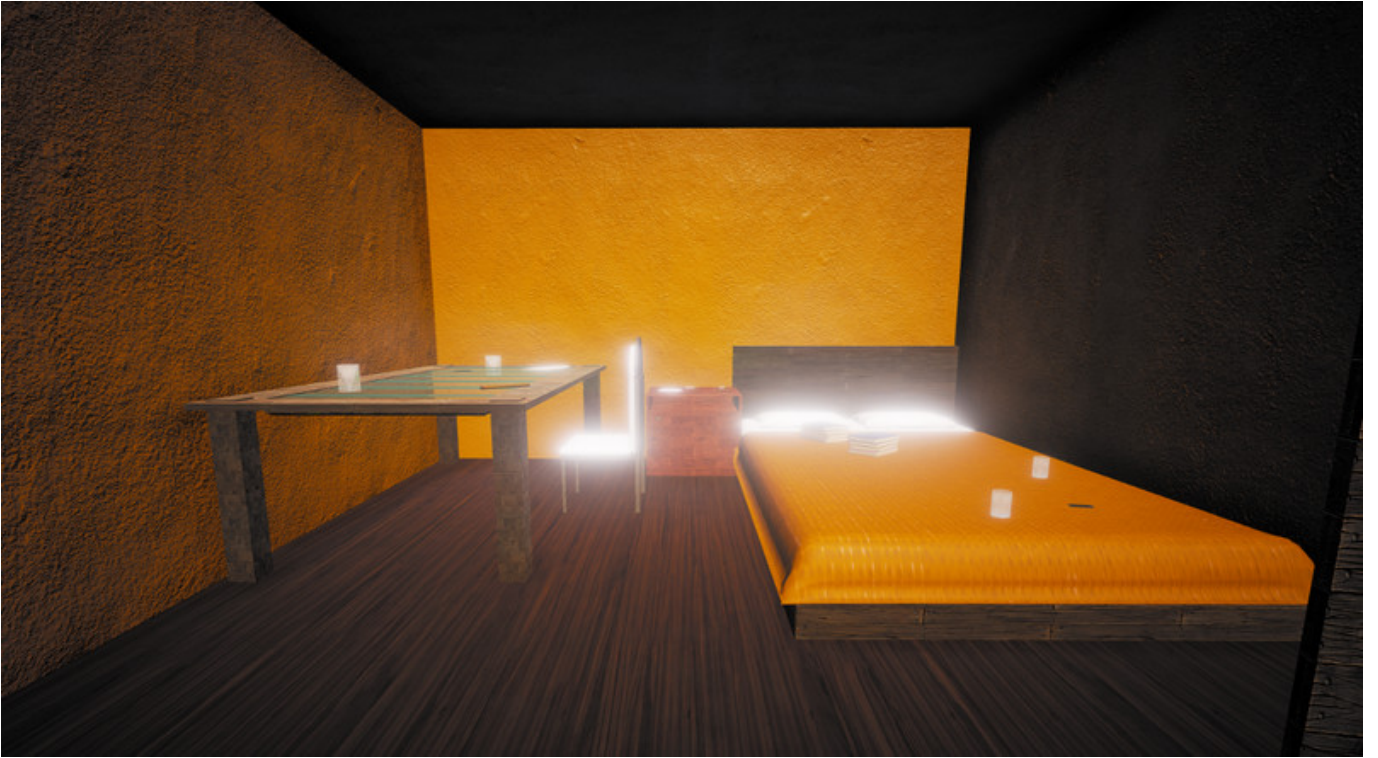
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I recommend you buying this, it's a really good game. It looks like a fun game. However it took almost 5 minutes to load into the menu, 10 to load into the game, and would freeze every 5 seconds or so once I got into the game. Maybe Ill try it again when its better optimized.. At this point in time, I only have a little over an hour and half in the game so it's still early but I have enjoyed it so far with the exception of the console checkpoint only save system which I loathe expecially in something marketed as old school on a PC. Ignoring that though so far the games has been fun.

Pros:
Combat is good.

The enemies attack at a very realistist human run which is nice and scary. Takes them no time at all to close on you.

Tense and spooky atmosphere

Interesting maps far.

Weapons seem to do the job . Head shots properly kill as they should.

Cons:
No crouch which would be nice for hiding

Can't climb which would be nice for avoiding enemies.

Checkpoint only save system with saves too far apart in places that leads to frustration in places where you take out a bunch of enemies only to die and have to do it all over again and again. I don't like other people telling me when I can and can't save in a SP game like the casual crowd does..

Have yet to figure out how to use health kits though I have picked up at least 4 of them. When I do pick them up I see no change in my health so there must be somethign else I'm supposed to do. Nothing about it in the controls. Only one use key.

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A thank to the developers and to penbit in particular who told me how to use the health kits. Made a big difference, LOLOL. Have a great day.. You can enjoy the story accompanied by exciting music and handsome barrage

The plot is simple and short but fascinating

I wonder what happens to Misty after that

Looking forward to the sequel\uff01

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\u671f\u5f85\u7e8c\u4f5c\uff0c\u628a\u6545\u4e8b\u8b1b\u4e0b\u53bb. Cat Interstellar drew me in by mentioning it was based off of a short story from Robert A Heinlein whose writing I enjoy. The developer was also a delight to deal with on the Steam forums trying to help out whenever they could with issues which is always good to see. I really wanted to like this game and in some ways I did but overall it had too many negatives to recommend it.

\t The gameplay itself is simple but enjoyable. You play as a Dog class android whose job it is to go down to Mars and investigate missing androids who got lost in some caves as well as optionally help out with other tasks to reveal more backstory. The gameplay is mainly completing tasks like navigating the evnironment and turning on consoles. The intro to the game brings you to a hub area where you can choose which mission to play. You can play them in order or not. The game is not a long game. I finished the 5 missions in 52 minutes. The story is the real strength as well as a sore spot. I really liked where it was going and the potential of it but I feel it was not explored enough as well as the ending was really abrupt. It leaves many questions that our imaginations aren\u2019t given enough details to really fill in.

\tI played Cat Interstellar on Linux. I had many crashes when the game was trying to launch over the last several months. It worked fine when I first bought it but then started crashing a while later. I tried several different Linux distros with different kernels and Mesa drivers. Luckily the game started launching again recently so I decided to play through it while I could. The game never crashed once it launched. I quickly realized I couldn\u2019t have my 3 monitors plugged in for this game. If I did when the game launched I couldn\u2019t click on any of the menu buttons and several keys didn\u2019t work properly for the key mappings. For example \u201cW\u201d to move forward would spin me around. After unplugging my 3rd monitor and having just my main monitor and secondary plugged in the problem stopped. The game is locked to 60 FPS. There is an option for Vsync but it still only went to 60 FPS and I couldn\u2019t get it to go to 144 hz like my monitor supports. The game is fluid though as it\u2019s not a fast paced game. It ran at a constant 60 FPS for me aside from a couple moments in the caves where during a cave in it dropped to 48 FPS for a few seconds. Alt-Tab doesn\u2019t work. There are no manual save options but with the short length of the missions and game it\u2019s not really an issue. There are two settings for AA and two other graphics settings to adjust. The game uses the Unreal Engine 4.10 and takes up 6.31GB of disk space.

\tI think if the story was fleshed out more I would be able to give the game a higher score and recommend it. As it is the crashes, abrupt ending and general lack of polish keep me from doing so. The gameplay is decent, the story is interesting so there are good points to it\u2019s favor and there are enjoyable parts to it. I paid $5.49 CAD for Cat Interstellar and I feel it\u2019s a fair price for it. Had I not had the issues with it that I did than I would have said the $10 range would have been alright as well. This is not a bad game but one that couldn\u2019t realize it\u2019s potential.

My Score: 6.5\/10

My System:

AMD Ryzen 5 2600X | 16GB DDR4-3000 CL15 | MSI RX 580 8GB Gaming X | Mesa 19.0.4 | Samsung 850 Evo 250GB | Manjaro 18.0.4 | Mate 1.22.1 | Kernel 5.1.1-2-MANJARO. (Updated 9th Mar 2017)

When I first reviewed Duck Force I gave it a Thumbs Down because of what I felt was a poorly implemented representation of a certain bodily function. Thanks to a recent update this issue has been well and truly put to bed. Not only that, but the dev has made available a free demo, so there is now officially NO REASON for duckophiles (or those who are merely duck-curious) to

not give Duck Force a go.

And give it a go you should. Duck Force is a VR game with nice cartoony graphics, decent (and amusing) audio and a novel control method which is difficult to describe, because there is no other game I know of that I can compare it to. Basically, you point (in 3D space) your Vive controller in the direction you want the duck to fly. You can also make the duck instantly do a 180, or speed him up (with the awesome power that is DUCK FARTS) or slow him right down (with the power of I don't know what. It's probably just a duck thing. Go ask a duck.)

The duck can also, in much the same way as a real life duck, shoot projectiles out of its head, which can obliterate environmental hazards, particulary wooden structures with coins inside them, which makes them easier for the duck to collect. Collecting coins is such an original and unique concept, I am surprised that it has never been implemented in any other game.

You can also shoot down bunny rabbits, who are apparently hostile towards the duck, so they deserve to die. The duck's military capabilities enable it to to mete out tough justice against the rabbits, and rightly so.

Your duck will however die, and die often. It's easy to die because coming into contact with anything which is not collectible or fly-throughable will result in a dead duck. Which is as funny as \u2665\u2665\u2665\u2665, the duck just splats against some inanimate object while a couple of yellow feathers float forlornly to the ground. It's OK though, because your duck is immortal, just like a real duck, and you can shoot him back into the air with a quick flick of a trigger finger. You can bet that vengeance will be his.

There is other stuff to do as well, like flying through rings, which is fun, and lets you test out your flying skills. Real ducks do this kind of thing all the time, can you elevate your skills to that level? Probably not, as ducks are an awesome force of nature, but it's something to aspire to.

TL;DR

You should AT LEAST try the demo. It's free ffs. If you don't like it, accept that you hate ducks, life and yourself and go play some lame dating sim. Otherwise, buy Duck Force and support the guy who is doing good things in VR, listens to customer feedback, and, most importantly, LIKES DUCKS.

PS My original review of Duck Force appears below, I gave it a Thumbs Down at the time. I've left it in for historical reasons, but you can pretty much ignore its content because it's mainly just me whining about one thing that has since been fixed. Read it if you want, but it will be a complete waste of time. Time that would be better spent downloading the Duck Force demo and becoming one with your inner duck.

***************** START ORIGINAL REVIEW ********************

I bought this game primarily because it's got a duck in it, and I feel that devs who make games with ducks in them are deserving of my support.

There is a lot to like about this game, the graphics look good, the flight mechanics are weird but OK, and of course, the protagonist is a duck. Unfortunately I just can't recommend this right now because of one fatal flaw - it is, literally too "in your face".

See, the best way to play this is by flying around with the duck. He flies along right in front of you which is fine, but the problem is that when you speed him up he FARTS RIGHT IN YOUR FACE!

Now, I don't have a problem with fart based locomotion, it beats the hell out of lame teleport mechanics. But this really makes my skin crawl. There's a long smoky looking fart trail which extends from the duck's butt and seems to go right through my forehead, and it hangs around longer than a real life fart. I try and duck (hehe) out of the way, but of course you can't, because you're following right behind the duck. The feeling is hard to describe, but it is very unpleasant and makes the game unplayable, for me at least.

You don't HAVE to follow the duck, you can just let him fly off into the distance and continue to control him, but it's not nearly as accurate (you have to be accurate in this game to pick up coins, etc) and more importantly, it's not nearly as much fun.

I do like this game, but the face-farts are unfortunately a deal-breaker for me. If the farty vapour trail could be turned off or redirected below face level then this would get an instant recommendation... but as it is, even my bias for duck based games is not enough to get this game a thumbs-up.

***************** END ORIGINAL REVIEW ********************. Most epic game of pong you will ever play.

7.6\/10
. I'm still playing this currently since it released today, and so far in my opinion, its an overall very fun and suprisingly scary VIVE game! Hoping to see more content, more gore, and more CLOWNS especially. I also hope the game will have more polished movement mechanics for the mobs trying to kill you; It seems like when mobs spawn right now they all move identically and almost in unison. But it's in EA right now of course so I'm not complaining. Overall I would highly recommend this game if you're a person who likes horror games in general. A++++++++++++++++++++++++++++++ ;-). This game is easily one of the best platformers I have ever played.

Fantastic level design, tight controls, increasing difficulty, and exciting boss fights are what makes this game great. If you like platformers and enjoy a good challenge, you will like this game. for sure.

I am looking forward to the next games of this developer!. Really enjoying this game! I like having different goals to go for throughout the game, and the interactions that move the story along are fun. I like this UI better than the multiplayer Talisman, and hope it gets integrated into that. I can't always round up my friends to play, and this is a great alternative. Well done!. An interesting approach due to the lack of war units. farming simulators are popular right now so, building irrigation rows is also a quite entertaining task.

. Soundtrack doesn't pack nearly as much punch as the original, I can't remember a single tune or beat.

When I booted up the game all my saves, scores, and progress was gone. All my replays, my badass 1cc on normal arcade vanihsed into the ether of nothingness.

Idea for better DLC than this: Slamming my genitals in the door.. The stuff that needs to be covered:
The controls are good (obviously), it's point and click.
The visuals are pretty, easy on the eyes. I like the theme. The "roll" box looks a tad out of place as just a green box, perhaps a little bit of style on that and the dice, but not a complaint just a suggestion.
The music is good, decent variety.

The game itself:
I'd never heard of this boardgame but it looked pretty fun, so I got this. The "how to play" tells you what you need to know; how to move, what does what, how to win (or lose :P), and it all became clear after a game or two.
Pass and play works fine, haven't tried online multiplayer but I suspect there's a small community at the moment (whatever could tell you that, oh single english review?)
The AI is, from what I can tell, good. I played against the easy AI and lost twice then started beating it and noticing where it could've done better moves and moved on up the chain. You pick this game up pretty quick. I like the probabilistic element, some may not; the dice can screw you or give you the win, you have to play risk management but that's any dice game.
I still, however, despite the dice felt ultimately skill is in control of how the game plays out. A few times I completely missed a really good move. As they say, easy to learn, hard to master.
It doesn't take too long to play a game, certainly well under half an hour.

If you're a fan of different sorts of boardgames, I'd go ahead and give this a shot. It's a tad like backgammon, but it's got a better theme and has more elements to the gameplay, not as dice-dependent. The dragon theme is nice although I personally would make the dice and some of the other elements fit said theme a tad (the board itself and pieces all have an excellent easy on the eyes look though), the visuals feel ever so mildly miicrosoft ships-with-windows-y, but it is early access after all and I would rather they improve the AI (not that it needs it from what I can tell, but the AI can *always* be improved) or something than a silly little thing like that.
Oh one suggestion would be to add a way to undo what you did with your first dice or undo your move or something, I frequently made a rash decision with my first dice and then saw a much better move. I could, alternatively, just learn to take my time so perhaps I shouldn't have that button :P

So yeah, go ahead and try it out. If the only (ever so mild) complaint I have is a knitpicky one about some visuals, that's a good thing. A fun boardgame to add to my list to pass and play with friends for something different or relax with for an hour or so.. I saw many negative review about this visual novel, and since I really enjoyed it for a good 5 hour time I'd like to make a positive one matching my thoughts!
Ok, it's a short visual novel but the story, set in Seoul of course, is quite nice and relatable. If you go fast through the game or

follow a guide you can do everything in an hour, but it's not a negative point if one has hundreds of games to play. This comes at 3\u20ac but I found it on sale as an extremely low price, so, worth it.

I liked the background artwork and ok, maybe the general in-game artwork isn't that great, but still to me it takes nothing away from the quality of the visual novel.

I quite liked the contrast between the backgrounds, which try to emulate paintings (some of them are really awesome), and the character sprites which are your classic Japanese-style visual novel protagonist.

I really read tons of super negative reviews which I found a little bit strange; it's rare that a visual novel gets so much hate xD

Anyways, I enjoyed it and I'd recommend it if you're into.. ok, you know I hate these terms, "otome", ok, and Korean culture (which isn't something not to value: how many visual novels are set entirely in South Korea?).. if you're into this kind of game, classic visual novels with a nice story, good artwork in general and choices to make at every breakpoint.. put this into your wishlist and wait for some sales :)

Sapphire Dragon Productions (which is based in Australia, not in Korea xD but this also means great and correct dialogues) to me has made many good games and this one is one of them, even if it's not their best one.

So if you find this on sale I think you can enjoy this as a short visual novel set in Korea with no high expectations but the certainity of a non-bugged and enjoyable game :)