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About This Game

Become a spelling ace or just beat the highest score in this arcade spelling contest. The game will challenge you with maximum of 100 words from its dictionary and your goal is to figure them all within 120 seconds. Once you beat the round you will earn the time bonus and get a new challenge. How far can you go?

You can compete with other players via Steam Leaderboards system.

Title: Ace Of Words
Genre: Casual, Indie
Developer:
ZeroBit Games
Publisher:
Ocean Media LLC
Release Date: 13 May, 2016

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Minimum:

OS: XP, Vista, 7, 8, 10

Processor: 1.5 GHz

Memory: 1 MB RAM

Graphics: 512 MB VRAM

Storage: 80 MB available space

Sound Card: Direct Sound compatible

English







Played the game and acquired my first "Victory" screen. My thoughts on the game are mainly positive but with constructive criticism. Note, I do understand this is still in Early Access.

The game is a little bit difficult for fresh players because some of the mechanics are hard to get used too and achieve such as: Parry/blocking, dodging, and overall attacking.

Parrying/blocking is all about timing and making sure your shield is at a good position to take a hit. I've rarely used the dodge mechanic, but having to move your head in order to dodge is disorienting especially since you want to follow up with an attack, but you can't really achieve that follow up sometimes. Instead of the dodging mechanic, I'd suggest something else for the right controller, what? I'm not sure.

Attacking in the game was difficult for me in the beginning because a lot of the weapons have different ranges and ones that may seem like they reach, actually don't, like the sabre. I've only experience a good portion of two-handed weapons, buckler/shield, sword, dagger, axes and blunt weapons, however, the most damaging is the warhammer/maul type weapons, note, you can two hand them, but you can also one hand them while still inflicting a lot of damage to the enemy.

Possible control settings and possible improvements can be. One, the ability to move on your own, similar to Skyrim or Fallout, where you can change the option to teleport or move with the left controller. Personally, I'd rather have control of my characters movements because I like immerse myself into the game I'm playing, especially RPGs like this. Two, slightly improved combat mechanics, examples being, the hitboxes of the enemies and the underestimated length of the weapons. Three, combat behavior, instead of it being more based on a static motion, have the enemies and yourself be able to immerse in combat 'dodging' the enemy blows by simply moving your head away from the incoming blade (I can understnad that being difficult if an enemy is quick). However, leave the static combat as an option for players who don't have a large play area, like myself, I tend to hit walls and such since my room is so small I have to deal with it.

Poition making, the concept is interesting, however you have to guess what goes with what and what potion does what effect. Sometimes you can tell by the effect and other times you question what it does. I'd suggest a small text like HUD informing the player what kind of herb it is based on what it can do by reading the name, or post up notes regarding different types of poitions.

I'm not sure if I covered everything that comes to mind, but if there are any questions, feel free to post a comment about a particular thing and I'll answer with my opinion on it.

Overall, great game with excellent potential, I'm hyped up for future updates and cheering the dev team on!

Thank you for this early access oppurtunity of a game type you don't normally see anymore!. This game feels like the spiritual successor to the classic Sid Meier's Pirates (which is one of my all time favorite games). There is plenty of land and sea to explore to find loot or combat. The combat system is a little difficult to figure out at first but once you get the hang of it, its very satisfying to chop[your foes in half.

It has a similar open world feel to the elder scroll/witcher franchise, which are also some of my personal favorites. My only complaint is the controls are a little stiff but overall I see significant potential in this game, especially at this price point. I feel like I am just beginning to dip my toes into what the game has to offer and I'm looking forward to the secrets this Indie game holds within.. Extremely simple tower game. Basiclaly you build a turret base, which is on the defense tab, then you build a minign laser which is on the industry tab, then you build a second turret base and a defence laser, then you build a generator and a shield generator. Rinse and repeat, that is the entire depth of the game.

Waves consist of 2 enemies. Airboerne diamond gems thingies and ground based blob lookign thingies.

Oh and even as simple as it is, it will only run at 12 frames per seond on my super-potato. Honestly, for the price get something else. Also its written in unity which means it will always be laggy.. This is a cool little gaming artifact of the late 1990s. Coming out a year after BioWare's premier game, Shattered Steel, it has numerous similarities—outdoor maps, deforming terrain, a story about AI gone rogue, a rather tank-like feel, etc. But, it is a little more Quake than Mechwarrior, in that it has a 1-through-10 weapon roster, health pickups, and just-slightly-archaic-for-the-time sprite based enemies.

It's hard to say that it's a better game than the average for the time, but it does have a good sense of focus and style, dropping a lot of cruft that began to appear around this time (e.g., overly elaborate mission briefings and loadout screens), and embracing

cinematic cutscenes and a throbbing CD-audio soundtrack.

Also, it's a Russian game about a collectivist industrial AI gone wrong, so that's some neat flavor right off the bat.. This is nice game for it's money. Most guns feels responsive and shooting is satisfying, expecially shotgun. I even say, that this game shotgun is more fun than DOOM 3 one. It's clearly not Unity garbadge, like most of the games of same price.

But sure it's has flaws. Level desing is terrible, boring, and some level parts are just a bad decision I hate the ghost on platform part, it's just incomprehensible

But I think that this game, with better levels, like DOOM2016 arenas and less \u2665\u2665\u2665\u2665\u2665\u2665t long corridors could be a really good small indi shooter. Despice it's flaws, for that price you can have about an hour of fun shooting with good gore elements. I just can't not reccomend this game, again, thanks to it's price. And I want to appreciate that it's not a lazy asset flip. I love Diablo-Clones as much as the next guy, but this game is Dungeon Siege in name only. It's mediocre, and really only worth playing if you are a D E V O T E D fan of the series, and even if you are, this will just make you mad. It subverts the lore of the earlier games, and feels vaguely insulting. Oh well.. So Far this game plays well on my Dell latitude laptop with a wired xbox controller. It is accurate to the description. I would give it a 10 for art design; a 10 for character, and a 10 for physics within it's genre and a 10 plus for overall game crafting. I am new to gaming. This is a good game for multitaskers & those wanting to develop fast brain, eye, hand cooridination skills such as needed in medical emergency room situations.

This is Paradox's most controversial DLC for HOI4 so far according to others, and I see why. But I don't think it's a DLC that takes away the fun.

The naval combat and experience was expanded upon-perhaps a bit too much. You can now research "Fire prevention systems" or new shells for your naval guns and sonars and what not. That seems great, but once you realize you could be spending that research slot out of only 4 research slots in total on something ACTUALLY IMPORTANT AND WORTHY OF A RESEARCH SLOT like Nuclear research or military doctrines, it becomes tedious and just plain unnecessary.

You can also customize your own ships with your preferred armament for a destroyer or a battleship, and for me this is a double-edge sword. At first, it's tedious and boring to micromanage all these researches and installing new modules and then refit your ships already out at the sea for them to be upgraded to the latest model and bla bla bla-ing boring mate. But, a bit counter-intuitively, I feel a sense of control over my ships, dictating whether my destroyers are filled with anti-sub weapons or my light cruisers are filled with torpedoes. This creates some form of organization and more specific tasks, which can bring the problem of micro-managing back, but as long as you know what you're doing, it's not such a big deal.

I'm not a big fan of this DLC, but I would still prefer to have it on my game. The new soundtrack is amazing, but that's the only genuinely "amazing" thing of this DLC. However, like I said multiple times, this DLC is fine with me (I just wish they wouldn't charge \$15 for a single DLC which is HALF THE MAIN GAME'S FULL PRICE). Okay. This game is great. I love multiplayer, there's a chat, plenty of funny glitches, and a great gameplay. I'm recommending it because more people need to play it. It's not very fun if you aren't on a server with multiple people. There is one ginormous issue that can be easily fixed: Not everyone is on the same update. Most people are using 1.4, and 1.6 is released, and if another person is on a different version than you, you can't join the server. It's making the small player count even worse.. This software will allow you to record in-game and include overlays such as footage from your webcam, teamspeak data and other customizable information. It also includes the ability to record the desktop. Other screen recording software can have trouble syncing video and audio but this application does not have that problem. Also the ability to have this program create separate files for each audio source is very helpful for editing.

I highly recommend this software for in-game or desktop recording. Great Game would play again 11 cheese burgers out of 9 airfields. Overall it felt like a decent shooting game but your character feels too limited. This game would be great if it had the following: 1) you should be able to shoot behind you while running away (causes almost all my deaths v conflicts between camera and gun), and 2) allow crouching to help give you more options to dodge enemy fire.

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