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About This Game

World of Soccer online is a multiplayer online football game.

Unlike other similar football games, the user controls a single player instead of an entire team.

You can join different teams and compete in matches against other teams and in league or you can just have a practice match online.

KEY FEATURES:

- Online multiplayer football
- Control just one player
- Fast paced arcade football
- Create or join to team
- Compete in league

Title: World of Soccer online
Genre: Action, Free to Play, Indie, Massively Multiplayer, Sports
Developer:
Johannes Eski
Publisher:
Johannes Eski
Release Date: 26 Aug, 2015

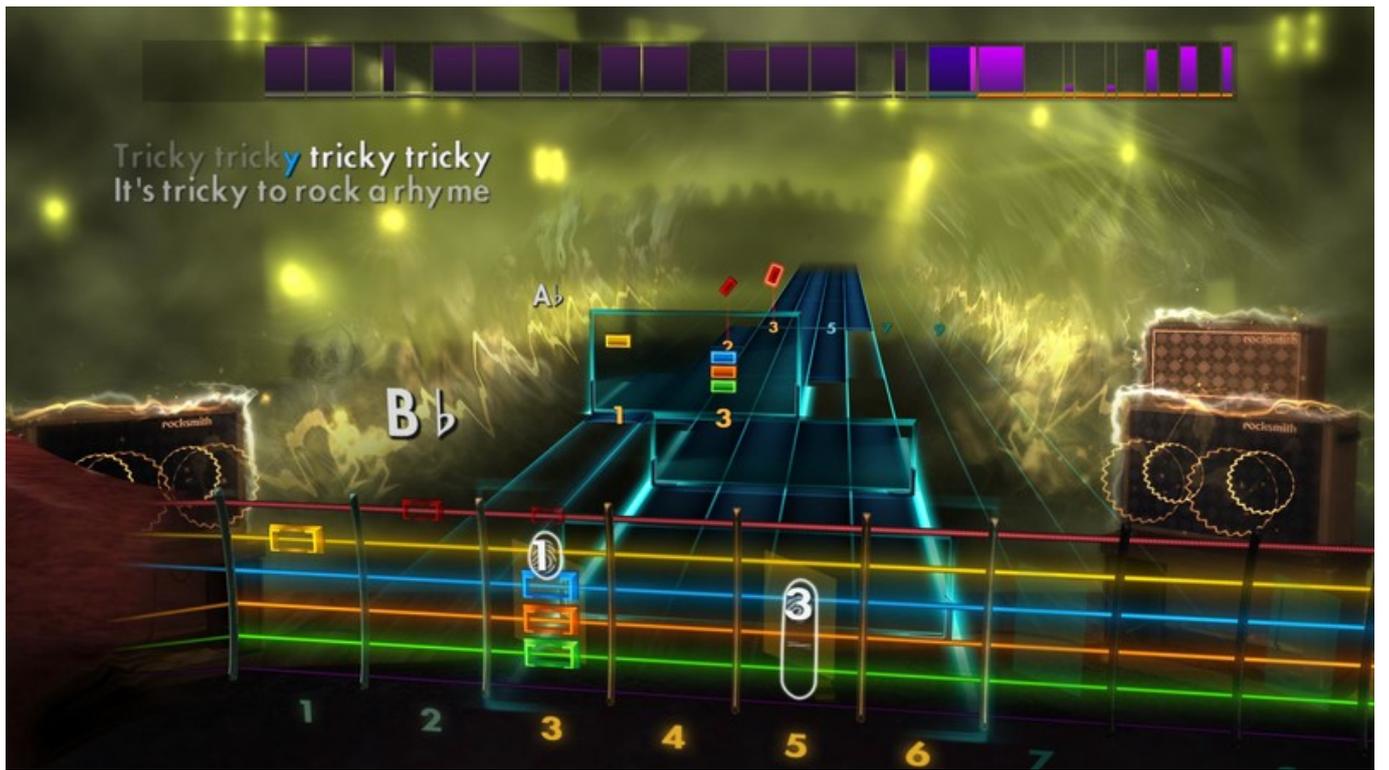
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English





Tricky tricky tricky tricky
It's tricky to rock a rhyme



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WTF is this?!. Refunded Due to really low resolution output.

I was hoping to save myself some time coding this from scratch and just making a game for fun.. but the quality is so low rez. I'm sure the program is great.. but it's just not great for me.. Please dont do this to yourself.. that was one of the most incredible experiences of my life

there are 7 billion people out there and I get to be one of the few hundred consumers who get to try this right now,,, that was other worldy, that was like losing my virginity for the 1st time, the feeling afterwards is so calming and incredible

thank you devs, thank you so much for that just.. heavenly just.. wow I can't even describe it, Merci!. Despite not being the Elder Scrolls game that I had hoped for, I really enjoy this MMO. The community is top notch and there is always someone willing to give a helping hand. Compared to other MMOs that I have played the ESO community is remarkably wholesome.

it's a very addictive game. I tried to like this game, I really did. Trying to enjoy the atmosphere of the game was a challenge. Running everywhere trying to figure out where to go. But the one thing that killed the game for me was the puzzles. The damn puzzles.

In any of the Penumbra or Amnesia games, which this game seems like its trying to be a spiritual successor, the puzzles in those games were fair and solvable. Gave you a good amount of information & hints to solve them. Made you think and they were fun to solve, without taking you out of the atmosphere of the games.

However, in Doorways Holy Mountains of Flesh, the first few puzzles have very little information to very vague hints, breaking you away from the excellent atmosphere of the game. Puzzles done wrong? This game is an excellent prime example of how you do not program puzzles and supply little to no clues on how to solve them.

This is a Walkthrough kind of game. Which means you have to watch someones Lets Play. Skimming through someones video just to see how its solved. Which makes you feel like you're cheating and that you're really stupid. Then you find out that when they're trying to find the solution, they needed help or look it up themselves.

I cannot recommend a game that breaks you away from the atmosphere due to its unforgivable puzzles. The rest of the game however is superb. But when it comes to the first Doorways game, it was a great game. Was scary, excellent atmosphere, and it managed to grab the attention of the player with ease. This game provides puzzles that frustrate and breaks you away from what the original game provided.

I will not say do not buy the game. If you like hard as nails puzzles, like in the old Silent Hill days, then this is your game. A word of warning however, when you get stuck (and you will get stuck often), do not be ashamed to use a walkthrough. Because this game alone literally frustrates you enough to look for one.. So, i had a coupon. bought it with high hopes. got let down worse than i could have thought. bad controls. bad ui. no direction. just bad.. Horrible dev team that lied to everyone and took our money. Totally failed esport and just overall very bad game. Absolutely insanely bad servers.

Edit 1: Replied to @Brammertron in the comments, I personally challenge him to refund unhappy buyers to prove his faith in his product.. Slider options for graphics and 2 game breaking bugs i have found, i cannot recommend this game right now until it is patched farther, maybe then it will be fixed enough to play.

I really wanted to like this game.. Not the greatest but for the price you really have nothing to lose. I'm only on Scenario III but that should encompass the majority of gameplay features.

Pros:

- Does well to capture the gameplay of RPGs like Fire Emblem and Tear Ring Saga
- Plenty of slots for save files.
- Sprites are kind of nice
- Tutorial does its job
- Base Conversation feature
- Adjustable difficulty

Cons:

- Story, while reminiscent of Fire Emblem, does not feel compelling as a result of execution
- Love relationships is rushed
- In-combat talking can be unpredictable and you might miss a text if you hold fast-forward after your turn
- Some names could be better
- *Awful font spacing [EN]
- *Full Screen [F1] appears to be bug out when loading to a new map?
- *Not true 720p, the framerate in battle scenes are choppy
- Portrait cutouts have slight "haloing" around the edges
- Music leaves a lot to be desired, sound effects are generally weak

*Likely a limitation of the SRPG Engine

Story/Gameplay

The story is your typical enemy invades the hero's homeland and conquers the territory with bloodshed. Nothing too new but let's get to our first "issue." Emperor David catches my eye as an oddball name. While it does have old lore behind it I still find it phonetically weird and clashing a bit with some other names. The dialogue is much what you would expect. It has a slightly upgraded vocabulary (no more dastard) but the **writing is not convincing. Rather it's a bit reminiscent of shadow dragon, being based off a 1980s story, which wasn't very good. The love interest and dialogue was incredibly vague. Gave us no reason to like her and quite frankly it just negatively affected my opinion of both of them. Moreso her since our hero has some redeeming qualities.

The game plays like a tactical RPG, more accurately Fire Emblem. It's pretty faithful and it seems the majority of weapons/items have infinite durability. That being said I do feel the movement of all units should be reduced by one space, everyone seems to move a bit too far. The map sizes, thus far, haven't been large at all, maps would need to be 1.3x screen size to feel "normal."

The RNG is also unforgiving with weak character growths. Either it's close to some really old FE titles (Gaiden) or taking a page out of Berwick Saga. It'd also be great if we had more characters early on. Main character aside (who will get thrashed by magic) your units are rather squishy and I have to resort to forgotten/new strategies to work around it. The last time I recall having such an awful comp was in Radiant Dawn. The low growth rates don't make the characters anymore likable. A certain character got no stat raises for over half her level ups (6), pretty awful and none were defense stats either which she desperately needed.

Graphics and Sound

The graphics seem to use a lot of default SRPG assets which are well made in their own right. The sprites in the battle scene reminds me of better GBA FE combat sprites. Animation effects are appropriate. Unfortunately the battle scene looks as if the framerate has been reduced... likely isn't the case but it is needlessly choppy for some reason. The game window is about 720p but with the notable black borders the usable resolution is lower. The amount of black space is beyond overscan. Toggling full-screen (F1) seems to cause problems if I load into a new map. Lastly the outline of character portraits are a bit awkward. As if they were ripped from a white background instead of an alpha channel.

The audio is sorely lacking. The sound effects could use more oomph but are still serviceable. The music does not do the game any favors. Sometimes it's okay like the overworld theme but otherwise I dislike it. Most tracks seem amplified beyond normalized levels (introducing clipping) or added too much compression and then amplified. The classical music, while it makes sense, is rather off-putting. Feels too slow for the pace of battle and doesn't make the game any more immersive.

Conclusion

For \$0.99 I didn't know what to expect. It's also a "full game" on version 0.25 [at the time of writing] so that doesn't make much sense either. Most of the issues I came across are related to execution rather than the actual idea itself. I'm playing on normal+, while I don't mind it being arguably difficult I think it's that way for the wrong reasons. Anyways you could consider this "Review" a preview of what the game has to offer.

**Delving into details would definitely bloat this otherwise lengthy "review"

Updated 1800 EST: Clearer grammar. The weedlings play music and you spit nachos. What is there not to love about this skin?

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