DESPOILER Activation Code [Patch]

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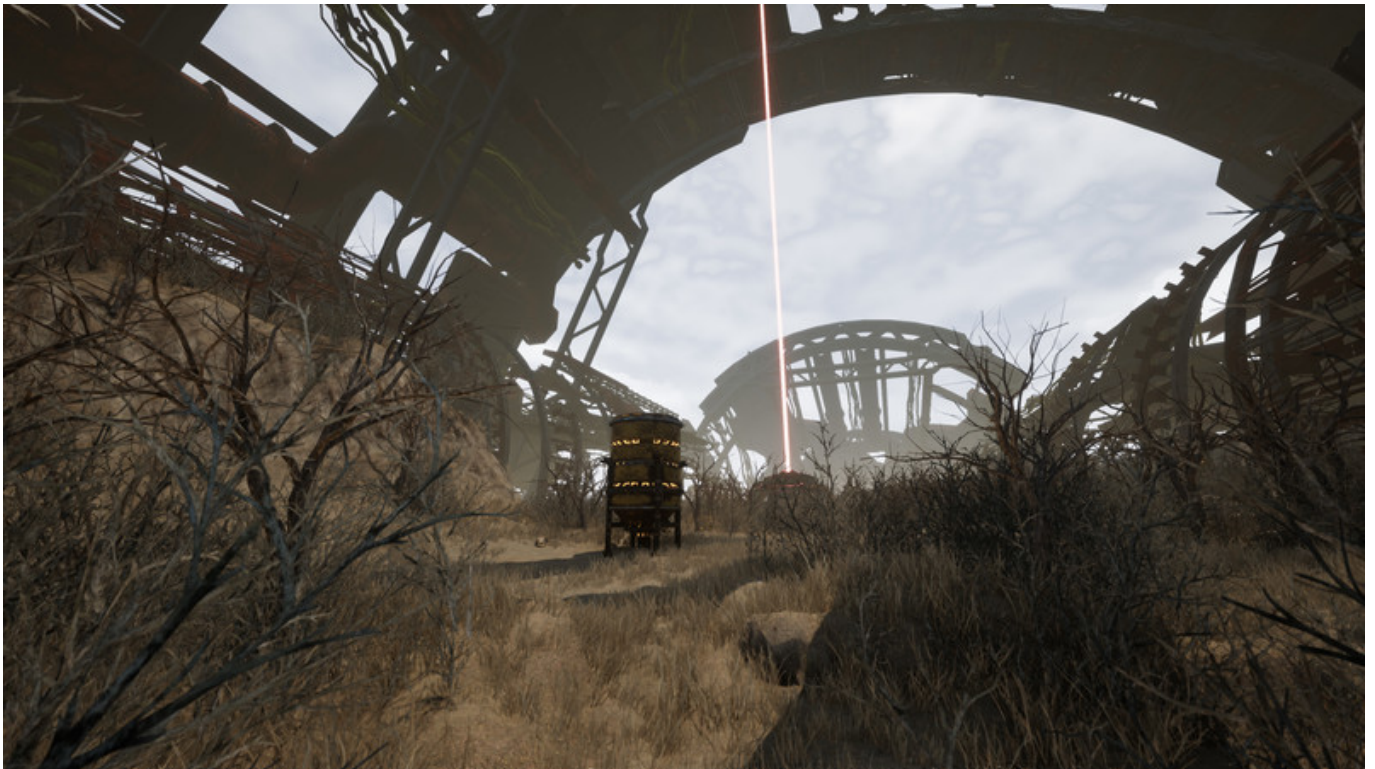
About This Game

Despoiler is a Team Objective Arena Racer like no other.
Pilot your hovercraft across the desolate wildlands, scavenging valuable scrap you need to unlock utilities, upgrades, and win the game. It is a game of strategic and competitive escalation. Weak early game performance will have a flow on effect to late game. Don't get too comfortable though: it's possible to snatch victory from the jaws of a crushing defeat.

Main features:

- 5v5 online

- Team Objective multiplayer

- Unique 'strategic escalation' focused game-mode

- Physically simulated hovercraft

- Beautiful environments and vehicles

- Intelligent AI Opponents (optional)

- Powered by Unreal Engine 4

In Despoiler, teams scavenge valuable scrap from the level, and the team with the most at the end of a match wins. Scrap can be found scattered about the environment - left by the miners who've long vacated the land. Their old silos are also still full of the stuff, so tear them apart with your weaponry and make it rain. Scrap is carried on the hull of your hovercraft where it absorbs damage, functioning like armour, but it's also heavy so the more you have the slower your vehicle will get. Choose to bulk up and tank damage or run rings around your foes.

Drop scrap off at your teams base to unlock Utilities and new Vehicles, equipable in the upgrade garage. Careful though, re-spawning costs your team some scrap, and if left unchecked you can find yourselves set back significantly if you feed the enemy too much. If you do fall behind, you can always make a run on the enemy scrap reserves, clawing your way back into the lead.

Title: DESPOILER
Genre: Action, Racing
Developer:
Parallax Labs
Publisher:
Parallax Labs
Release Date: 29 Mar, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 8.1

Processor: Intel i5 2500

Memory: 4 GB RAM

Graphics: Nvidia GTX 960

DirectX: Version 11

Storage: 11 GB available space

English

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I'm a sucker for anything that floats on the ground and shoots missiles, when I saw this game I was taken back to my youth playing the Battle Arena mode of Extreme G 2 on the N64. Despoiler has so much potential to be an amazing game, it looks nice (apart from the UI), the Sci Fi Hovercrafts are so cool. But the game feels like early access, there's no player base, or the server browser doesn\u2019t work, one of the ability unlocks had placeholder text on it? Now if this is early access then keep up the good work, but when I purchased it I was under the impression it was a full-fledged release.

Things I think the dev's should add:
Better UI, it needs an overhaul
More Upgrades (Extreme G style - Invisibility, Mortars, Homing Missile)
Game Time - If you\u2019re trying to upgrade in game then I think the games need to be longer (20 min max atm)
An actual in game tutorial
More ways of finding scrap (the primary resource in the game)

Things that are great:
Concept
Hover craft design
Unreal Engine is beautiful
When you pop a nitro, go over a hill, and jump to get mad air time

Tl;dr
Good game to waste half an hour but beyond that there's no progression and no one to play with.

I really hope this gets some more development cause I love the concept.. wow amazing this game have big potential, but no players. Thumbs up for gameplay.
Thumbs down for multiplayer only game with totally empty servers.

Drive around, collect scrap, upgrade to tank, destroy core. Pretty fun.
Doing it against bots, not as much fun.

https:\/\/youtu.be\/lyihxVredpM. 20 minutes are not enough. Although gameplay and performance could be further optimized, the game has potential. It looks good, features great concept and vehicle design but also feels quite empty... And to play against the bots for me wasn't that fun at all, to be honest.

From the gameplay aspect, the game is pretty straightforward, there is not much to do, you basically collect scrap metal from shooting down enemies or towers, then you bring it to the base, unload the scrap on the ground, get points from it, get upgrades with the points and use them in order to get more scrap, rinse and repeat until the timer runs out.

However, I spent approx one hour playing the game, both, solo and against bots and after that, sadly, I had little desire to return to the game. I strongly feel what I got is not nearly enough for the price of 17€. I'm really not happy with the idea of having purchased another early access game that it's already dead on arrival, only to be rotting in my library. Sorry for the awful analogy, but it's true. I requested a refund, but In case it gets significantly improved in the future I will DEFINITELY buy it again and change this review! However, in its current state, I'm sorry, I just can't recommend it.

On a final note: I also have to say that the devs are a nice team. I have contacted them about an issue I've been having and their reply was quick and helpful! Kudos to the devs for the effort and the responsiveness. So perhaps there is hope for future improvement...?. nobody on +rep must recommend. cool concept, good execution. 10\/10 would shotgun with a harvester again., I really enjoy the game and recommend to others.

Only downside is the amount of people playing meaning you usually just play with bots but it's still enjoyable and i recommend it :)

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The only bad thing you can say about it is that there is no playerbase.. It's empty, the battling sucks, collecting scrap is boring, and the control are janky at best. Kinda want a refund.

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