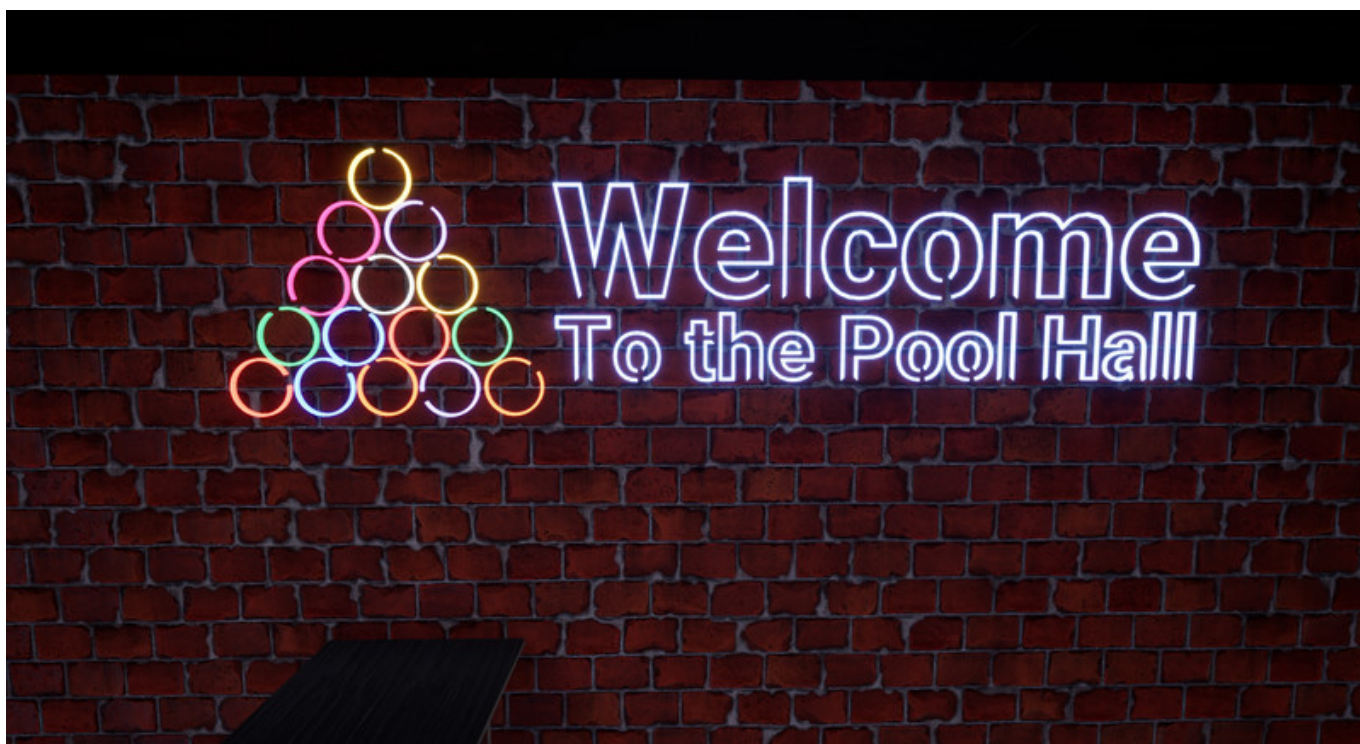

Welcome To The Pool Hall Activation Code And Serial Key



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About This Game

Purchasing this game allows you to help us make improvements as we start at an early proof of concept and move to a full fledged user driven experience.

Welcome to the pool hall is a Community driven pool project for all ages. The game currently has 3 game modes which are a basic training mode, a pool mode and a arcade pvp tanks mode. The current version of the project is #006 and from here on forward we want to directly involve the community. The best place to leave ideas or bug reports is either the Steam forum or our Dualgm discord find able when clicking the website link on this store page.

In the screenshots you will be able to find the plans for the Future of the Project.

Title: Welcome to the Pool Hall

Genre: Casual, Sports

Developer:

Dollon

Publisher:

Dualgm

Release Date: 13 Aug, 2018

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Minimum:

OS: Windows 7 / 8 /10 64bit

Processor: Intel Core i5-4430 / AMD FX-6300

Memory: 2 GB RAM

Graphics: NVIDIA GeForce GTX 960 2GB / AMD Radeon R9 380

Network: Broadband Internet connection

Storage: 2 GB available space

Sound Card: sound card not required

Additional Notes: The above mentioned setting worked for our testers as a minimum spec Baseline. Highly possible that it will work with even lower hardware.

English







This game has an interesting concept. I wish there was better execution. The mechanics are pretty funky.

- The camera follows the cue ball
- The cue stick follows the cue ball
- Stripes are solid and solids are stripes.

Also, there are a fair amount of typos in the text.. I am only giving this thumbs up because this has potential. I love the concept and what it has already achieved for being so early

good - Pool Mechanic's are working well and the set out is cool, even including a game of tank's is a little bonus. I can also see what the dev has in mind, with rough stuff around the room in the game but not functioning as it should be.

bad - The mechanic's for the game are rough and need alot of work, but i see what is in the mind of the dev.

The game is in early access and is not even 3 pounds. So there isn't really nothing to except but a game that is still being built. Personally the game should of been more constructed before release but the dev is doing constant update's and listening to people feedback.

. wish i could get my money back,,,,. I'm giving a thumbs up because of how the developer listens to the community feedback when somebody has an issue with the game and works fast to resolve the issue, so if you're looking for a game that the developer will take your ideas on this is the game for you as he's very interactive and easy to get hold off.

Negatives - Some of the mechanics are still rough with a few bugs in the game.

Positives - This game has potential to be something big and for a game just under 3 pound is good, you can have a good laugh with the lads on this for a cheap price xD

Overall the game has some work to do, to get to a high quality standard but in my eyes it is well on its way.

Its worth a buy make sure you give it a go with a few friends.. no one playing and no option to play ?. I'm changing my review because I was too dense to realize this is an online multiplayer with no single player mode. Duh, no wonder I couldn't get it to work! Although I haven't tried it yet in multi player, I'm giving it a thumbs up because the Dev was very quick to contact me after my negative review and attempt to solve the problem. To the Dev - my apologies and my thanks.. I really dont like attacking small developers so hate doing this but...

This does for casual pool games what "grass simulator" did for FPS games. Honestly, this is not even ready for early access, alot more work should have been put in before opening to the public to have a go.

Before getting others to play this, I would:

- 1) make it work, so balls for example dont get super-glued to the table as they sometimes are.
- 2) add sound, fix some of the most obvious bugs
- 3) add THE RULES OF POOL, I mean player 1 pots they get another go, but when player two pots they dont and for some reason missing the ball doesnt count as a foul???

Good luck with the project, but to be honest I wouldnt have made it public at all yet (not even for free).. **EDIT: I changed my "not recommended" review to "recommended" after the developer responded very quickly to my feedback. I left my old review in place along with his comments so you can see what the issues were. For the \$3.49 price as of this writing, I think it is worth giving it a try.**

The first thing is you can't change the screen resolution to more than 1920x1080. That's not a game changer for me, but it would be nice to have better graphics settings.

The second thing is the controls just do not make sense. Press "F" to interact with table - this doesn't let you hit the ball, it just let's you set the colors and number of players. I finally figured out to set it to 1 player so I could test it out. Then I had to hit F again to get behind the cue (took me several times of hitting the F button before it did put me there). The instructions say use Q to move the cue stick back and E to go forward, well the controls worked exactly opposite of that. What is the point of those two keys, why not W and S (that is kind of a standard)?

Thirdly, why can't we use the mouse to point and control the drawback and speed of the cue stick?

And last but not least, when you do draw back the stick you only get a number for how far you've drawn it back. You can't even see where the stick is in relation to the ball so you have no idea of how far back you are. I assume with time, you would get used to using the numbers and could figure it out, but it's not user friendly. On the second shot, the cue stick was in the same position I used for the first shot and I didn't know what that was, so could not adjust accordingly.

It could be a good game if the controls and setup were more intuitive. I would like to be able to play it with friends, but as it stands now it is a no-go for me. I wasn't expecting too much for \$4, but it is really not user-friendly, so I will be returning the game. I hope to look at it again when it matures a bit.

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