Shred! Downhill Mountain Biking Download Lite

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About This Game

Shred! is created entirely by just one guy with a severe mountain bike and video game addiction...Just like the real thing, the action is fast paced and utterly relentless from start to finish! With over 30 courses to ride and two Bike Parks, you can rest assured that every inch of trail is carefully designed to keep you on the absolute ragged edge!

Features

- AAA rendering effects and massive increase in visual fidelity over mobile versions!

- NEW - First person camera angle takes intensity to a new level!

- "Flowy" level design makes for an authentic, fun and very satisfying game-play experience!

- Over 30 gnarly trails inspired by real world locations, events and famous video segments!

- Compete in Downhill, Enduro and Freeride events!

- Realistic bike and character physics!

- Xbox Gamepad support!

- Cinematic & dynamic camera angles!

- Fun, bonus levels inspired by Mountain Bike culture!

- Brutal crashes!

- Made by a Mountain Biker for Mountain Bikers (and everyone else too)!

Title: Shred! Downhill Mountain Biking
Genre: Action, Casual, Indie, Racing, Sports
Developer:
ASBO Interactive
Publisher:
ASBO Interactive
Release Date: 8 Jul, 2015

 a09c17d780

Minimum:

OS: Windows 7

Processor: Dual Core Intel

Memory: 1 GB RAM

Graphics: 512MB Direct X9 compatible on board graphics

DirectX: Version 9.0c

Storage: 1 GB available space

Additional Notes: Includes graphical options to increase compatibility on some on-board Intel based chipsets and older graphics hardware

English

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Having fun with my kid going through this game so far. Great music, and good puzzles. Did run into a bug with jumping where on certain surfaces characters can't walk or jump properly. There is a solution though; turn on v-sync in the video options.. Some of the other reviews give this game a thumbs down for not being SimCity; I give this game a thumbs up primarily for not being SimCity. It tries to do something different, and while it could use a TON more polish and mechanics that add a bit more depth and variety that keep it fresh for a longer period of time, the game is different enough that it scratches a managerial itch of mine I have trouble finding good ways to scratch.

Unlike a lot of trading games that demand you manually perform boring, routine transactions yourself, Spice Road automates nearly all the routine tasks. That said, this is where it starts to run into problems, because it has the Final Fantasy XII problem of automating the simple, routine actions, but then not adding in anything else for you to actually do once you've set up the routine.

That said, to counter one of the complaints about the game made by some of the other reviewers, there's nothing particularly wrong with being able to hold TAB and speed the game up until things happen. The game's base speed is a super-slow-motion, so that you can make tons of decisions in a relatively short span of time within the game, then, once all your orders are done, you just hold TAB until you're ready to take more actions (such as waiting for more money to come in to build the next building), and hitting F4 even explicitly exists as a "fast forward until the next building gets built" button, although I rarely bothered using that instead of TAB.

The interface in general is rather lacking, however. It's great that things are automated, but at the same time, it's extremely hard to understand what's actually going on behind the scenes. You can be told, for example, that a goods workshop consumes ore and tools, plus hires 10 workers and pays a salary to them, in order to craft goods... but then it doesn't say HOW MUCH ore is used to make how many goods. Control over your city basically runs on seeing a HUD that has green lights when things are good, and which turns yellow, orange, or red when you need more of something, but beyond that, the game makes it very difficult to reverse-engineer anything about what's going on below the surface. This often matters while playing, because you can have a city that produces tons of food or goods, but still have a yellow food or goods indicator because your city is trading away all the goods because some off-map trading node will pay more for your goods, and your merchants will trade away their own lunch and starve if it makes them an extra dollar of profit (then blame you for starving).

In most cases, it almost doesn't matter at all, however. Outside of the "Isolation" mission, the only thing you really need to do is look at what's making profits, and look at the price indicator on the world map. The only thing that actually seems to matter is the price of different commodities, so if something is expensive, you just try to build more of that thing.

I find the supply chain dissappointingly short. Basically the only thing that you use to actually manufacture secondary goods is ore. You need food, ore, one kind of "recreation" good (alcohol -which is for some bizarre reason not grown in the same place as food and vice versa in spite of anything you can brew almost definitionally being edible-, opium, and tea), and one luxury good (and one of the luxury goods can be manufactured through ore, so that's not even necessary). This basically means that you need ore and food, and the rest is just fluff that you exploit solely to drive up profits. Ore is used to make tools (needed to run almost everything), goods (needed in freakishly large quantities by your population), weapons (needed by soldiers for combat), and artisan (artificial luxury goods). These make you all the money you will ever need, and beyond that, you just need access to food and a recreation resource. (And you can easily trade for the latter, although you need enough food that there will be problems if you solely rely upon importing food.)

Likewise, there's a halfhearted attempt at having "inns" that allow for "tourism", but you basically just set down more churches and saloons and they generate money even if you have no other resources to exploit, which makes the other resources even more meaningless.

Beyond this, there are cities, where you invite nobles to your city to buy more things you can sell them for a profit, but which make increasing demands upon your city's infrastructure to the point that once you set down the palace and actually turn a town into a city, then unless you have leveled-up buildings, then you cannot build more infrastructure to meet needs fast enough. (Build a palace, and it demands more security, so you build more barracks or a fortress, but then it needs more repair, so you build repair yards, then it needs more population, so you build apartments, but then you need more healthcare and recreation, so you build a hospital and casino, but then you need more population, so you build apartments, but then you need more religion, warehouse space, and water, so you build a cathedral, 3 more warehouses, and more wells, but then it needs more security and population...) You can level up your buildings to make them more efficient, but the problem is that the high-tier buildings you get in cities require geometrically more experience to level up, and since you need to keep building more and more of everything, you never get the chance to level those things up. Because of this, there's basically never any reason to have a city except to satisfy arbitrary mission objectives for one. If you CAN build a city, then you're obviously making money hand-over-fist already, and therefore don't NEED a city to make any more money. (Cities are generally just giant pits you throw money into, anyway...)

This brings us to the common failing of so many management games, which is that difficulty exists only in the earliest stages of a mission, and once you start making ANY profit at all, there's almost no reason outside of some catastrophically stupid self-inflicted blunder you would ever stop making money. There is almost no way to feel a challenge in this game outside of finding out that the first town you blindly put on an unexplored map was placed near no resources, and you are forced to reset. (Expect to make one blind guess-and-scout short session focused purely on exploring the map, then reset once you know where everything is for every mission.) Combat does hypothetically exist, but it's a bit of a joke. Build four barracks, set them to attack a town, and speed up time until you defeat everything. Even if outnumbered, you can wear them down with attrition and replacing dead guards is cheap.

One other commodity is slaves. Slaves are abysmally badly represented, and are basically just a "population recource" you find and exploit like ore mines or farms. Slaves grow infinitely, and once in your slave huts, are just population that eat 45% as much and never cause any problems or change society in any visible way.

Graphics are also... bad. Like N64 graphics bad. I presume the developer bought them in some sort of medieval asset pack, because some of the graphics don't quite match the function of the building. Apartments are clearly castle keeps, while slavers and silk weavers live in treehouses for some reason. The world map is just made of colored semicircles and arrows gliding around. I play management games that are practically just spreadsheet management games, however, so I don't particularly mind graphics, and the game has minimum specs low enough to run on a graphing calculator. Just... don't expect to use it to wow your friends.

It's ultimately worth buying at least on sale for its novelty, but it desperately needs deeper mechanics to make it interesting for more than just grinding out the achievements. It's a city manager where there's far too little to actually manage.. sigh.
bad controls. bad collison detection.
no way to heal yourself aside of save points (which are VERY poorly placed)
game doesn't explain what you are supposed to do, game doesn't tell you pupmkins are save points, doesn't tell you that candy buckets add yo your health.
game starts you in an area where you can;t kill a skeleton with a shield, can't avoid them, they jump when you jump, tyou ALWAYS tale damageform them. low health, one in your path? You're dead.
Bosses are a complete mess. poor collisioon really takes it's toll here.
you get knocked by a small obstacle into a pit, and die. (spieks are insta death)
Frog witch boss - sends out about 3,000,000 frogs at you, they all take 3 hits to kill, and you also have to kill her, too 2nd boss in the game, and it is damn near impossible unless you repeat it over an over, and get lucky.
then, you end up with a charge shot, which only does 2 regualr shots worht of damage, it slows your regualr firing rate down, and it fires MUCH slower than just using regualr shots. Waste of time. (they let you kill those shield skeletons, total waste of a forced upgrade)
MOst of the obstacles littered with death traps lead to candy. whoopee, waste of time, and your life (which you can't heal at ANY time unless yuo save the game)

3rd boss, the dumb zombie thing - probably the boss that is least terrible.
the FEAST BOSS IS A COMPLETE PILE OF RUBBISH.

you are given a move which lets you air dash, and it has a LONG cooldown to use again.
this boss places you in an area with turrets that appear on left and right, acid dripping down from cieling, and two pools of acid on the ground (damages you a lot) you HAVE to use the air dash to clear one of these gaps, but given how LONG it takes o cool down and use again, you are eating damage 99% of the time.
Did I mention you an't be charging a shot AND use the air dash after firing? Cuz you can't.
Feast boss, okay you kill phase 1 (by just shooting thr walls, the turret things that grow do NOT tke damage.)
you are then forced into a phase 2 inside teeth, that if you get stuck under means instant death.

I am so furious at every step of the way in this game, no matter hwo good you think you are, or how much candy ou farm, it ain;t enough. The game throws evenmore stupid enemies with WAY more hp than they should have (still, no way to heal unless oyu ge tto a save point)

and then it gets EVEN WORSE.
Skeletons that barrage the platforms you NEED to land on with bones, and book enemies that CANNOT BE KILLED OR STOPPD IN ANY WAY.

If you thought it was frustrating to have enemies thatcan attack you long distance with fire in the graveyard, you ain';t seen nothing till you hit that library.

I give this game a 0 out of DO NOT PLAY THIS UNLESS YOU DO NOT VALUE YOUR SANITY.

There are hard games, difficult games ... this is neither. Every step of the way, the game is riddled with unfair and insurmountable challenges that are not skill based in the slightest. Every bit og HP you add means nothign whenenemies deal 4 + damage to you PER HIT. you only starft out with a measly 10 hp. you will die often, and you might think it's your fault for not being good enough.

I beat megaman 11 on superhero mode with less frustration than this entire game.

does that make it a hard game? no .

oorly designed in every aspect you can imagine,
avoid this at all costs unless you like throwing moneyinto a ifre.
I cannot stress enough how badly made this game is.

. I really like this song and have mastered it already on the Bass after a week.. Get Dark Souls instead.

I paid $20 for this and now it has been abandoned and price cut. The price cut isnt bad, keep in mind, its the fact that the game is abandoned, will never be finished, is in an alpha-like or pre alpha state, and yet they still feel okay keeping it on the store.

It's not a game at this point, it would just make a mildly entertaining Cryengine tech demo.. Crashing is fixed now, filter by positive and look for complaints there instead.

Not worth it. Neat game, interesting concept, fun to play, but game crashes due to persistant error about every 10-20 minutes. This, combined with the fact that you can't save except at the end of missions or when back at the hotel, makes it impossibly frustrating to play. Devs no longer supporting the game. Waste of money.. Posted a very optimistic update, after prolonged silence, and has since then been AWOL for over 6 months.

Seems pretty safe to call the game abandoned at this one. Yet another failed early access project.

A shame too, as the game had great potential, but the current state can not be recommended as a finished game.. Very Amazing Game, but it needs alot more
but i love it very much, best played with Gamepad
(There's a glitch with the steam achievments). Really amazing game! Its hard and I like the challenge. Definitely worth playing..
DLC is still not available in English...I understand there may be delays, however the DLC should not be sold until it is ready..
TRUE COMMUNISM GAME THAT CAN FULLY CHANGE YOR MIND, TOVARISCH, YOU MUST BUY IT AND PLAY WHOLE DAY. It's ok. I would recommend waiting for more content before buying.. This game is really cool!
Moving and shooting is so much fun compared to wave shooter. (And I like wave shooter!)
I really fell I'm playing a competitive multiplayer shooter but in VR.
The simple graphics are a very good idea for:
-very good performance
-understanding of the world, which is very important considering the low resolution of headset

You may have motion sickness, but for me, the more I play 'moving VR' the less I'm annoyed by motion sickness, so let's frag

And the game is not expensive. Cool, interesting game with a plot drawn in the form of comics. The graphics are colorful and muffled, pleasant.

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