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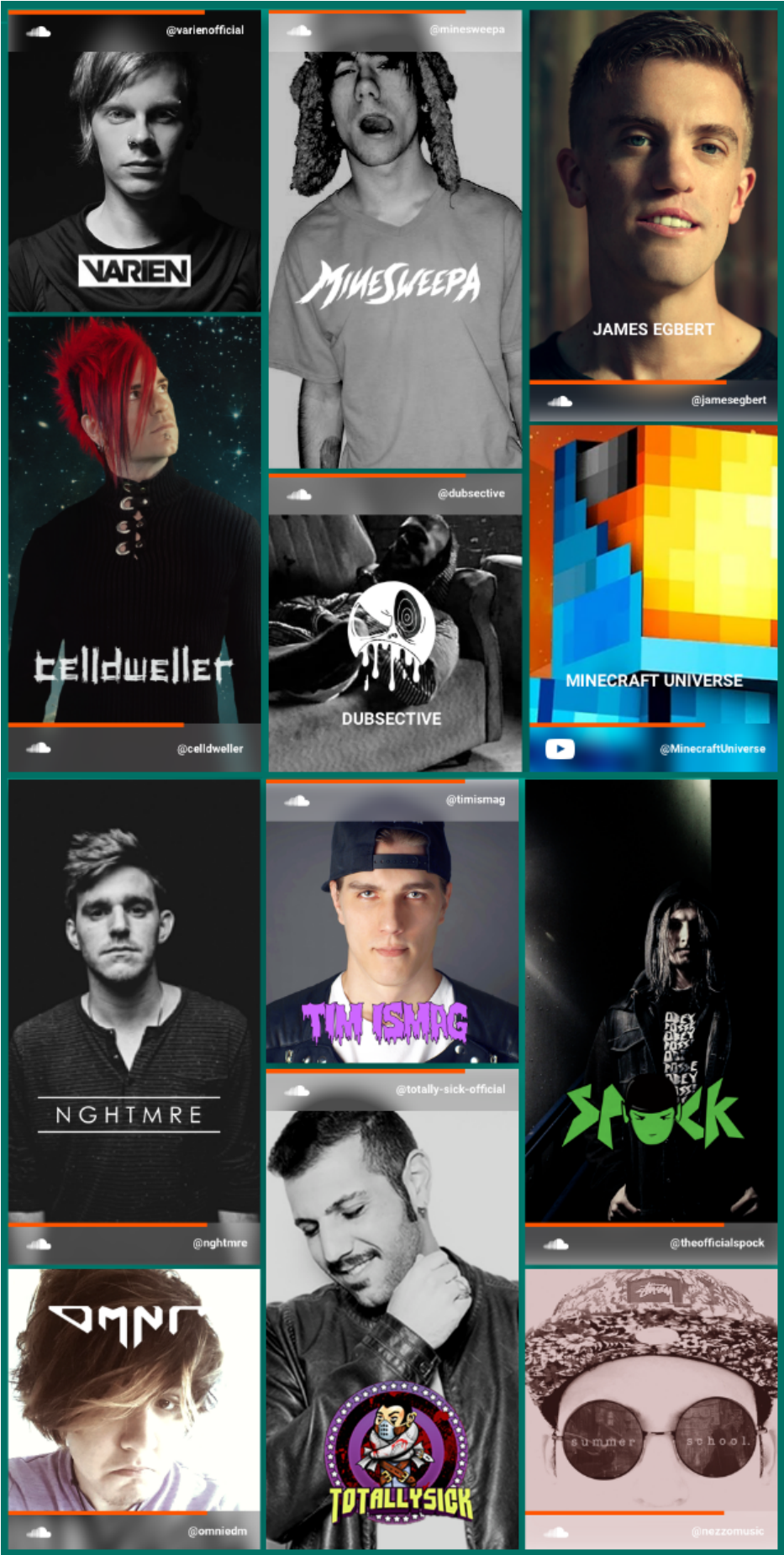
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## About This Game

DubWars is an action-packed arcade shooter that successfully combines music and gaming in a way never seen before. We've collaborated with incredible EDM and Dubstep artists to create a game that synchronizes the energetic music with fun and exciting gameplay. The music becomes your weapon as they fire in sync to the rhythm of the song, each beat firing a unique weapon. Listen to the bass, up beats, climax, and the drop of each song in order to progress through each level's difficulty. Analyze the risk and reward of collecting Wubs from destroyed enemies in order to upgrade, or just try to frantically survive the song!

- 10 custom-built levels with amazing visuals and effects!
- Discover and support both up-and-coming musicians and your favorite established artists!
- Learn about the artists and where you can follow them, as well as download their other music
- Progress through three difficulty modes by mastering the music and upgrading your ship
- Complete objectives and Steam achievements, collect Trading Cards, and top the leaderboards!

### Tracklist:



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- Omni - Urban Metaphor
  - Dubsective - Synergy
  - Spock - Break It Up
  - Minecraft Universe - Eclipse
  - Celldweller - Tough Guy (Tim Ismag Remix)
  - Varien - Metalworks
  - Minesweeper - Leviathan
  - Totally Sick - Distorted
  - Summer School - Choose Your Weapon
  - NGHTMRE - MTRD
  - James Egbert - Menu Music

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Title: DubWars  
Genre: Action, Casual, Indie  
Developer:  
MURA Interactive  
Publisher:  
WOBBL3 Entertainment LLC  
Release Date: 19 Jul, 2016

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**Minimum:**

**OS:** Windows XP SP3

**Processor:** 2.0 GHz Dual Core Processor

**Memory:** 1 GB RAM

**Graphics:** Integrated Graphics (512)

**DirectX:** Version 10

**Storage:** 260 MB available space

**Sound Card:** Realtek High Definition Audio

English,French,Italian,German,Korean,Russian









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Really Cool Dub-step tracks!. I am not really into traditional duck hunting using blinds and shotguns, but taking large drakes out using .22LR rifle is dull. Sneaking close with a bow is challenging but not really fun. Bird hunting in this game is a great way to get some money and XP, as well as clear hunting pressure somewhere else.. This version has no fullscreen option. Don't get ripped off.. Absolutely amazing. It's like American Football with hover tanks.. can not launch the game , my windows version is WIN 7, video card is nvidia GeFroce GT 730. Avoid! It doesn't work, screen resolution handling is still not fixed and you may very likely experience that it wont display correctly and/or at least in a way that enables you to change to a proper resolution.

On my computer, it resets my resolution to 640x480 and the game then runs in a tiny window in the top left corner of the screen, showing what looks like part of a digger, with no access to any menu or anything.

The game is seriously broken, I highly advise that you either find a demo to test it out on your rig before you throw money after this game.. Thats actually pretty good... 8/10 would eat cheese again. I enjoy the challenge and experience of Truck Mechanic, just as much as I do Car Mechanic, but like Car Mechanic this game needs to update. I mean time does progress. I find this quite challenging and it make me like the experience of it. Not having put a lot of time into it doesn't seem like a fair review, but it is something I would recommend.. Extreme fun :D



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Imagine Puzzle Quest, except with Poker instead of Match 3. It's a quirky card game with RPG elements. Story is sufficient and doesn't get in the way. Gameplay seems to be balanced so it's not too hard, but not too easy either. The game does seem to go just a bit longer than needed. But it was an enjoyable game considering how different it was.. great game, fun and entertaining and sure to get you many detentions at school for swearing, playing in class and screaming in the middle of class too, great fun just like the first :D. I like this game, but there are a few problems with it for me.

First, it has terrible frame rate when outside, might be too many entities or something that i don't know about. (by the way, i have a pretty good computer, it runs more complicated games better than the streets of this game)

Second, I found the controls a little funky, I tried to turn around but it didn't read me hitting the button, that happend both indoors and out.

Those are the only two problems that I found with the game so far. And I hope not to find more.. Very cool game so far, guys. I can't wait for new items to place!. It's got a hot barbarian chick with a Gatling gun, riding a T-Rex! Need I say more?. I cannot recommend this game in its current state. The first playthrough is awesome, but right now, there's not enough to pull me back in for a second time. I played with a friend for the 3x I've played this, and I feel like the Bigfoot AI is not advanced enough to make the second playthrough interesting. The first time, you're not too sure what to expect, which makes it a little creepier, but after a few ambushes, the creepy aspect goes away. Bigfoot charges you at the speed of light and strikes you with the full force of Jesus Christ himself. He wears Kevlar plating under his skin, as the rifle is relatively useless. What is the point in giving players rifles if the damage they do to the creature is incredibly miniscule? Unloading 10-20 rounds into Bigfoot will usually result in 1/10 of its health missing (and that's generous), so the main way to kill him is to use traps. These require no skill. You place down the trap, put meat on it, and cover it with leaves. Eventually, he finds the meat and tries to eat it, and triggers the trap. This does a decent bit more damage (however nothing to write home about), but there's no skill involved in placing these traps, which is mostly the only way to kill him. On our first playthrough, one of our traps killed him, and we didn't even know where he was. These mindless traps take all the fun out of it. The game also gives you a knife, which would be neat if it did damage. It appears to just be used for skinning foxes and other animals, so I'm not sure why it exists outside of an animation. The cameras would be neat, if watching them was useful. They act as motion sensors as well, so if he trips the camera you'll get a beep. Then you must scurry to find which camera he's near. Why wouldn't they just be motion sensors that ping on the map? It seems like this would be more useful & streamlined to me. However, the main disappointment is the Bigfoot AI. It's relatively simple, with him running up to you super quick, hitting you a few times, and then flying back into the forest at an unattainable speed. Tracer bullets are theoretically a neat feature, but it's demoralizing to watch him zoom through the map at speeds you cannot match, just to have the tracer wear off within a couple of minutes. It's very difficult to catch up to him. The first time we played through, he got stuck on a rock and we were able to do ridiculous amounts of damage to him with our rifles, but after we ran out of bullets, he became unstuck. We didn't have any more traps to hunt him with, no bullets for our rifles, and no more supplies to supplement us. We were forced to quit, being unable to take his last 1/3 health. We nailed him quickly on the second playthrough, and the third time around was very recently when we saw that an original map had been added back. We got bored within half an hour, however, because it was the same thing as before, just with a different map, and an ever so slightly better AI. I hate writing this because the game is gorgeous and has ENORMOUS potential, but please, please, please work on the AI before other content. It needs a drastic overhaul to have replayability. I understand this game is in early access, and so I cannot wait to see what the developers do to the game, but I would hold off a bit longer until the AI is more advanced.

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