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## Draft Day Sports: Pro Football 2019 License



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### **About This Game**

Draft Day Sports: Pro Football 2019 puts you in control of your favorite pro football franchise. You make the calls as you build your dynasty – build your roster through trades, the draft, and free agency. Analyze the impressive array of data to determine how to put together your own custom playbook and strategies to lead your team to victory. Watch the action unfold in dramatic 2D fashion where you can take control of the play calling and watch your calls play out in front of you. Play by yourself against a challenging AI or join an online multiplayer league and see if you have what it takes to outmanage your fellow gamers.

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Title: Draft Day Sports: Pro Football 2019

Genre: Indie, Simulation, Sports, Strategy

Developer:

Wolverine Studios

Publisher:

Wolverine Studios

Release Date: 21 Nov, 2018

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English







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So, I like RocketGirl... it's a challenging game that I stayed up late for when it was supposed to come out (like a day or two ago) and I am pleasantly surprised by how much I liked it. There's 3 levels which are very challenging and then an extreme mode (that I wrote in discussions to dev to see how to access).

It took me roughly an hour to beat but I've also been playing a lot of shmups as of late so that may have helped. Anyway, here's some gameplay of the standard RocketGirl -- just know that it's honestly chaotic fun.

<https://youtu.be/UgoLyGbLnY>. This game has plenty of potential. I haven't played the PvP yet, however the PvE is very enjoyable.

Pros:

1. Fun Gameplay

2. Interesting mix of infantry and helicopters

3. Controls are good, i haven't played anyother helicopter games, besides Warthunder, so i don't know what the standards are.

Note: Some of these are really small nitpicks

Cons:

1. All of the tutorials are on Youtube, but i learned how to play the game just by playing it.

2. No in-game voicechat makes team communication difficult, and trying to fly and type and the same time is hard.

3. For some reason enemies are blue and allies are orange, which isn't really a problem, but it was a bit confusing at first.

4. There aren't as many helicopters as i thought there would be. There are only two countries in the game. (Russia and the U.S.)

Now i'm sure the devs will add more countries and more helicopters. I personally think that developing a game based solely on helicopters is going to run into one problem, Content. Helicopters haven't been around as long as tanks or planes, and they're aren't as many variants, so keep that in mind.

5. I wish there was a better cockpit view.

6. PvE should have enemy choppers trying to do the same thing you are.

I bought the game on sale, and it was 100% worth it. I would advise buying it, even if it isn't on sale. If you don't like it, just refund it.. "I prefer it when you kept your mouth shut."

Best silent protagonist mocking ever

10/10. It's okay. I like this game in theory. You don't see many maze games like this. And it works well with simple arrow key controls. Pressing two arrows at once though to try to roll around corners doesn't work well though. It just sort of spasms very slowly or goes the wrong direction.

I made it to the 2nd level of hard before I decided to move on. The first level of hard isn't any more difficult than anything in easy. Instead of there being more branching to wrong ways, the game pretends to increase difficulty by increasing the number of small moves you need to make. Instead of a straight line across half the screen, you navigate the same type of path but with up, left, down, right, up, left, down, right, up, left.... The amount of increased moves and longer, tighter paths make the maze take marginally longer, which creates a false sense of increased complexity.. Before looking at time played, I have played 4-5 hours worth offline

This game's story is a little confusing and its design is VERY simple. But this is a case where a simple point and click riddle adventure can make for hours of fun. The riddles are genuinely challenging and the environments are quite pretty. After all the time playing....im stuck.... But i do recomend this game if you have time to kill and want to challenge your brain. Also fun to race a friend to the end...i lost but it added to the fun

8/10

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Well, so far so good. Four missions in, this game's made a pretty good impression on me. Haven't got much backstory yet, as to who the enemy is and why we're fighting them, and the bits of information you get from the other pilots in the lounge and hangar (at least, so far) haven't shed too much light on it. As far as the actual combat goes, the fighters strike me as a little more fragile than you might be used to from other games, which adds a fair bit of intensity to the fighting. The feature of your targeting system being able to tell which enemies are attacking you and which are attacking the ship you're escorting is very nice, and makes the dreaded escort missions a little less horrible.

If you grew up playing old school space sims like I did, you're probably going to like this.. Clocking in 19 mins, I already feel more tired than I have the last 4 years of my life. I don't know how accurate this is to true boxing, but I learned that dodging by falling back (which was my natural instinct in all my 3 fights in life) is incredibly slow, and understand why people duck instead. I have a new found respect for boxing, where I used to think practicing with someone holding pads was stupid.

It was also really fun and worth the \$9. Gonna have to replay tomorrow.. I underestimated this game. Thought it was going to be a simple visual novel. In and out. Twenty minute adventure. Nope. Ended up being a 40+ hour emotional rollercoaster ride.

Highly recommend this game to anyone wanting to delve themselves into an extremely great story, but be prepared to devote lots of time if you want to know the truth.. Cute and funny time management in VR. I love the vocal sound fx, and funny dialogue. Starts off pretty easy but then ramps up once you unlock more stuff for more complex cakes. Great to show to first time VR users too.. kool game- glad i bought it. its help menu even has links to youtube uploads..real easy to learn..hard to play..great game. The preview campaign is really good, can't wait to play the complete game. Highly recommended.. Experiences similar to Silverfall; playing catch the toaster in a bathtub while jamming rusty syringes underneath your fingernails until they hit bone. 1/10

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