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About This Game

OlliOlli mixes addictive one-life gameplay with over 120 tricks and grinds across 50 deviously crafted levels, 250 Challenges, Spots Mode and Daily Grind. Not enough for you? Complete all challenges to unlock the super skillful RAD Mode! Rack up the biggest and coolest combos along the way then time your landing to perfection to rule the leader-boards. Just don't slam on your face*. Compete across the world in all modes to get the highest scores on every Level and Spot. Daily Grind gives you 24 hours to challenge the world at a randomly selected Spot. You can practice as many times as you like, but you only get one chance to set your score.

* You will slam on your face.

Quad Modal: Four Game Modes - Career, Spots, Daily Grind and RAD mode - will have you grinding for months to come

Press to Land: Perfect landing and grind mechanic that rewards you for timing tricks to perfection, lock this down and mainline your brain into skateboarding's rhythm.

Showboating: Battle online for the number one spot on every mode, squeeze in that one extra trick for world dominance.

Ride the World: Five different stages, each with their own unique levels and obstacles, grind over JCBs in the junkyard and heelflip over Dinosaurs in Neon!

Precision Fingering: Over 120 tricks and grinds, from boardslides to nosegrinds and kickflips to impossibles - your digits will never get bored!

Horizontally Challenged: An astounding 250 unique and cunning challenges, honing your skills, pushing you harder and harder - will you step up?

Silverware: Capture various gold, silver, and bronze to put on your digital mantlepiece for ultimate bragging rights.

Muzak: Sick hand-picked soundtrack including the Qemists, Dorian Concept and Flako. Who'd have thought jazz and skateboarding would go so damn well together?

Title: OlliOlli
Genre: Indie, Sports
Developer:
Roll7, General Arcade
Publisher:
Devolver Digital
Release Date: 22 Jul, 2014

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Minimum:

OS: Windows XP or later

Processor: Dual Core 2.0 Ghz

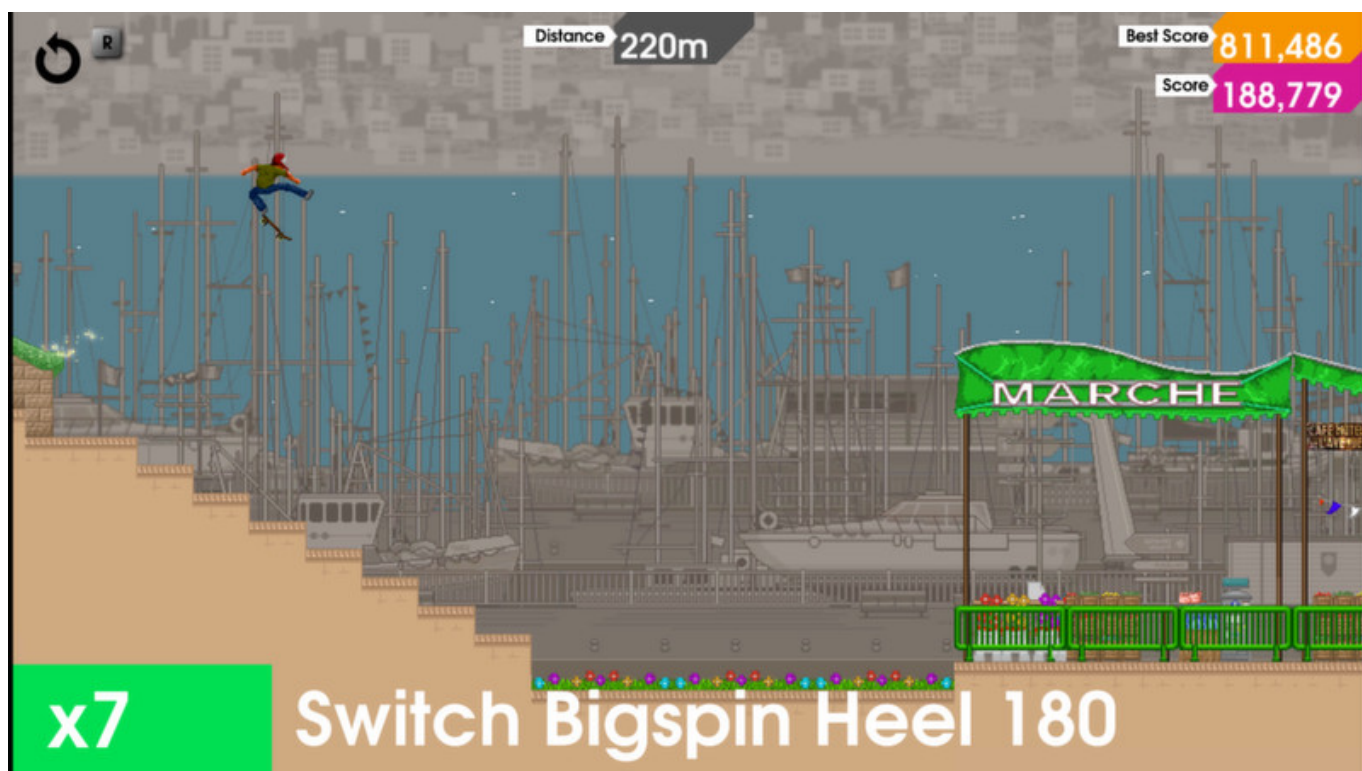
Memory: 2 GB RAM

Graphics: NVIDIA GeForce 9400m or equal AMD Video Card / Intel HD3000

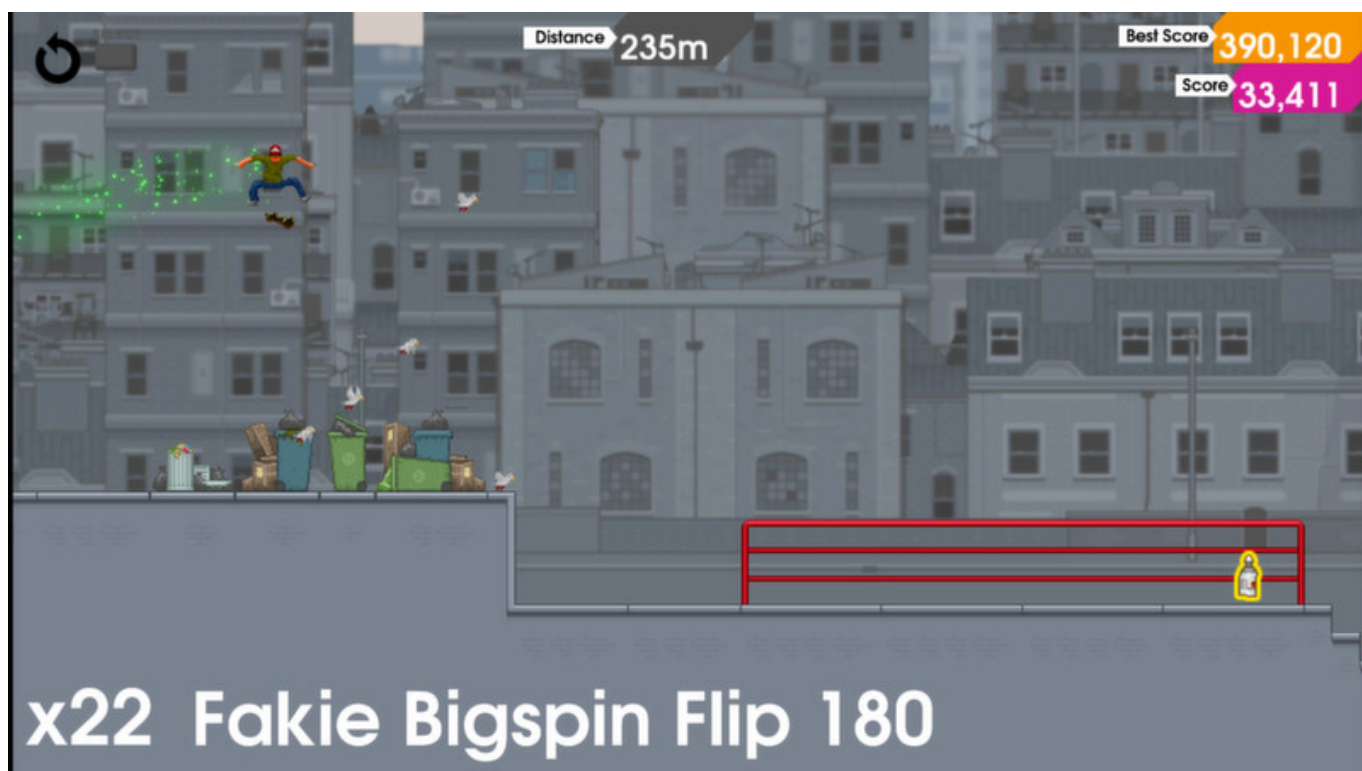
Storage: 300 MB available space

Additional Notes: Microsoft Xbox 360 or Sony PS3 DualShock strongly recommended.

English,French,Italian,German







OlliOlli is what arcade-style skateboarding games should be like, but is overpriced and now outclassed by its own sequel.

Skateboarding games were founded in the arcade genre. Crazy tricks, insane environments, and ridiculous physics defined skateboarding games for the early part of their existence. And to an extent, they actually returned to that shortly after Skate 2 and Skate 3 decided to take a more silly approach to skateboarding. I guess you could say we never actually left the arcade genre, but it felt significantly different for a while.

OlliOlli bring us back to the roots, though. There's fast-paced platforming\arcade skateboarding gameplay and it's a lot of fun. It's also pretty freakin' hard at some points, too. Some of the jumps are quite precise, and other times the speed at which the game moves doesn't allow you to see whether you have time for one more trick before you gotta leap the next gap or not. It toes a fine line between fair (but hard), and bull. That being said, I think it's more fair than bull so no real problems here. Some levels caused me an issue, but not many, and not for too long.

In the end all you do is jump, maybe do an air trick, grind, and land. That's it. But it works. the issue with OlliOlli is that it's too short. I beat the game in less than 3 hours, and there's (basically) only 2 game modes. There's the real levels, and then \cspots\. The difference is the spots make you only able to do 1 combo string.

Visuals are good, but not great. Not being able to change the look of the skateboarder causes some problems with clarity, and some levels look way better than others do. Sound wise the game sounds pretty good but I find some of the tracks just loud and annoying, and there is no way (to my knowledge) to skip tracks or control the music player, which is a shame because it could definitely be used in a game like this.

OlliOlli is a solid arcade style skateboarding game, with good difficulty, also. That being said.. it doesn't do anything amazingly well, either. Visuals are good but not great, gameplay variety is sufficient but not stellar, soundtrack is hit or miss, game length is fair but short, and most importantly price tag is way too high in today's indie game market.

TL;DR OlliOlli is a decent game (on sale), but why would you ever want it when its vastly superior sequel is nearly the same price and leagues better?

This will be the first time I give a game a rating high enough to be \crecommended\ (5.5+/10 on my scale) but not recommended by me.

6/10

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