## Tractorball Portable Edition



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## **About This Game**

Strap into a souped up farm tractor with an added rocket engine and a huge flipper on the front, engage in a game of super sized football and hunt your opponents with a huge array of dirty tricks. The fast paced action of Tractorball will leave you breathless with endless game changing play variations and test your reactions to the limit, fusing vehicular ball games with a VR cockpit experience. Use shooting skills with the flipper, develop your teamwork and get creative with any of the numerous dirty tricks to sabotage your opponents' play or find a cheap shot on goal. Designed exclusively for VR from the cockpit out, the game will find new ways of challenging your eye-hand coordination and spatial orientation skills.

Tractorball is a physics based sports-action game and features four course layouts in five game worlds for a total of twenty levels, offering co-op and 2v2 multiplayer as well as unlockable single player leagues and tournaments. The XP based progression system starts you off easy in the minor leagues, but there is plenty of scope for more experienced players to hone their skills against the advanced AI in epic battles for the trophy. There is also a fully customizable single player mode that lets you select what kind of league or knockout tournament you want, the number of opposing teams, number of playoff rounds, difficulty and more.

## Features

- Fully controllable tractors with front flippers
- Season mode for a full single player experience
- Twenty leagues and tournaments to unlock

- XP based progression system
- Rocket boost
- Twenty unique dirty trick power-ups
- Custom leagues and tournaments
- Five main arenas with four different setups, for a total of twenty levels
- Exhibition mode
- Training mode
- Multiplayer matches 2v2
- Co-op multiplayer (play on the same team as a friend)
- Local co-op (get help from nonVR player on the same machine)

Title: Tractorball Genre: Action, Indie, Racing, Sports Developer: Ninja Whale Studios Publisher: Ninja Whale Studios Release Date: 4 Oct, 2017

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## Minimum:

Requires a 64-bit processor and operating system

**OS:** Windows 7 SP1 or newer, 64 bit

Processor: Intel i5-4590 or AMD FX 8350 equivalent or greater

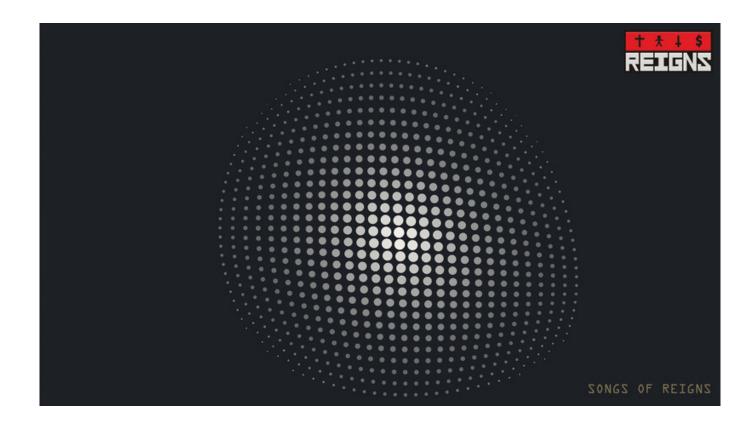
Memory: 8 GB RAM

Graphics: Nvidia GeForce GTX970, AMD Radeon R9 290 equivalent or greater

DirectX: Version 11

Storage: 3 GB available space

English







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Really well polished arcade game for the short and casual fun!. quot;Catch Canvas" is a short visual novel that was created by I believe the same people who released "No One But You".

Although I did not personally play that one I did not hear many good things about it and from my experience with this game I have to say that I am not interested in their other title.

At the time of this review the price of the game is \$9.99 or \$8.49 on sale when I purchased it.

This game suffers from a few things like a lack of a story that is finished in about 2 hours. I am not saying short games are not worth a higher price tag, but the quality in story and short length of this title does not justify it's cost. I am pretty sure someone in middle school could write something similar to this for an essay or something.

The art in my opinion is pretty good. It isn't outstanding, but it is far from poor. So if I was to give it any good points it would be that. (Although the 18+ patch was rather dissapointing since 18+ scenes is basically this games selling point.)

Characters were alright. At first they were mediocre at best, but I grew to sort of like all 3 of them. However, I still didn't feel attached. Some of the dialogue was entertaining I have to admit. It's a shame that the story wasn't a little longer with better character development since most of the character development was rushed or just extremely sudden. (Estelle is the biggest offender of rushed development and Nao was a missed opportunity.)

Overall this is not that great of a VN especially for the price. It feels like a bunch of missed opportunities to make it more than what it is.. Awesome game from my childhood.

Fantastic side scroller, got to have to rescue,

all those words. haha. People have been saying the \$3.99 price tag is right for how long it is. However, the value of a game isn't just about quantity versus price. It's also about quality, and where this game falls short.

The game does remind me of old platformers you would find in the Commander Keen days, but that isn't exactly a good thing. The graphics are even less impressive than some of those older titles, and the platforming doesn't hold up as well either. For one, and which is always a sticking point for me, is when you can't jump off a climbable object like a vine or ladder, but have to fall of the side of it, meaning you need to climb as high as possible and then hold the direction you need fall towards. This game has that in spades.

Once you unlock the magic you've pretty much seen all the game has to offer - it's just a matter of what magic suits you more, or if you prefer strength and ranged attacks versus stealth. This is because you cannot level up enough to unlock every skill at it's highest tier. I killed every enemy I came across, even backtracking a bit when possible to kill others on secondary paths, and I only upgraded my magic spells 3 or 4 times out of 9 tiers between the three, and 6 out of 9 for the primary stats of Strength, Ranged, and Stealth.

The truth is that even at an hour long, most will not finish it because they won't enjoy it enough to do so. Not mention, there's plenty of free platforming games like this that are both longer and better.

. Nice touch to the great game, that adds another layer of gameplay. My first campaign was as Yellow Turban and I had a lot of fun.. Server not working aparently

. Unusual looks, interesting driving style and fantastic sound set. Runs beautifully. Highly recommended.

45 minutes or so into the game, I ran into a bug with an endless walk cycle causing the game to become unresponsive, aside from the old Alt+F4. After about 2 hours, I ran into it at the morgue. I looked around a bit for known issues and fiddled with my settings a bit, but...

This game is just OK. It's got some mood. However, there is a lot of padding, especially with how you have to go back and forth to pick things up, every screen padded with having to wait until the character finishes their walk cycle.

If you're really into adventure games and not running Windows 10, this might work for you. I just don't think it's worth it.. Fun for what it is. Would want to get past Neptune, it ends quickly.. If you're willing to play an RPGmaker game this one is not bad for ~9 hours of gameplay. It also isn't 10\$ like most of the RPGmaker games.

Got it from a friend who bought it with a bundle.. In general, I rarely write reviews, but not in this case. Actually, it is the first game in verse that I see - at least for this it is worth to buy. Besides \u2013 I really liked how different characters of the Wonderland are drawn. Sometimes they look very unexpected. But not without drawbacks - the interface could be made more convenient, but I believe that developers will listen to the community and correct everything, even in their next games if they are planning to go further with VN in VR. With battles too - did not understand at once, that's why \u2013 take an advise \u2013 read options and tutorial \u2013 for me it was helpful.

For now: it\u2019s 4\/5 for a new experience and an interesting story in verse.. Great Game!!!!!

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