**Plastic Soldiers Addons** 

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## **About This Game**

Play for one of the opposing sides of the plastic warriors. At your disposal a large arsenal of firearms. Fight on different maps for one of the teams: small, plastic soldi 5d3b920ae0

Title: Plastic soldiers Genre: Action, Indie, Massively Multiplayer, Early Access Developer: Creative Black Chair Publisher: Creative Black Chair Release Date: 16 Nov, 2018

## Minimum:

Requires a 64-bit processor and operating system

OS: 64-bit Windows 7, Windows 8.1, Windows 10

Processor: Int

English

plastic soldier battle. plastic soldiers lot. plastic japanese soldiers. plastic soldier 3d model. plastic soldier yoga. plastic soldier firefly. plastic soldier review down. plastic soldiers war. plastic soldiers walmart. plastic soldier 1/72. plastic soldier hq. plastic soldier kickstarter. zvezda plastic soldiers. plastic soldier review news. plastic soldier company uk. plastic soldiers 1/32. esci plastic soldier review zouaves. plastic soldier company king tiger. plastic toy soldiers kmart. plastic soldier company ltd. plastic toy soldier kits. plastic soldier review ww1. plastic soldier company 15mm. plastic soldier costume diy. plastic soldier company us distributor. plastic nutcracker soldier. plastic soldier board game. plastic soldiers toys r us. airfix plastic soldiers on ebay. plastic soldier 1/72 sexton. plastic soldier company lincoln. plastic soldier miniatures. plastic soldiers toy story. plastic

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Is this game plastic? No, I dont need that. Just take that out.. I actually really liked this game was kind of laggy on my computer and I wasn't that good at it at all but i do like it and would play for a while the only problem is that my buddy who has bad wifi just couldn't connect or anything if you could work on the connection between players and have like friend only rooms it would improve the game a lot. I actually really liked this game was kind of laggy on my computer and I wasn't that good at it at all but i do like it and would play for a while the only problem is that my buddy who has bad wifi just couldn't connect or anything if you could work on the connection between players and have like friend only rooms it would improve the game a lot. So Far This Seems Like A Very Interesting Game, The Graphics Are Very Nice, Good Shaders, Textures And Map Design, The Gun Choice is expansive for an early access game but it would be better if you could choose your weapons at the start like you choose it before you spawn in and everytime you die you have a couple seconds to change. The game has no players and i feel like that as it only has a 24 player peak, of all time, it would be nice to add some bots, there not the easiest thing to add but definitly needs to be added as soon as possible as the game is litteraly unplayable without them. Maybe have a 1-7 day section where the game is free, i would love to invite some friends to play as now there is noone to play with, this would be a great lan game to play with friends or even splitscreen. The game would be more enjoyable with friends and i have already brought 1 friend the game and it would be nice for more to join me. The game looks nice in 3rd person and it does show off nice reflections and shaders, but for most people they are used to the first person shooters, and the first thing i did when opening the game was looking for a way to switch it. The game may be unfair if some people had 3rd person and some had first but it would be so much more enjoyable. I have not tried it yet but im not sure if there is controller support, i have used some engines for game making but unreal is one im not sure about. The other engines i have used allow easy mapping to controllers and have the controls already game ready even if you dont want them to. This would be a nice addition if not already. Another bug i found is that when you jump and instantly walk, the walking sound effect of the actual object your walking on changes, yes when you walk on sand it sounds different, when you walk on the legos for example it sounds different, but when i jump and land and istantly walk the sound changes to what seems like a defualt walking sounds, maybe the soudns are changed when collision is detected with a certain tagged object and this leads to issues with latency? This obviously isnt game breaking but a bug non then less. Aiming down sights is a big thing in FPS and games like Counter Strike dont use this mechanic. But the game has only a select few or only 1 gun than allows you to atleast zoom in and althought it doesnt increase your accuracy by much or at all, it would be nice to see this on all or most weapons, even the pistols. When bullets are fired there is a bit of latency of them hitting the object from a distance or just the partical effect playing, but i feel like the distance that it slows down is un-comfortably close, the bullets feel to late and make it for very un-clean shots and making it hard to aim. When i fire a bullet at close range it goes a little to the right of the crosshair, yes this is for realism but its not even where the gun is pointing. Yes it is 3rd person so the bullets arnt going to be raycasting out of your view but they are far to low to the cross hair making it impossible to shoot over ledges and peak. When aiming in the character keeps going the same speed which is dissapointing as it takes away the effect of aiming in. The aiming should have an option of to turn toggle aiming on-off so we have a choice wether we want to hold or just click to aim. The FLAG - when moving the flag waves, which is cool but its annoying, it gets in the way, its disctracing and kind useless. this would be nice if it didnt wave so much getting in the way. When jumping on a slope at an angle it makes the character glide for a second and float in there air, yes just naother bug but things to point out non-then less. MOTION BLUR LET ME TURN IT OFF (little things like that can make the graphics worse and its very bad to have in a shooter game) Pros- Nice Graphics -Decent Movement -Good Weapons Selection -Good Map Design -Nice Lighting And Good Engine Used - The \$ Price Tag (only \$1.50 AUD!) Cons- The bullet shoot below the crosshair, and its very noticable (they shoot up to 1-2 cm below the crosshair on my screen) -The Crouching still makes movement sound and basically renders it useless -NO BOTS -No players -No First Person i would add more but i only have about 30mins on the game of making this comment, yes only 30 minutes but i found alot of issues, pluses and nice things about the game. This game is great and has alot of potential and its really good for early access And before anyone gets off at me for having a 900 word review full of complaints on a game for \$1.50 and only having 30 minutes on the game, please accept that im just wakting the developers to see this and add these to the list of issues that they can fix to make a more pollished and nice game, honestly if there was more players, and the game had

bots, and it was more pollished then i would say the game could be worth an easy \$10 atleast, but with CS:GO going free, one of the most popular if not the most popular FPS games then it would be safe to say its to late to make high-costing fps games. Please take my review into consideration when updating the game. Theres a high chance im going to be buying more than the already 2 copies i have purchased of this game.. Good old "Army Men", but with graphics and high quality sound. I would give this game a positive review, but with the constant crashing in every game I enter, I am giving this a negative review. I understand that this is a very cheap early access game, yet it shouldn't be released if you can't last more than a few minutes without crashing. The developer mentioned that there is an error with crashing in the new map. I have not even played the new map yet and experience game crashing on every map. This seems like a great game with alot of potentIal, but in its current stance I am leaving this as a negative review.. Fun game if you can find anyone to play with, and if you do find a couple of people (usually the same 2) they are hacking pieces ofu2665u2665u2665u2665u2665u2665u2665that will not allow this game to be anything more than it is now. First game player was speed hacking and aimbotting. Second game blatant aimbotter. Spawn die, spawn die, etc. One shotting with a pistol from other side of the map. Not even worth the less than \$1.00 price tag because of this. Add an anticheat to the game and I will try again. Other then that I would say this game is dead in the water.

Release Notes for v1.03 (04/22/2018) : Behind the screen, everyone is a judge! [UI] - Added volume adjustment [SCRIPT] - Optimized simplified chinese localization - Fixed script dialogue [GAMEPLAY] - Adjusted section 2 difficulty [MISC] - Fixed some system bugs. Release Notes for v1.05 (07/04/2018) : [UI] - Adjusted Font Size [MISC] - Fixed some playing bugs. Release Notes for v1.07 (08/30/2018) : [SCRIPT] - Adjust the tempo of stories text in the last section. Stay Silent Behind the Screen Release Notes for v1.10 (02/26/2018) : [SCRIPT] - Added French [STORY] - Added extra story, Behind the Story. Release Notes for v1.08 (10/06/2018) : [MISC] - Fixed some playing bugs - Fixed the achievement "Alice's Rabbit Hole" may have an unattainable situation

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