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## About This Game

### Presentation

**Wild Arena** is a shooter where you have to defend yourselves and survive enemy attacks in small fighting zones.

Choose a unique weapon before entering in an arena and adopt the best strategy according to constraints and pitfalls.

Don't be overwhelmed by the aggressiveness of the enemies!  
Control your gun turret, find the good rhythm and repel the danger.

Trigger providential bonuses to maximize the damage and survive in the arena!

Unlock new weapons and upgrade your equipment in the Store with in-game currency.  
The higher your score will be, the more you'll earn currencies!

### Features

- 30 arena
- 15 bonuses

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- 5 weapons
  - 5 special abilities
  - 3 mini games
  - Local single-player

## **Screen Resolutions**

The game only supports screen resolutions with the ratio 16/10 and 16/9!

The frame rate is locked at 60FPS.

## **Controls mode**

The game supports keyboard, mouse and xbox controller.

To change the controls mode, go to the settings menu or the controls menu. This will only affect some controls in the game.

In the menus, you can use any controls mode simultaneously anyway.

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Title: Wild Arena  
Genre: Action, Indie  
Developer:  
971 Games  
Publisher:  
971 Games  
Release Date: 23 Oct, 2016

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**Minimum:**

**OS:** Windows 7/8/10

**Processor:** core i3, AMD FX 8000

**Memory:** 2 GB RAM

**Graphics:** Nvidia GTX 260, AMD Radeon HD6750

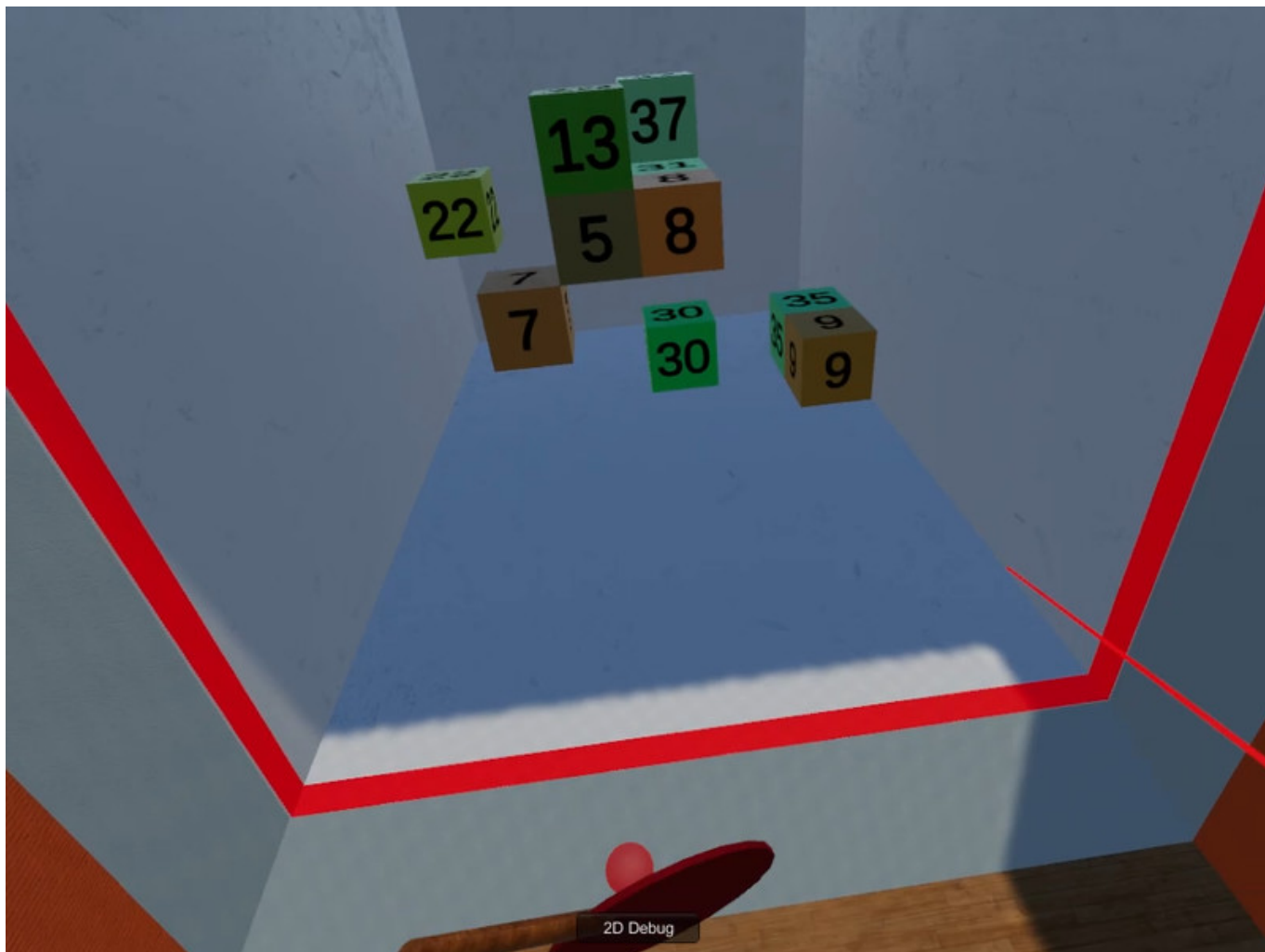
**DirectX:** Version 10

**Storage:** 1 GB available space

English







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really awesome version of a game i used to have on ios. my only wish is that you let us map a cotroller like an xbox 360 one so i can play easier as im sure im not the only person playing who dosent like to use a keyboard and trackpad on my laptop.. This was a nice surprise. It's small indie story driven game with simple mechanics but a deep and touching plot that present some rather mature themes. I got this game on sale and wasn't really expecting much but it turned out to be very well written. From the gameplay perspective, there isn't really much to it but it works fine: you act like a therapist for a girl with dissociative disorder and her three other personalities (representing anger, vanity and immaturity). On each session, you are given some background of what has happened lately and you chat with the girls accordingly. Since there are different lines of dialogues to chose from, there is much replay value (it took me less than 4 h to get all endings), and, since the story of why the other personalities came into existence is pretty interesting (it deals with depression, anger, psychological abuse, delusion, etc., but the story is better off left unspoiled) I would really recommend it.

Pros:

- + Interesting story (I liked the way they were presented in short bits of dialogue, and not in order)
- + Mature themes are addressed correctly
- + Replay value
- + Nice artwork (although there are few different images)

Cons:

- Limited gameplay mechanics
- No way to speak multiple dialogues
- Short (although it seems to have the right length). GRIS is one of the best examples of a good art game. It tells you something deep and artistic, but it doesn't stop being a video game. It's a fun little platforming adventure, but the selling point is the atmosphere it creates. The way they tell you the story with the art, music, symbols and mehanics supporting it is quite amazing, and once you realise the story it will be quite a punch. Really good indie game, i would recommend buying it and supporting the devs.. No way of avoiding the bullets. You need to plan to release the skill.

ไม่มีทางที่เครื่องบินจะหลบกระสุนที่เยอะขนาดนี้ได้ คุณจำเป็นต้องวางแผนการปล่อยสก็ลให้ดี. My parents never loved me. This game has a lot of potential. Hopefully will be developed in the future.

Art style reminds me good old Warcraft 3. Gameplay is pretty nice and simple. Probably would be successfull as a mobile game. I would introduce some simple character progression to add more depth during the matches.

. Bugs that cause wins or losses without you doing anything. The whole tutorial just gave me the win after a couple turns, So buggy.

Very poorly explained. No tooltips on cards during battles. Your starting deck is severely underpowered compared to the A.I. after the tutorial.

I really wanted to like this game, but it's very amateur and unpolished, and extremely unbalanced.. I couldn't get pass the title track, Narcissu. The OST is done so beautifully. Definitely worth the buy to support them.. Bought this to support the developers. Hopefully, they did not abandon the game.. This game is HARD! But a lot of fun! I tried playing it both on my own, and with my girlfriend. I'm not sure which is more difficult - trying to control both of the astronauts on your own requires a lot of attention dividing, but playing it with a partner requires good communication and co-operation.

The game is pretty brutal and throws hazards at you from the very first level. It's one thing figuring out how to get through a particular level, and an entirely separate challenge successfully coordinating the astronauts to accomplish whatever needs to be done. But when you do finally finish a level, it's very rewarding and makes you want to get straight into tackling what's next.

It's frustrating yet challenging game and I'd recommend it to any experienced player that's looking for something more demanding. A good one to play over a lunch hour at work with a colleague.

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Fun vr platformer. You feel compelled gather all the scrolls in the levels. Theres alot of variety in the quests and good times to be had. Just try the demo, I was sold. Super looking forward to the full release.. I've found that when one is traveling at high speed and destined for impact into a concrete half-pipe, do NOT brace for impact. Simply closing one's eyes is much easier on one's real life surroundings.. wish there was controller support. The Legend of Dark Witch games have been my favorite games of all time ever since I've played them on the 3DS Version. But what makes the steam version so unique? A returning character from the first Dark Witch game, who also just so happens the be the main antagonist of the first game: Riva!

With hidden Syega pieces to find, moves to customize, and entertaining bosses, this game is really fun!

Overall, if you're a fan of 2D Action Platformers, especially those that play in the style of Mega Man, this is the game for you.. Great game, many\u2665\u2665\u2665\u2665\u2665 need more.



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