Supreme League Of Patriots Portable

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About This Game

Don your cape and mask and join the Supreme League of Patriots in this hilarious and irreverent superhero comedy adventure!

Poking fun at pop culture, politics, reality TV and more, join Kyle Keever in his politically incorrect quest to win a spot on the newest hit reality TV show, America's Got Superpowers. But when a freak accident turns Kyle's alter-ego, the Purple Patriot, into his main ego and triggers real superpowers at the cost of his sanity (and good taste), Kyle's got a new mission to become the hero New York deserves, and definitely not the one it wants.

Navigating a twisted world of vigilantes and villains with his cheeky and sarcastic sidekick Mel, Kyle's got a lot to learn about the world of superheroes!

Features:

- Classic point and click gameplay with a hilarious modern sense of humor

- Upgrade and buy the season pass for three episodes of fully-voiced satirical superhero antics--all episodes available at once, and includes the soundtrack!

- Two playable characters of Kyle Keever aka The Purple Patriot and his sarcastic sidekick Mel

- Tiered hint system to make the game as challenging as you want it to be

- Discover, befriend and declare your enemies from the city's zany and colorful cast of superheroes and archenemies

- Fantastic original soundtrack composed by Jake "Virt" Kaufman!

- Fight for something resembling justice from the sewers of New York to the theatres of Broadway!

Title: Supreme League of Patriots
Genre: Adventure, Indie
Developer:
No Bull Intentions
Publisher:
Phoenix Online Publishing
Release Date: 29 Jan, 2015

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Minimum:

OS: Windows XP, Vista, 7 or 8

Processor: 2 GHz (Single Core)

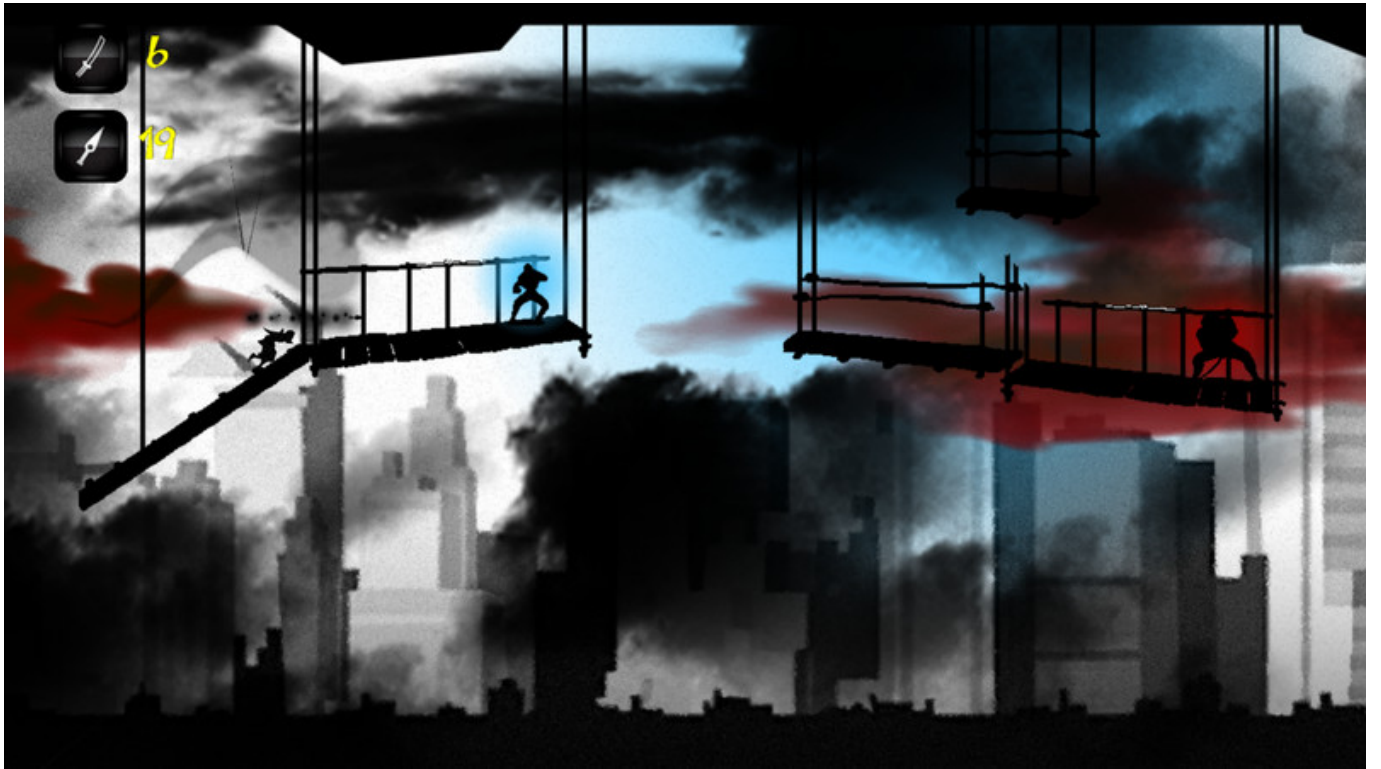**Memory:** 2 GB RAM

Graphics: Intel HD 5000 or better with 256MB VRAM

DirectX: Version 9.0c

Storage: 4 GB available space

Sound Card: DirectX 9.0c compatible

English

If you think this game is too oldschool, you might as well complain that there's too much violence in Halo, or that Minecraft is too blocky. If you mind oldschool, this game is not for you. The interface is primitive even compared to the sequels. That is not the the problem.

What IS the problem, though, is that they spent the minimum possible effort getting it to run on modern computers. And that was already little, considering DosBox is free software. The sound is poorly configured, and choppy. On Ubuntu, the whole game doesn't even run thanks to a broken library that is included.

Do not buy this game or any other retro\/dosbox-based games from this publisher until they clean up their act.. This is a simple roguelike game. It's a good game to play for a few minutes, assuming of course you can force yourself to shut it down; it's rather addictive.

You can only carry two items at a time, which means you will sometimes have to go back for items. You need a key to get to the next level, but be careful when you pick a key up, as it takes up one of the two valuable item slots.

There's no option to change the graphics or sound. The graphics is in a vertical column, as you see on the screenshots above. The sound is always on and at full volume, which is a pain if you want to watch TV at the same time.

I would recommend this game to anyone who wants a fun and simple roguelike game.

I would not recommend this game to anyone who wants a highly detailed game full of roleplaying and complexity.. <===TO BE CONTINUED. Io feels and plays quite different. The looks are amazing as well.. The best way to describe this game is "Bad Hotel is to Missile Command as Populous is to Warcraft". You don't actually control the fire, but you can place the bases. And much like Missile Command was in its day, Bad Hotel is a vivid, psychedelic trip through waves of paranoia.

In an age where 99.9% of games described as "atmospheric" tend to be nothing more than blue-green forest hues, gratuitous mist, and Yanni music, Bad Hotel actually manages to create a mood through pure feeling alone. The gameplay becomes almost an incidental afterthought - actions come from the subconscious, reactionary actions that juxtapose nicely with the reactionary hyper-capitalist philosophies sprouted by the Libertarian Monster Manager From Hell who conspires to destroy your hotel for the insurance money.

The supposed "learning curve" is ridiculously quick, the basic gist can easily be picked up in ten minutes. Build rooms to make money and act as meatshields, build cannons to fire at stuff. The resulting music is something that evolves on its own (although I'm quite sure there will eventually be Youtubes of crazy Japanese dudes (they're always Japanese) who somehow manage to use the primitive music engine to recreate Bohemian Rhapsody in its entirety). The songs that are more likely to be created sound like anything from Goblin (legendary Dawn of the Dead composers) or Can to Henry Mancini \/\u2665\u2665\u2665\u2665\u2665\u2665DeBenedictis scores of the 60s and 70s spy movies and mystery thrillers, with the preset undercurrent evoking segments of Super Metroid. Minimalist, but not the uninspiring droning minimalism of Yanni or his new age ilk.

Anyone who approaches this game as a min-maxing optimization exercise (as I suspect most of those who b\u00eetch about the alleged "learning curve" do) is using the wrong parts of their brain. It's the same as those who try to play Starcraft like a city-builder or Settlers-clone and get completely destroyed.

Bad Hotel manages to take extremely simple, borderline-mindless game mechanics and elevate it to one of the most intense, vivid gaming experiences I can remember having. Aside from a misplaced apostrophe or two (it's "its", not "it's", when dealing with a possessive) and the fact that it seems to have started out on iOS (a truly wretched platform for truly wretched users and developers alike), it's golden - and well-worth the price tag for those who can approach it with the Speedrun part of their brain turned off.

Fun game, but definitely not challenging at all... 2 hours to get 100%.. hardest part is beating the boss without taking damage.

Worth it if you're an achievement hunter. but otherwise, probably not unless you have kids who would play it.. I love this game
It like Every Tower Defense but in 3D.
It can look complex but Simple
it like a watermelon
. Its a really good game to chill and make some puzzles

unzip pants. Do you like a unfinished product. Do you like not having much control. Do you like funding some kids school project. Well this game is for you and not everyone else. Its unfinished and hardly a game. The game lasts for so long and its like you have special needs kids behind every gun on the ship. Even a broken clock is right twice a day. This game is a huge skip dont fund this kids trustfund.. Dude guys.... this game. To call this game amateurish would be an insult to amateurs. I'm not upset about the trivial amount of money spent to purchase this waste of time. I just want the ten minutes back that I wasted playing it. That is not to say that I completed the game in ten minutes, rather, that was the limit of my tolerance for this low grade piece of ****.. I believe this has some great potential in the future with proper animations and proper combat system. Maybe my expectations were set too high after playing VR Dungeon Knight, but heres my $0.02. I realize this is a brand new release into early access.

Pros:
+I really like the physics in the game.
+I really, really, really liked the movement system in the game. I'm one of the few people who doesn't get motion sick at all, so being able to move around freely like a normal game is wonderful.
+I love the textures and the way the lobby area works. (Wish there was a list of weapons and stuff to mess around with)
+Voice acting is neat.

Cons:
-The way weapons are handled - You basically have to point at stuff to be properly holding your weapon, it doesn't feel intuitive at all.
-No actual threat of dying as far as I could tell.
-3 enemies along with plenty of locked doors with no apparent way in.
-Only a few weapons.
-There didn't feel like an actual combat system; there's no parrying or timing your swings or trying. You can literally put the tip of your weapon in an enemy and move back and forth lightly and instakill anything.
-Bows are extremely weak due to how you can fight with melee.
-Quivers being \u2665\u2665\u2665\u2665\u2665 and not rotating with you in real life, only when you rotate with controller. (I realize you can have one or the other, but I'd rather it rotate with both, personally.)
-I'm assuming there will be upgraded weapons and stuff later but right now its a bit lackluster.

Maybe later when its more fleshed out, but right now I do not think it is worth $15.

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