Lupinball Download For Windows

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About This Game

Werewolves shooting fireballs at each other!

Lupinball is a hilariously hectic 2-to-4-player deathmatch, which starts out like dodgeball but slowly becomes a bullet hell. Power up and blast your foes in their fuzzy faces, but here's the key: fireballs zoom around the arena forever, bouncing off walls and speeding up over time. The arena gets insanely chaotic in seconds, as everyone shoots more and more and *more* fireballs! Last wolf standing wins.

Which fluffy fighter will be the survivor among the fiery doom?

Join the official Lupinball Discord server! https://discord.me/lupinball

A fast, frantic, four-player flurry of fur... locally or online!

- Power up, then smash your enemies in the face with magic fireballs! As wolves!

- Local and online multiplayer, with full Steamworks integration! Build up wins and earn a place on the Leaderboard!

- Awesome, catchy soundtrack from the one and only *Fox Amoore*!

- Use a shield that reflects enemy shots and stuns enemy wolves, adding further depth and strategy!

- Every stage is an absurd theme that affects the gameplay, such as a dark haunted house, a farm with gale-force winds, or a warehouse with pits of fire!

- Break open item crates! You can block everyone else from powering up, teleport around the map, or even flip the screen upside down!

- A single-player score attack mode, with Leaderboard! How many points can you attain?

- Streamers: our Twitch extension (in the Muxy Overlay) provides a live scoreboard and lets viewers vote for their favorite player in real-time!

Title: Lupinball
Genre: Action, Casual, Indie, Sports, Strategy
Developer:
Craftven
Publisher:
Craftven
Release Date: 17 Aug, 2017

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Minimum:

OS: I've heard it runs on XP SP2 but you should be on something newer by now

Processor: Something that runs quickly

Memory: 1 GB RAM

Graphics: Something that displays pictures quickly

DirectX: Version 9.0c

Sound Card: You'd better have one, Fox Amoore worked really hard on the soundtrack

English,Russian,Simplified Chinese

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A great couch multiplayer dodgeball-like game that's fun for adults and accessible to kids, with very mild cartoon violence (no blood, eliminated players look like they fainted).

Excellent party game for all ages.

Playing also helps kids understand angles and trajectory. For younger kids, some minor practice with controls will help at the start.. It's awesome! Quite fun to play with friends, very addictive! Just needs a few more players playing online!. A good laugh to be had with friends.

Single player could be expanded on more just a little, as in a couple of different modes, or perhaps the ability to add in custom maps in the future.

Yet to play the Multiplayer side, but from what I've seen it looks to be a fun and entertaining game for those moments when all you need are some laughs.
. I would absolutely recommend this game to those who enjoy fast paced fun with friends all bunled up in cute pixel art with anthro wolves. My friend linked me to the game just yesterday and after watching him play some of it, I decided I too really wanted the game. It is ideal to play with friends, and the single player is like an arcade style game where the only objcetive is to beat your own high score. That mode does become very repetitive after a while, though.

However, with friends this game is so much fun. I can't stop laughing when I play, because it's just fun to be running around in the enclosed arenas and accidentally being hit by or hitting friends with the fireballs.

The only cons regarding the game would have to be the lack of playability for single player and the inability to play it on my Linux device. I have Ubuntu and I can't play it on that. I anxiously await for a Linux port, I desperately hope it happens.

Super addictive and fun, full of laughs, at least for me! Please port to Linux!!!. It's AMAzing!!!!!!!!1!!1!!!!!1!!!!!. Fun, fast paced gameplay. But throughtout the time that I played I could not find one online player.. When writing a review for your Lupinball remember to first plug in your keyboard so that you can type things.. A true masterpiece of game development. Fun, fast paced gameplay. But throughtout the time that I played I could not find one online player.

DISCLAIMER: I was a beta tester for the game prior to release, and am a "Valued Tester" in the Discord server. I was provided with a beta key during that period, but I purchased the game post-release and have been given no incentive or consideration to write this review.

TL;DR: The game is fun. Buy it.

When I describe Lupinball to people, I say "It's sorta like Duck Game, but with wolves and fireballs instead of ducks and weapons." It gives you a bit of an idea what to expect.

Lupinball is a primarily 2-4 player game (with a single player mode) where each player controls a different bipedal wolf. These wolves collect energy icons that pop up on the field. Up to 3 can be held at once. When one is picked up, the wolf can deploy a shield for a short time, with the shield lasting longer with more spheres. With three, the wolf can deploy a magic fireball. The object of the game is to survive by dodging opposing fireballs while launching yours to hit your opponents. There are also items that pop up from time to time to twist gameplay a bit, like orb blockers (prevent opponents from using shields\/fireballs) and one that flips the stage upside-down but leaves controls intact.

This is where the Duck Game comparison comes in. One hit, and you're dead. Once all but one wolf are dead, the stage shifts to the next and the match continues until one player wins enough rounds to win the game. There's a bit less humor in the death scenes compared to Duck Game, but the overall game is very light-hearted, with hilarious loading screen messages relating "fun facts" about wolves, and the characters are very charming. (Bart is best sheep.) Plus, ALL THE WOLF PUNS.

Unlike Duck Game, there are no platforms or jumping. Levels aren't completely random either; each player selects a stage, and the selected stages are played in a random order. When they are complete, players then select additonal stages, and the game continues until a winner is decided. I like this freedom of choice, but I would love to see an "uninterrupted random mode" implemented as an option in the future.

The game handles really well. Movement is smooth (except on stages with elements like wind and ice where impeded movement is the point) and you can even adjust the trajectory of the fireballs for a split second after initiating launch. Each map is unique, and offers its own obstacles, be it slowed down movement (Gailes, Wolphone, Pawcific Ocean) or changing elements like shifting walls and temporary darkness (Wolffer, Moon Estate), to name only a few examples. Gameplay itself is extremely simple; with only movement, shield and fireball launch as your only controls, your mastery of the game will rely on experience more than learning any complicated combos or controls.

You can customize the match options (points to win, friendly fireballs, item appearance, among others) to create the match setting that suits you and your friends best. There are even accessibility options, such as a reduced flash mode and a color-blind mode. And of course, there is online play.

Single player mode flips the rules a bit. You're alone on a map, and you're firing constant fireballs to fill the stage up. You have 30 seconds (extended with each fireball you launch) to keep firing. One hit from one of your own fireballs, and you're out. Once time is up or you die, you are taken to the next stage, repeated until you've played all of the maps in a row. Your score is the amount of fireballs you launched in every stage, totaled up, and there is a global leaderboard for the best score. It's pretty fun, though I would like to see an AI single player mode implemented where you do battle against 1-3 computer opponents.

Dev support is top-notch. The Discord server is active and the community, while young, is already very friendly. Devs hang out there and are dedicated to improving this game and making it a fun experience.

All in all, for 10 bucks (I paid 9 with launch discount), it's a pretty solid game. I think it could earn its place among the many other popular couch multiplayers.. Very fun. Simple and take a small place in your stockage. Better playing with friend.. This is an incredibly fun bullet-hell game to play with your friends. You can have up to 4 people in a room, and damn does it get hectic. The levels each have unique occurences, and the mechanics are just so much fun. Totally worth the 9.99 I paid for it. This game is great fun. That's really all there is to it.

The community around it is small, but dedicated. Joining the Discord will exponentially increase your enjoyment in this product.

Buy it.

. It's alright.

The game is fun, the loading screen "tips" are great and it's got the usual pixelart. The winning quotes are very nice, one of them going as far as saying "git gud". The maps are all nicely varied, going from basic to making you want to jump off a skyscraper into a pool full of piranhas.

As for the bad things, the hitboxes are ridiculous and the game tells you to make a review\/join the discord like it's a goddamn google play app.

In the end, buy it if you have friends. It's kind of boring alone and there's not many players, which makes me feel like the developers should've advertised their game more.