Street Posse Showdown Download No Survey

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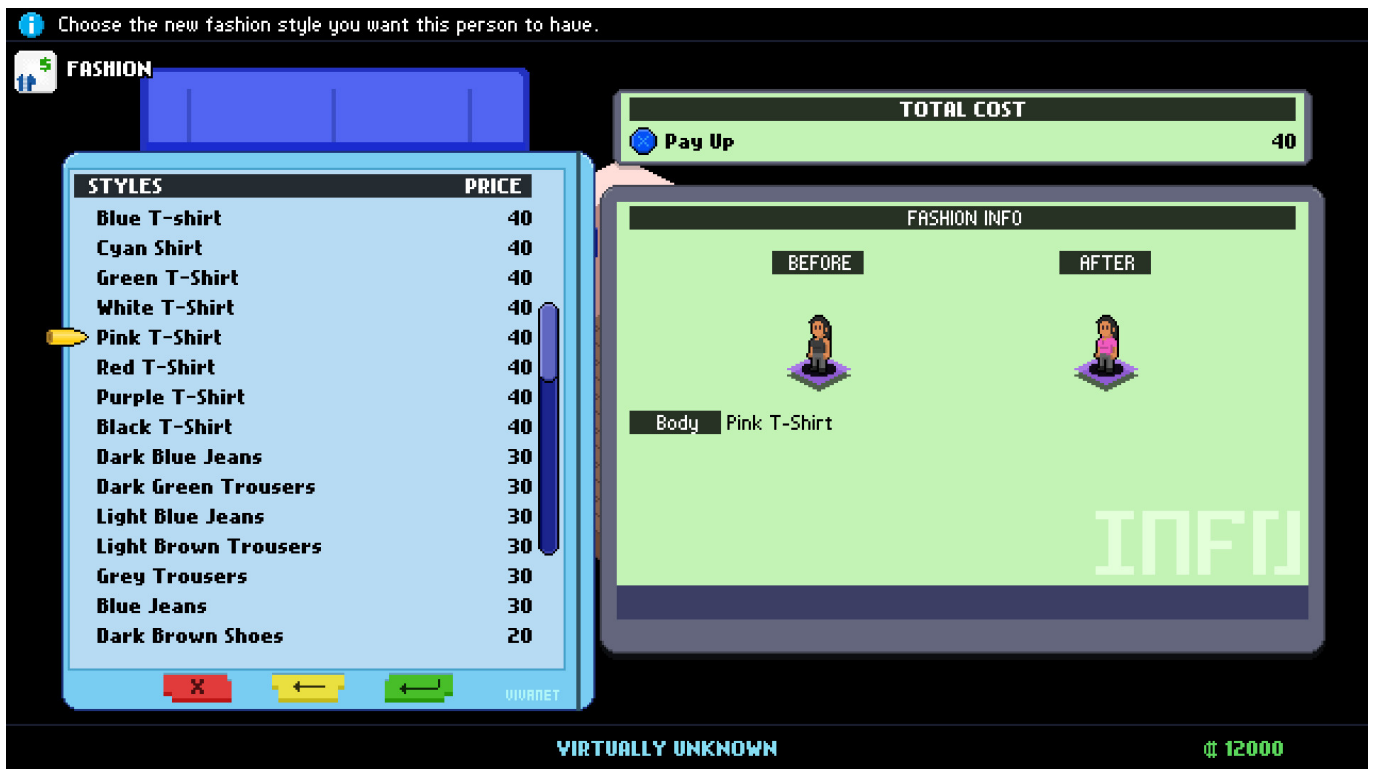
About This Game

As it is with every city, crime is unavoidable in Oaksville, but the situation has gotten worse over the recent years. It was bad enough that most of the wealthy residents have left, fleeing for greener and safer pastures. Without the income or taxes from those people, the city cannot afford to maintain the size of the existing police force. Therefore, with great pain, they downsize the cops to less than a quarter of their previous number.

Without most of the cops, the crimes have increased and the situation on the streets has gotten more chaotic as various groups struggle for dominance. At present, whatever your past and reason is, you have decided to fight back with a group of people dissatisfied with the current situation. How will you fight? Whom will you let into your posse? And what future will you decide to pursue?

That's up to you, leader. Welcome to Street Posse Showdown.

- Highly Tactical Battles.

- Mission-Based Gameplay.

- Full Party Creation At Start.

- Character Job System.

- No Permadeath. However, Injuries Are In.

- Replaceable and Relearnable Techniques.

- Faction Knowledge Is Crucial To Success.

- Single Player Story-Driven Campaign.

- Combat & Dialogue Log Included.

- Changeable Clothing.

Title: Street Posse Showdown
Genre: Indie, RPG, Strategy, Early Access
Developer:
LS Ensemble
Publisher:
LS Ensemble
Release Date: 21 Nov, 2016

 7ad7b8b382

English

FLAWSLAW
FLAW
FLAW
FLAW

FLAWS

Aggressive
Inauspicious
Cautious
Weak
Dim
Careless
Lame
Spineless
Short of Breath
Slow Reflexes
Bat Goggles
Sickly
Dull
Overconfident
Mooncalf
◀ Back
▶ Finish

FLAW INFO

Sometimes you are so taken by the situation, you forgot to make your move.

At the start of each of your turn, you may be staggered for a turn.

INFO

Select the archetype of your character.

ARCHETYPE

TYPE Bodybuilder

ARCHETYPE

➡ Bodybuilder
Scholar
Smart Aleck
Tough
Villager
City Folk
Willful
Backpacker
Monk
Athlete
Trooper
Nerd
Slow
Bulky
Violent
◄ Back
► Finish

ARCHETYPE INFO

HP	50	SURGES	18
SP	35	SPEED	3/1/2
P. OFF	75	MAX TECH	4
P. DEF	50	MAX ITEM	6
S. OFF	35	XP RATE	1
S. DEF	50		
AGI	60		

INFO

LOCATION

NO.9

Maple Tree

VIRTUALLY UNKNOWN

⊕ 12000

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Pros:
Decent enough foundation for an early access.
Customization is a good personalization feature.

Cons:
Buggy as hell.
Very user unfriendly
Lack of dev response or communication indicates dead game.
Combat is confusing and contradictory at times.
Bad time invested for experience curve meaning growth is slow at best.
Skills are all over the place.
Way too much money for what's here.

If the devs are listening, finish your game. It could actually be worth something someday, but it's worth exactly $0 in this state, and I'd return it if I didn't burn through over 2 hours on customization and attempted to polish the turd for the rest of my time spent.

1\/10. TL;DR: Foul-mouthed, buggy tactics game with a slow progression curve, deliberately confusing mechanics and aspirations to be a console port.

It's got potential... But it's crude, in every sense of the word. The dialogue reads like a 14 year old's fanfiction (Which may or may not be caused by the dev having a European language barrier, it's not that clear) and the menus are awkward and seem to be designed exclusively for console controllers... Considering that this is a turn-based RPG, you'll be spending most of your time in these menus too, so it rather quickly moves from a minor annoyance to a major issue.

There is a large variety of tactical options and elements available, but it's often unclear which elements apply to which skillsets. Lightning is attached to Lightning, for instance, which is a mixture of Special and Physical, whereas Wind is attached to Agile, and is primarily Special... It gets confusing quickly, and discovering after generating a fire-mage main character with massive levels of Special that it's best move deals Physical damage is fairly disheartening.

Progression is an issue too. Those of us that play tactical RPGs in this sort of vein tend to enjoy the sense of achievement as units grow from single-ability rookies into perfectly-statted murderhobos... But in Street Posse, units barely grow at all. The first multi-fight dungeon of the game offers 10xp per fight... And fights are a serious time investment. With your units requiring 100xp+ to grow (Or more if you picked the 'slow learner' drawback), things can feel a little slow... And as far as I can tell, there are no random encounters in the early part of the game, if at all.

The final issue I came across was a fairly significant game-breaking bug. One of my units died, and the game hung without presenting a menu. Now yes, this is Early Access, so it's sort of expected... But there's no visible save menu, and when I booted up the game again, I discovered that there's no autosave feature either. By examining the keyboard-layout image presented to the player before the menu, I discovered that the save menu is attached to the ALT key, but by then, I'd sort of had enough.

Now the above may not seem like a huge issue for an early-access game... But the developer released an Alpha version of Street Posse on a website (You can find the link in the Discussion forums at the time of writing) and the exact same bug was present. This is a demo that is over a year old, and is vastly different to the finished product... With the exact same game-breaking bug that I ran up against multiple times in the demo.

I hope I'm wrong, but that's a huge red flag to me, that perhaps the developer isn't all that serious about finishing Street Posse... I'll be back on release to see if things have improved, but right now, Posse isn't worth it's price.. TL;DR: Foul-mouthed, buggy

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