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## Trivia Vault: Classic Rock Trivia 2 Ativador Download [PC]



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### About This Game

Welcome to the Trivia Vault contestant! Play as a contestant in a gameshow called Trivia Vault Classic Rock Trivia 2 and bring your thinking hat. Answer classic rock trivia questions as quickly as you can, the faster you answer the higher the cash value.

Correct answers lock in the digit code for the vault, 10 correct answers cracks the vault and awards bonus cash. Track your progress and aim for higher scores to accomplish higher ranks. Challenge yourself to beat your high score by playing multiple times and completing all 25 levels with a total of 250 unique trivia questions.

#### Features:

- 25 Vaults to Crack(levels)
- 250 Unique Trivia Questions
- Timer Based Questions
- Obtain Cash Multipliers Based on Correct Answers in a Level
- 3 Ranks of Accomplishment per Level

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Title: Trivia Vault: Classic Rock Trivia 2  
Genre: Casual, Indie, Simulation, Strategy  
Developer:  
Ripknot Systems  
Publisher:  
Ripknot Systems  
Release Date: 23 Aug, 2017

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English







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This game was terrible. I expected more after playing ark survival evolved. This feels like a childrens game and a bad one at that. Very tiny exploration spaces. The battles are the worst combat i have seen so far on any games. I requested an refund immediately.. I bought this because it was cheap. Tetris game with some magnetics, but do not wait advanced pyhsics. play with korobeiniki.. I can finally flex my Lambo and make \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665 YouTube vlogs. A quirky RPG obviously made with lots of love. Amazing artwork, soundtrack, gameplay, and story. I was immediately hooked.. Really fun game. Starts off easy... gets much, much harder. Fun combos of weapons. Cool enemies!. less than 80 people and all the games are set to a low limit to prevent others from joining.. Okay i will start by saying i have bought this game for 0,3 eur, peanuts but still more than free. My start point is the pricetag of 0,3 eur.

So what is it? well: Its a first person "shooter" who features the main charecter a tomato fighting off other vegetables who have been infected with... something? like i dont even know what to say.

I am a little hesitant while saying shooter because a good deal of the time you walk around with your trusty fork (or sledgehammer but i honestly didnt really use it.)

#### Mechanics

- Melee seemed to work most of the time, but a little sluggish
  - Gunplay was about as good as an overcooked potatoe, the core is liquid and awefull but the outside seem to actually be fine. to be more precise: The shooting works but it looks bad, sounds bad and you reload with rightclick...
  - Nades there is a couple grenades consistant of: A molotov, A fire mine and A dynamite.
- The molotov doesnt really spread and fille less than a square meter,  
The fire mine is in my opinion the best since it will usually hit (again its a mine so just pop it on the floor and wait for things to step in it)  
Finally the dynamite which either have a tiny radius or it falls through the terrain sooo eh.

Story: well this will include spoilers sooo just be aware if you are afraid of spoilers then skip this part

The story starts out with the tomato sitting by a campfire smoking a pipe of... stuff... anyhow a snail craws up to you and says in the most beutifull... wait what now?

HOLD ON okay so i have been listening to them speak and couldnt place anything anywhere, the text seemed russian (Cyrillic anyway) i have now tried to translate it and found it to be:

A. russian for Carpet B. Belarusian for mail C. Ukranian for mail D. Kazakh for post office  
yeah... and i cant find anything on the dev but lets just go for eastern european

okay screw details so: Snail comes and hand you mail, you walk through desert, go to bar, kill bartender, walk through hell (the bar whatever), kill giant rat, find remains of sherif, drive through desert, kill a dude with minigun, go to the city, hit by truck, respawn, walk to hospital, clear hospital, kill final boss, gratz now listen to some classical (for the lack of better word) USSR sounding music. Shazam gave me "Kvzhkstan - EsenJolie - album: Speakerapist" it appears the album is on spotify but i dont wanna make a spotify just to check it up.

story wise the game is weak but the real gold, the best of this game is the cutscenes not because they look great but they are entertaining.

so to sum it up

- the sound design is trash but the music is actually good
- the gameplay isnt great but very playable
- the cutscenes if not looking great are actually good fun
- the game is short like it has counted 1,8 hours on my record and i went down to get dinner
- if nothing else this is the best game i have ever played where the main character is a tomato...

I recommend this on the base of

- it costing almost nothing (referring to 0,3 eur)
- music is great
- because if nothing else "this is the best game i have ever played where the main character is a tomato"

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EDIT: Okay so VladCastillo the Dev have pointed to hard mode and the arena.

I will start by saying i fully respect the development behind the game because i know how much it requires to make a game and this could be so much worse but its actually quiet well for what we are looking at.

NOW i have only played through on normal and i will not deny it could add some more game time but i am not too fond of playing through this on hard due to the previously mentioned weapon functionality. I LOVE the respawn system not making me replay all but i am not going to become "The best tomato there ever was" sorry but that is not going to be a thing (i might have tried if nothing else for achievements)

The arena mode is a nice addition but the weapon functionality just means its more a chore than an enjoyable experience but i will talk about it

The arena is styled as a gladitorial arena and is actually one of the nicest designed areas (maybe except the bar, i quiet liked that actually).

The arena pins you against the enemies from the game where i am so terrible i have only faced off against the smaller ones (to be fair i was starting to get tired of the controls from the final boss)

So the arena is an endless mode in a gladitorial arena, you will fight harder than you did in the story and in general it is a challenge, you will have access to a handfull of teleporters to place you either in cells or on the spectator isles. there isnt a lot to say to be fair, the arena is more of the combat of the game and if you enjoyed it then GREAT this is a match made in heaven but if you were getting tired of the combat, if you considered giving up through the campaign then NO this will not be the thing for you.

I hope this should cover all else you let me know Vlad and i will make sure to go over it again and write more.. My initial thoughts were; "Okay, A Kind Ale War kinda made me wanna check out this game."

My reaction upon playing game; "Okay, tight controls, chill vibes"

My reaction upon seeing first boss; "HOLY MOTHER OF CTHULHU THIS IS AMAZING"

PROS: DANK BEATS, SWEET CONTROLS, LASERS AND RAINBOWS

CONS: YOU THINK THERE'S CONS? GET OUT OF HERE YOU VEGAN, CROSS-FITTING, POLITICALLY NEUTRAL PARTY, HIPSTER.. Doesn't work with latest version of PhysX drivers. Need to downgrade in order to play. Too much effort.

<http://steamcommunity.com/app/35300/discussions/0/864973123722094450/>

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I like this better than chess. More entertaining. Has a few bugs where the board won't load or it freezes on a turn, but nothing major. I'm into it. Tell all your friends.. Tags: Combat Arena & Smashbroesque  
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TLDR: This is a spin-off of Overcooked using a limited amount of abilities on a cooldown. Suicidal kids, high difficulty. Execution feels much sloppier. Waste of a fun concept.

While I honestly appreciated the overall tone and presentation, the game is not very balanced towards solo play. Having children around is even worse than dwarves in dwarf fortress. They will beeline straight into a danger zone, get an exclamation point going and a few seconds later they are dead. There are 6+ of them and you have usually half a dozen of hotspots to comander to successfully complete a mission. That means too many spinning plates at once.

The co-op aspect would work wonders. Sort of as a more freeform overcooked. But you can only call kids once every like 20 seconds which is way too long a time for this game. Your only other action is to physically pick up and drop kids. Walking to place them in the middle of nowhere almost certainly spells the death of many other kids while dropping them immediately after picking them up will just cancel the death cooldown but otherwise they will path right back into the problem.

A lot of the actions are time consuming and clunky to operate, such as filling up green gauges by spamming A until a menial action is performed.

Conclusion: Unfortunately this game is just not cleanly balanced, in terms of challenge. Your interactivity is limited and even if you did have teammates, coordinating around such an open field might prove more difficult than the simple sokoban style character swapping that happens in the more rigidly structured Overcooked. So I recommend you go play that and archive Think of the Children after a giggle playtest, or better yet avoid it altogether.

<https://store.steampowered.com/app/448510/Overcooked/>  
[https://store.steampowered.com/app/728880/Overcooked\\_2/](https://store.steampowered.com/app/728880/Overcooked_2/). The puzzles are challenging but the controls are minimal and intuitive. No time pressure, and if you botch a solution you can go back and fix elements of it without having to redo the whole level.

The cat aspect is just window dressing, but as a theme it's not shoehorned in or cloying. It's just the perfect sprinkle of cats to enhance the enjoyment of a neat little puzzle game.. It is good, but it doesnt include

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Dust JPEG. This game is kinda crappy. really laggy for me and the controls are garbage. there is no tutorial and I couldn't even figure out how to talk. Maybe if they add a tutorial and make it less laggy, maybe I would change my veiws.. beautiful graphics  
+ original and relaxing music

+ loveable cute cats

- don't know how to put this.. it's more like for kids? I like it, but I think some old buds won't appreciate that

- performance can be a real issue sometimes.... Like all LEGO titles this is a great game, esopecially for playing with someone using controllers like I did. Great graphics and it runs on 60 fps.

However, the story is very short and the fact that there are no achievements makes me not want to finish it 100%.. TL;DR at the bottom of the review

So let me get this out of the way , Among Us is infact a decent game. It however is not worth the price tag , it just doesn't have enough content to justify it. Sure 4 bucks isn't that much money but this game is overall worth about 2 , if you're planning on playing exclusively with friends it MAY be worth it but being a Crewmate still feels like you're an errand boy who can't really do anything significant , I have a few ideas but I don't have anything in mind that could make the role genuinely interesting to play long-term , it is especially a significant issue because that is the role that you'll be playing during the majority of your playtime , being the Impostor and doing your best to deceive and keep a low profile is actually fairly enjoyable , the biggest problem I can see is that if people travel in groups (which in defense of the game rarely happens) it can make the match unwinnable for a single Impostor

There is a single map (I think , it feels the same every round) and 3-10 players , 1-3 of them being imposters which have to kill the rest of the players and additionally being able to sabotage equipment as a distraction and hide in vents. Murder mystery in

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space is a fun and interesting concept but the game simply is just not worth 4 bucks in it's current state , cosmetics are cool and all but what I would like to see is a new map (preferably a bigger one , although the current one is not small) and more complex and varying tasks that could perhaps grant more points , being a crewmate after a while is very stale because you essentially just run around doing very simple errands until you A.get stabbed .B find someone else that has been stabbed or wait for someone else to do so or C.start an emergency meeting or wait for someone else to do so either out of boredom or because somebody is apparently acting "suspicious".

I really like Innersloth as a developer and I like the core idea of this game as well but until more non-cosmetic content is added I cannot recommend this , they seem to be actively pushing out mini-patches so I believe (and hope) that we'll see something bigger soon.

To sum it up:

Pros ;

- The game definitely has a charm
- Crossplatform.
- An interesting take on the idea of murder mystery.

Cons :

- Lack of content.
- No counterplay , just baseless and vague accusations.

The game is very simple which is not always a bad thing but in this case it is rendering the game un-fun long term , atleast for me , as another review that I saw said there's no real counterplay , just baseless accusations . You can also get it for free on mobile if you're really dying to give it a try.

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