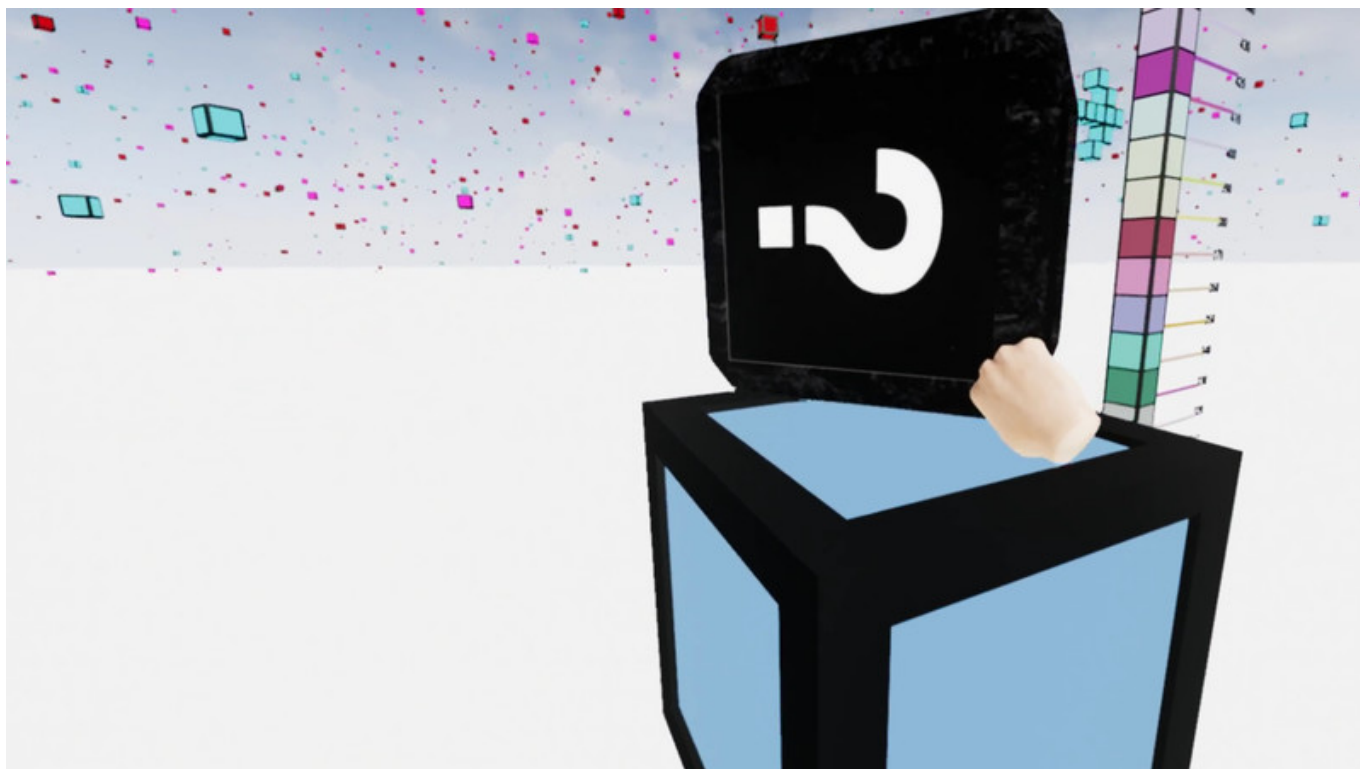

Pro Strategy Football 2019 Download For Pc [Patch]



Download >>> <http://bit.ly/2SJMMIM>

About This Game

PSF 2019 builds on its realistic and deep coaching options and friendly General Manager features, and brings a new era of customization!

Now available for Mac!

New in PSF 2019:

- Customize and share all UI images. Edit helmets, fields, midfield logos, player images, colors, end zones, and more! Use actual images for pro teams, colleges, high schools, even create and share your own - fantasy (elves, orcs), armies, zombies, no limits!
- Edit and share the draft pool each year!
- Crowd sounds and audio commentary!
- Edit game plan for individual games!
- Modify your career team's game plan each preseason!
- Run a pre-game analysis to see which team wins more simulations!

-
- Simulate, Watch, or even Coach all teams' games in Career Play!
 - Even more stats and leaders than before!
 - Improved experience when watching simulated games live!
 - More attributes!

Whether you want to coach the most realistic football engine available, or watch a simulated game live, or manage your team over multiple seasons, or if you are really, REALLY into extensive stats and leaders, Pro Strategy Football 2019 delivers it all! If you love the idea of sharing tons of leagues and images with a large community, Pro Strategy Football 2019 will bring you hundreds of hours of fun and experimenting!

Play the way YOU want to play – coach, manage, watch simulations. Create quick match ups, or play any single season, or build your team in GM/Career play and mix and match your GM and coaching skills however you want! And in Career Play, you can now watch every game each week!

Create and share custom leagues, where you have full control over player and team names and ratings, team colors, and all images! With PSF's flexibility, point any league to any set of images, and change it at any time, right in the game!

Pro Strategy Football is a realistic simulation (and game) of American Football. Built around a complex and realistic engine that was developed as a Computer Science Master's project, the game has grown over the years to become the most accurate simulation of coaching in American Football. You can watch simulated games live, too!

Choose your level of coaching difficulty. Select Basic level to play a relaxing game or choose Advanced to control every aspect of every play – who to motion, who to blitz or double team, how to shift your line, everything! And in-game help describes every feature, so you can learn football while you play!

Overcome weather, injuries, penalties, and mistakes! The AI doesn't cheat, so if some of your players are having a bad day, you have to adapt as in real life!

PSF is a user-friendly and powerful Management and Career game as well! Trade current and future draft picks, shuffle your roster, choose which team drills to emphasize, and build your players! Make tough decisions on whether to keep your favorite player who's starting to slow down a bit.

And PSF is nirvana for stats junkies! View team and player histories, past seasons, game stats, season stats, career stats, leaders across dozens of categories, and more!

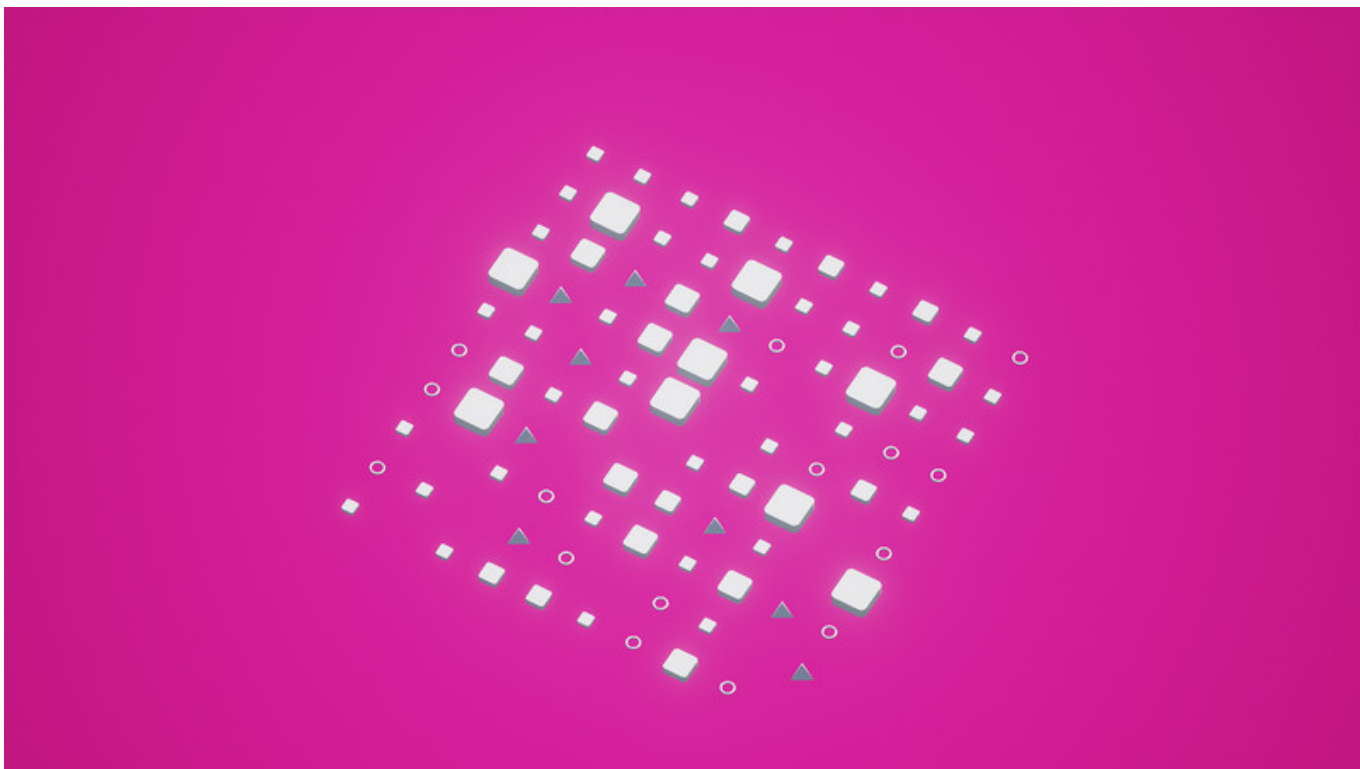
Title: Pro Strategy Football 2019
Genre: Indie, Simulation, Sports, Strategy
Developer:
Kerry Batts
Publisher:
Pro Strategy Games
Release Date: 28 Aug, 2018

a09c17d780

English







You end up thrown in a well and left to die "To Be Continued". Fscck that!. This game- you basically have to be perfect no matter what. There isn't much else to it. There isn't a thought to it, no story, and if you give any wrong answer, you're dead.. I was enjoying it until I encountered a problem I was in Career mode and I had done my first lap and then it wouldn't change gear it was in automatic transmission this problem happened to the AI as well and the issue would come and go so as you can imagine its as annoying as hell.

I recommend any other off road game than this its the worst I have ever played I don't expect there to be any bug fixes or updates to the game in the future as the game came out in April 2017 so it is almost 2 years old.. -tl;dr Review: 4/10 DO NOT BUY-

Overpriced even on sale, you'll get maybe 8 hours of gaming out of it. It's shallow, so when you do enjoy it, just know you won't get much more of it.

A steal at a dollar, fairly priced at \$5, neutral at \$10, what are you gonna do/maybe if I'm rich at \$15. At \$25, go ahead and buy yourself two premium AAA titles that are a year old and do yourself a favor.

(Also note -the forums are kinda hidden, (link <http://steamcommunity.com/app/267220/discussions/>) note that developer Derek Smart WILL ban you if you disagree (<http://i.imgur.com/e1SZkWG.png>). Vposts against the game will be deleted. He hasn't changed from the Battlecruiser "THIS IS THE GREATEST GAME EVER AND YOU'RE ALL PLEBES!" Usenet days. :V <http://www.polygon.com/2012/11/14/3553620/the-redemption-of-derek-smart>

-Full Review-

Graphics

They're fine -maybe even cool - but space marines are pretty ubiquitous now. I get that this is art he's been using for years (though WH40k, Heinlein, Doom etc etc really made these settings so nobody gets credit) but I couldn't help thinking "blue mass effect." This game has a lot of blue and red, and if you play it on a mobile device at a mobile price that would be fine but on a PC the graphics just look... well, ported.

Also \$25 bucks feels high because he's basically just reusing assets from the MMO - (Not this game - just the same stuff. The MMO)

<http://www.youtube.com/watch?v=ALg8Nzcenw>) to make a game. They're fine, and probably the best part of the game, but if you've played Halo, Mass Effect, or anything else you've seen these designs, ships, locations, armors. It looks kinda like the aliens from the movie Battleship, honestly.

Gameplay

I'm going to separate this from controls, so I'll say this is the best part. You can move dudes around, trick the ai to rush you, put down \u2665\u2665\u2665\u2665\u2665 use nades. The 16 levels you get are pretty fun (though if you're good at it they go by very quickly - especially if you don't fully explore them.) Upgrading equipment and leveling are satisfying - though this is part of the shallowness - not many levels, not many upgrades, etc. Just enough to wet your whistle.

The big things are neat and genuinely scary, and the space combat is the most fun part (as would be expected of a DVS game.) And that's how the game-play would be if the next section of the review doesn't exist.

Controls

Here there be dragons... These might work on a tablet - I do not know. But the mouse and keyboard is radial menus and brokenness and confusion. There's no screen pause to catch your breath - instead it's the freemium mobile style right to menu (so you can't tactically advance ahead of the pay-to-play mechanic on tablet by stopping to think) BS that drives me nuts. Can I just get a moment to think in a clear screen, please? I paid 25 dollars. (And don't worry there's no Freemium pay to play nonsense in this, but at that price there had better not be - it's just the mechanic still exists in the game.)

(Combat <http://youtu.be/sU37J3jXUA?t=6m43s>)

Everything moves faster than you can get the controls to work (unless you're really good at counter-intuitive controls - I moved through the game very quickly but I understood where the levels were trying to take me and I did that\moved VERY slowly.) I almost died a lot (but based on some other reviews I'm apparently very good - I got through many levels with 0 revives and one dude barely alive - so if you're all wiping a lot I'm not surprised. I may have gotten supernaturally lucky.)

(You'll note that in their videos they use a ton of cuts - that's probably because doing a tutorial without screwing up has got to be difficult with the control scheme.) <https://www.youtube.com/watch?v=7TvRQYc6oUM>

Basically the controls are broken, and if you tell the dev that he'll accuse you of being bad at games, but I'd like to see a lets play of someone really rocking this control scheme when the\u2665\u2665\u2665\u2665\u2665\u2665 goes down if it's as easy as the dev says, along with a shot of their hands moving on the mouse\keyboard. Pressing 1-4 to select dudes is helpful, but it's the menus and the inability to "clean pause" that ruins it.

On top of that, there's no volume control (because it's a PORT and tablets have switches for that.)

Replayability

There is a horde map. You can replay it. It's got nowhere to hide, no choke points, and a lot of fences. Did you die? Play it again. There is a campaign. It's actually pretty fun. When you're done with it a few hours later, play it again. (not out of order though, you don't get to replay missions without replaying the whole shebang.) Play it more if you want equipment you don't need, or weaker versions of equipment you have. Done all that? Write a review and get banned from the forums forever.

It's been about 5 hours and you're done. Happy 25\$

Price

I get that games cost money. But the constantly being taken down video of the game that this is based on uses all the same assets as this (a game that I believe is tardy, but don't quote me on that.) And on android it's much, much less {\$4.99.} It's why I say this game would be a steal at a dollar and fair at five - when this is a five dollar game with the Dev not attacking players, it will be a solid effort and 6 out of 10, but when you charge a premium price you review against that.

Try to point this out and this happens: <http://i.imgur.com/K8dn30P.png>

Total: 4/10 DO NOT BUY.

I can't recommend this - some of the additions below will show why, but it's mostly the game\price. The rest is just... very, very odd behavior.

SCREENIES, LINKS

* How the review WAS shaping up, and the nonsense that ended up tanking it <http://steamcommunity.com/app/267220/discussions/0/558747921885310403/> and proof of my banning for "rude". <http://i.imgur.com/sy2DLJS.png>

* Yet more banning going on, and now he's editing other people's comments. <http://i.imgur.com/QrbFxDY.png> <http://imgur.com/1qHnDoQ>

* "Derek Smart on why Line of Defense Tactics costs more on PC than on mobile devices" <http://www.pcgamesn.com/indie/derek-smart-why-line-defense-tactics-costs-more-pc-mobile-devices>

* A hilariously fake review and the accompanying censurous legal threat: <http://www.somethingawful.com/game-reviews/completely-libelous-review/1/>

* More context, <https://groups.google.com/forum/#!topic/comp.sys.ibm.pc.games.strategic/E7q27JJGvJ4>

* Metacritic score <http://www.metacritic.com/game/pc/line-of-defense-tactics---tactical-advantage>

* How Derek felt about deving for mobile (Before deving for mobile) <http://youtu.be/VibCpjQRSSTs?t=4m21s>

* Derek accuses me of having multiple accounts and "teases" the word lawsuit while tl:dring <http://steamcommunity.com/app/267220/discussions/0/558747922093449025/> EDIT: More veiled threats

I've previously bought Junk Jack when it was first on the Appstores, and Junk Jack X. Was waiting for this to happen! Love the game, and hopefully the developers put more effort onto the PC version. Thank you!

--Edit--

Its been months since and nothing really has changed, a couple bug fixes and thats it. This game is not worth more than 6 dollars - which is the price of app version. The app version has everything the PC version does.. Here's my first time gameplay video:

<https://youtu.be/vy9qIT-3Grg>

[I also review other VR games on my channel: www.youtube.com/c/thefishstick](http://www.youtube.com/c/thefishstick)

[A recently released sword fighting game on Steam fight the bad guys with swords you steal from them or find laying around. Overall this was a decent game however the AI is pretty bad and there is not a lot of content out for it for the price they're asking. As far as I can tell there is only a single level and the AI can be pretty clueless. This is another one of those games that should be a demo in it's current state. THAT BEING SAID i'm going to keep an eye on because I do like sword fight games and it has potential. I may check it out again later on down the road. But I cannot recommend it at it's current price.](#)

[. Wow, this music pack is much better than I was expecting. It's not outright "metal" which is good, but a melodic merging of genre. Very well well done.](#)

[After spending many more hours with the game, I love the new music even more. I almost want to replace all the original Western Europe Catholic music with this new stuff. I sure get excited when the random music generator brings up one of these music tracks.. I have been waiting for this game for a while now, but I was quite dissapointed to find that this game is almost impossible to play and simply function properly without a controller.. The "Broadcaster Edition" is a step down from the free version. You can't configure audio outputs, making it pretty much useless.. The game is awesome but there's a few things that I can think of to make the game better:](#)

[* Implement a challenge mode](#)

[* The music is awesome include a few more tracks](#)

[* The shield is the worst powerup because it prevents you from increasing your combo since it knocks cars away from you, it should increase your combo everytime you hit a car](#)

[* More powerups\malus in general](#)

[* More cars and more colors](#)

[* I could not see what power up I had when I was in first person view](#)

[I love the game though its fun to play when you just wanna chill out y'know.](#)

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