
UnderRail Activation Key



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About This Game

Underrail is an old school turn-based isometric indie role playing game that focuses on exploration and combat.

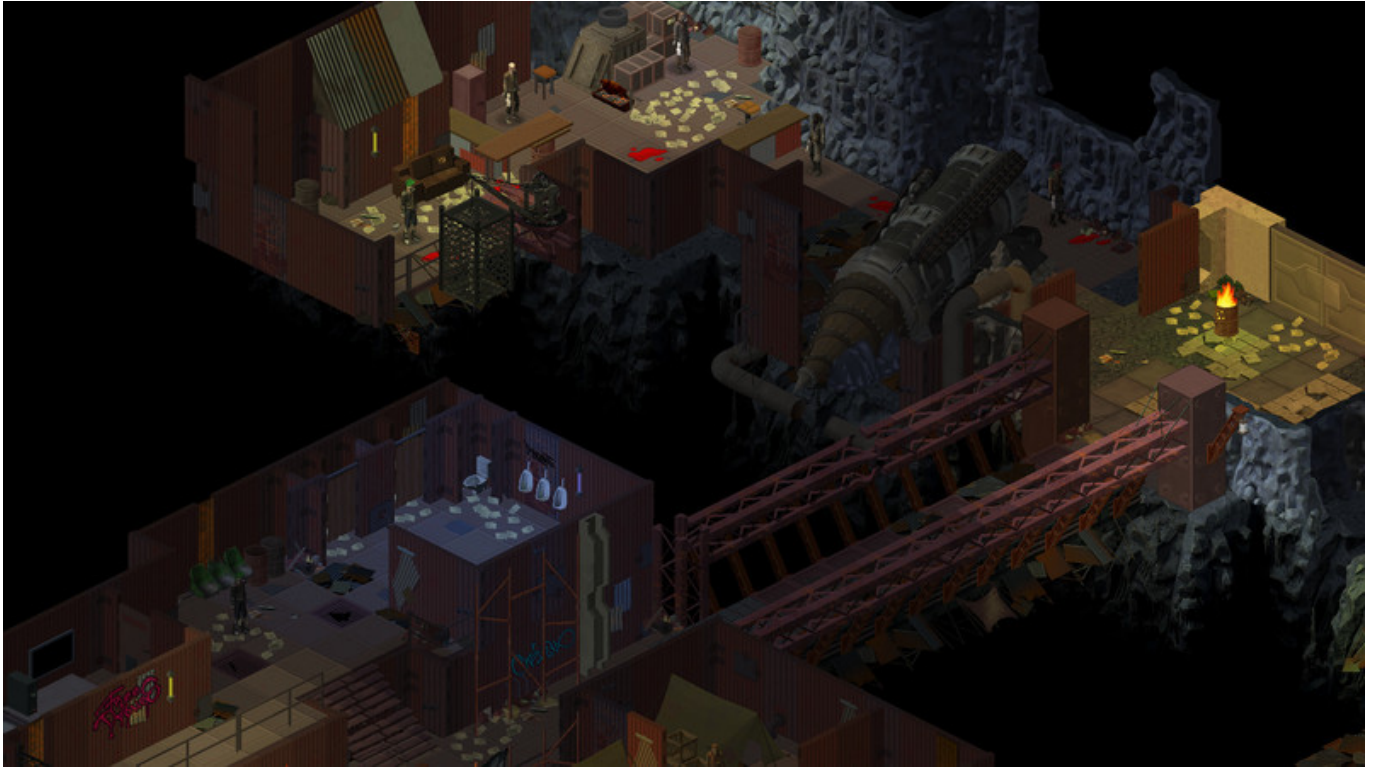
The game is set in a distant future, when the life on the Earth's surface has long since been made impossible and the remnants of humanity now dwell in the Underrail, a vast system of metro station-states that, it seems, are the last bastions of a fading race.

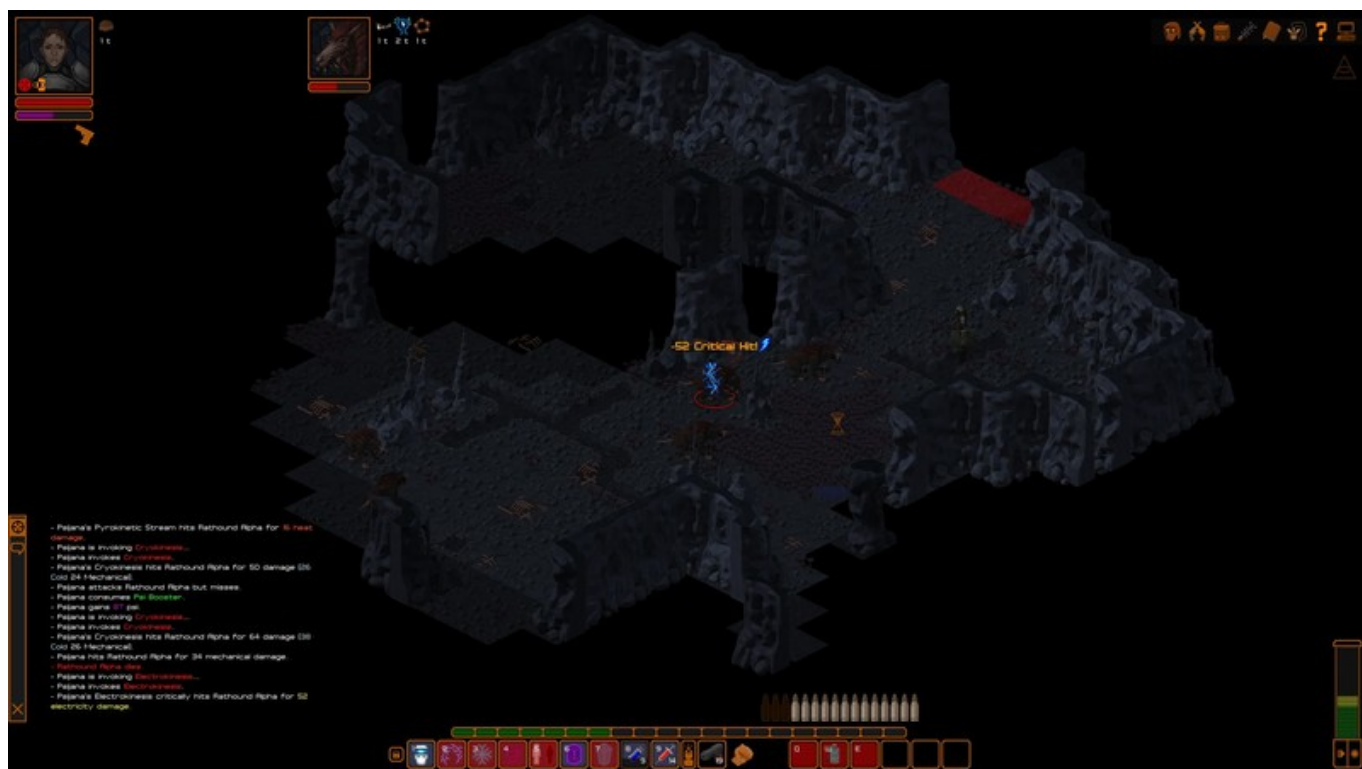
The player takes control of one of the denizens of such a station-state whose life is about to become all that much more interesting and dangerous, as our protagonist is caught midst the conflicting factions of the Underrail as the violently struggle to survive in the harsh underground environment.

Title: UnderRail
Genre: Indie, RPG
Developer:
Stygian Software
Publisher:
Stygian Software
Release Date: 18 Dec, 2015

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English







Normally, I'm a pure RPGer, with close to no interest in cyberpunk/apocalypse scenarios, nor in pixel-graphics.

What I like most in RPGs, is a complex skill development, a good story with interesting quests, stealthy game-play, tinkering, and, most off all, exploration, with many secrets to find, hard bosses to beat, and sacking legendary loot protected by them.

Well, in terms of the skill development, UnderRail is pretty mediocre imo.

But in terms of stealth, tinkering and exploration...well those things made me buy, play and love this game, even though it has a scenario I'm not a fan of and graphics not to my gusto, myself liking more open world game-play, with gigantic lush forests, streams, mountain ranges and caves, all with state of the art graphics. But that what this game is good at, is to wake up your instinct of exploration. "What can I see in the next area? Can I take on those fat bugs? What creature just attacked me, poisoned me and just disappeared in the dark? What can I find under that stone, or behind this rock formation after blowing it away?"

If you like stealth gameplay, nice quests and exploration, and tinkering up stuff, this game is a must-have, even if pixel-graphics are a horror to you, and apocalyptic scenarios aren't your thing. This game IS worth being played. I can't even start to imagine how good this game must be for people whom like the mentioned points AND the scenario.

And as a fan of exploration, I can't wait to get my hands on the DLC that is announced to come out this year.

A clear recomandation from me.. Although it's a nice idea, and I appreciate the limited budget on a title like this, I found this game too frustrating to play any more.

Basic things we take for granted in other RPGs are missing here. Showing equipped items at the same time as you show an inventory item of the same type, for instance. It may seem like a small thing, but not having it means that it takes much longer to work out if a new piece of equipment you've picked up is worth wearing or even keeping. Having strict weight limits but not being able to sort your inventory by weight means it takes ages to hover all of those tiny icons to find the heavy ones.

The weird map system, the lack of zoom, the single projection with no rotate, opaque walls, dialogue text being cleared when switching locations, the interminable waits for loading (even from an SSD), the crazy merchant system, lack of fast travel, frustrating XP system. I could go on.

I really wanted to like this game, in theory it ticks all of my boxes, sadly reality left me frustrated and bored.. Underrail is a great gem of a game for it's first and second acts. However it should've ended at it's second act because it's also a perfect example of a game that doesn't know when to end, unlike other RPGs this game shows all it's cards before the plot even climaxes. The combat is interesting but ultimately frustrating, unsatisfying, and with AI turns that take way, WAY, too long especially when the game is railing you with 5+ creepers (invisible retreating scorpions that take 20+ turns to defeat despite being a mid game enemy). The combat get's old, the exploration is good and is what really kept me going for the first 60 hours, but eventually that just turns into mindless, endless backtracking. MY GOD THE BACKTRACKING!!! If you wan't to wind your way through endless empty brown hallways that you've already been through hundreds of times then this is the game for you.

My final straw with this game came when I hit a point about a 3rd of the way through where I discovered only AFTER I hit the level 25 cap that my fairly standard melee+guns build wasn't good enough. While it does have it's good parts, such as the initial feel and mystery of the world, it never follows through on them, there are no backstories to discover, no terminals to comb through, the only worldbuilding comes in the form of NPC exposition, very tiring and samey NPC exposition.

I wouldn't be writing a lenthly review like this and have played the game for 70+ hours if I thought the game was utter crap, it has it's good parts, such as the protectorate questline and the arena, but so much of the game is spent waiding through the bad to get to the good that eventually I just grew tired of the endless drudgery of playing it, because in the end games are still supposed to be fun.

. This is one of, if not the most, underrated and overlooked games of all time. With my almost 1000 hours on Steam, and more than 700 on GOG, i'm lost for words, as to why this isn't rated higher.

The greatest strength of Underrail perhaps, is the fantastic tactical combat and the vast myriad of different character builds possible to tackle these challenges. With a vast amount of skills and feats to customize your character, each playthrough feels different from the last. Judging from some of the reviews, the difficulty and learning curve may seem steep for some, but once

you get the hang of it, combat becomes a highly rewarding experience.

The second thing that keeps me coming back to this gem of a game is the setting. Though it may draw obvious inspiration from such classics as Fallout and Metro, Underrail lends much more of its mysterious and horrific elements to HP. Lovecraft and the fear of the unknown. From the fate of the surface world, to alien civilizations and incomprehensible, primordial entities lurking far below.

Though the graphics may not seem impressive at first, they quickly grow on you, each settlement and area has a distinct style and feel to it visually. The art direction itself is great and it shows throughout the game.

If you haven't already, there is no reason for you not to give this game a chance. Considering the amount of content, the price is extremely generous, and a new expansion is soon to be released as well. On a final note: After more than 1700 hours of gameplay, I have not encountered A SINGLE bug. Never a crash nor a glitch. Not even a flicker in the graphics. Stygian Software deserve a standing ovation for all of this.

Gameplay 10/10

Story 9/10

Setting / World building 10/10

Graphics 8/10 - Art direction 9/10. too linear for my taste. Very good game. VERY VERY POOR GAME DESIGN. looks not bad in the video but this game is SHIT !!!

its like some drunk and drugged retard made a CHEAP copy of fallout 2. 10/10 I don't think I've ever given a game 10/10 before.. Long time fan of games like this (fallout 1,2 etc).

Items and combat are completely unbalanced in this one.

Very frustrating as this could be made into a pretty good game.. I recommend this game if you are dying and your only cure is a game like Fallout 1-2.

Otherwise, stay as far away as you can.

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