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About This Game

Perform fitness

The most authentic fitness simulation puts you in the shoes of a rookie who wants to fight his way up the fitness olymp. Perform fitness, get sponsored and become the fittest person in the universe. With real exercise footage and real challenge.

How would it feel to be a professional fitness performer? Glory on the victorious and shame on the loser. Risking it all for the best performance. See for yourself how to get real in this authentic fitness simulator.

Do you have what it takes to master fitness?

features

- hip hop soundtrack
- different challenging exercises
- Get money for fitness items
- live action fitness footage
- get injured performing fitness

Title: Fitness Simulator
Genre: Action, Simulation
Developer:
Mac El Oliver
Publisher:
El Dokterino
Release Date: 19 Apr, 2018

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English

4			
		2	4
	4	64	2
4	16	32	512

Again?





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Just purchased this game and I have found bugs already - Specifically the 'carrier mission' and the 'defend airfield mission' - lock up - there is no player control....the program runs the base animations until the mission fails. Will alert if I find more...what a joke!. 10/10 wasted about 10 minutes on the game. If it wasn't free I probably wouldn't have gotten it.. literally the best available game on steam, i especially liked the part where he took 10 hours to walk down the stairs. The game is meant to be a fast-paced reaction game with energetic music and a simplistic design, highly similar to Super Hexagon. And on a presentational front, it succeeds. Unlike Super Hexagon, however, the gameplay is conceptually flawed. (In other words, it sucks.) Where Super Hexagon almost continually presents a fair challenge, Tetradeagon presents the player with an illusion of skill-based play without any form of a fair challenge.

The game concept seems fine at first: rotate the outer ribs of different polygonic shapes to keep a ball inside from bouncing out in an interesting combination of pong and juggling. However, the concept ends up falling flat for a few reasons.

A relatively minor problem is that the polygon spins really fast because that's the only way the game can get even remotely close to allowing you to catch the ball, which also moves extremely fast. This speed makes angling shots off of the rib pretty much impossible. That becomes a problem when the only way you can repeatedly juggle the ball is by knocking it straight to the other side ; if you knock it at too much of an angle (lets say, to the rib next to the one you hit it from), the path is so short that there is actually no way to prevent game-overing.

The more severe problem is that the rib(s) of the polygon that you're supposed to hit the ball with, change(s) with every strike at the ball, with the new rib being chosen at at random. This takes valuable time to register in your mind, time that you therefore lose to actually turn the ball in time and means that there's a high chance that the new rib spawns in a location that's on the exact opposite end of the polygon from where the ball is headed. It can actually be impossible to do the 180 turn required to catch it on the other side because the ball's path through the polygon is more efficient than your speed of spinning the polygon. And even if you do manage such a clutch turn, the previous problem kicks in: it's likely that you didn't have the time to aim this shot, which means it's likely to knock the ball back at a completely indefensible angle.

Consequently, you are not guaranteed to be able to win at all. You can get a series of easy rib spawns and then get screwed by a series of two bad spawns that make you game over.

That's bad game design. And it's a real shame, because the concept seems clever; it's just not executable in any realistic way. dont bother !!!. the dlc is broken. best game ever !!. Not any in-game content, but it's a good way to support the devs and has a lot of interesting insight.. Very challenging and addictive game, when regular attempts to pass the level becomes some kind of meditation (if you will not crash your gamepad of the wall while playing first levels). Nice visual style and soundtrack.

Great puzzle platformer. Puzzle and platform are equally important in the game, both skill and brains will be needed to beat it and even more so to complete all the secret levels.. the game crashes every 10 mins i play it. You know the game is gonna get wild when it takes you two tries to pronounce the name.. A lot of people seem to not like this game. I'm not exactly sure why. I like it.

Neil Gaiman does an excellent job with the short narrations. And the entire concept of an old house calling on a ghost to haunt the current annoying residents out is in no way a new concept but it is done well here.

The artwork is interesting. You won't see much like it. Now some are really hating it because they just can't seem to get why everything is so...well ugly. However, I see that it is all based on Victorian style cartooning, (please go look up Alice in Wonderland and look at the original artwork by John Tenniel, you'll see exactly what I'm referring to.) So its not supposed to look pretty by today's standards, its supposed to look the way it does and I find that its quite charming.

The puzzles; if your an adult or near adult then I imagine this game will be rather easy and will just become tedious to you. If however, you have children or if you are a child then the puzzles will be challenging but not too much so.

Now the Music, at first the music isn't the worst thing in the world but yes it does become very very irritating. The sound effects are very repetitive and will make you want to shut off the sound. At least they did with me.

Lastly, the bugs, yes there are some serious bugs. One is that the objects sometimes don't interact with the environment like they are supposed to. Sometimes the items at the end of the level when they are all flying around the room will indeed go through each other or through the walls. And yes sometimes the game will in a sense freeze up because the people wont run out of the room but rather just run around the room trying to get out and you will have to restart the level.

As it stands currently I'd give it 3 out of 5 stars. If they fixed some of the bugs, then maybe would consider raising it to a 4 out of 5.. Better than most of the Indie RPG games.. Unable to disable controller, so I have two players mapped to exactly the same controller.. Cute and fun game that's actually more of a puzzle game than the usual point & click adventure that you'd expect from Wadjet Eye Games. Actually it reminded me of the old Goblins, with each bot having specific actions it could do. But, you know, much easier. Or you can think of it as sort of an escape-the-room style game, even if "escaping" is not always the goal.

One potential minus is that, unlike I believe all other WEG games (hmm, is that redundant? not sure), this one has no achievements.

It's also pretty short, took me less than 3 hours to solve, though I did miss one bonus artwork-unlocking collectible somewhere. Of course this is only a minus to those without huge backlogs :). Fresh game. GO FOR IT, Babba!. Cool game, it is my most preferred bow game. It would be even better if it had

mp, but the gameplay and the nice enemies are making it up for the

mp lag. Hope there will be more updates or DLC in the future.. Nice and easy game to play when you just want to relax or are on the phone or something.

You match 3 or more of the same colour in a row, you can turn the board.

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