
The Capture Worlds Download Without Verification



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About This Game

Description

In "The Capture Worlds" you will travel to other worlds to fight monsters which you've never seen before. Capture them, train them and fight back! Become the new ruler of the monsters! Start your new journey now!

Key Features

- Real Time Combat

Battle wild Monsters with your own Monsters in other worlds in a real time combat style.



- Capture

After defeating a wild Monster, you can capture it and add it to your team.

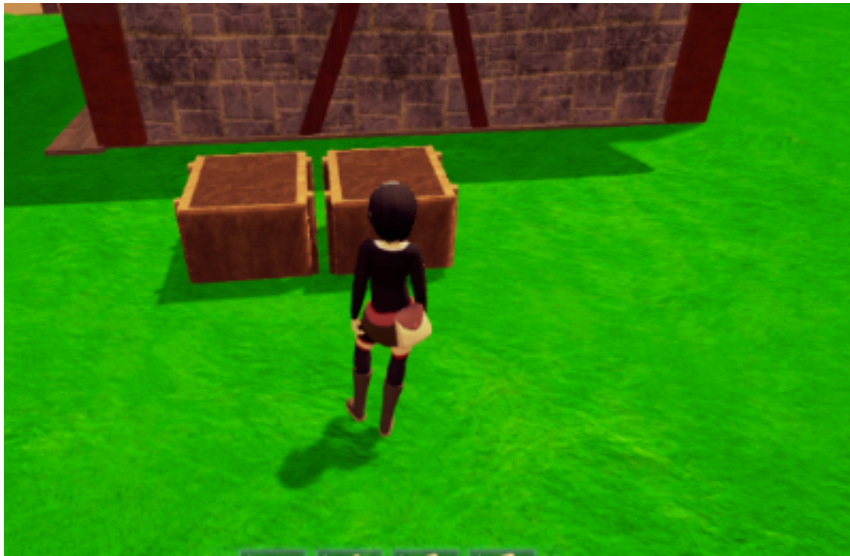


- Evolution

Level up your Monsters and evolve them into their final form.

- Farming

Buy seeds or collect them during your adventures and plant them at the farm in your hometown.



- Crafting

Learn new crafting recipes to create usable and helpful items for your adventures.

- Quests

Take missions from the guild and collect many goods and gold.

- Day-Night cycle

- NPC battles

The Capture Worlds is on Steam Early Access and we plan to add more features such as:

- Basic mods

(Create your own monsters or worlds and add them to your game (Steam Workshop))

- Battle other town's guilds

- New items

- New skills

- Story Mode

- New quests

- Upgrade your hometown

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- Dynamic weather system
 - New and better Monsters
 - New evolutions
 - And a lot more!

(Keep in mind that The Capture Worlds is under heavy development and any features are subject to change.)

Title: The Capture Worlds
Genre: Action, Adventure, Indie, RPG, Early Access
Developer:
WorldsDev
Publisher:
WorldsDev
Release Date: 20 Apr, 2018

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Minimum:

OS: Windows 10

Processor: AMD FX-8320

Memory: 8 GB RAM

Graphics: AMD Radeon R7 200

DirectX: Version 11

Storage: 2 GB available space

English,German







pretty good game, has tons of potential:

this game may not have the best graphics, nor is it bug free, but the basic mechanics are great! it replaces the turn based game play that we're used to in monster collecting Role Playing Games and replaces it with something awesome, not to mention that the game developer(s) added the ability to craft items and remodel your home into any design you please. this game is off to a good start, but it also has plenty of potential that the developer(s) could add more evolution paths for the monsters (specifically for the starting ones), they could even add a fusion machine so that you could combine monsters into totally unique and powerful ones (the drawback could be that after combining two or more monsters the new monster's level resets back to level one).my point is this game has tons of potential and I hope that the developer(s) could choose to achieve that level of potential. Basically the pokemon game I always wanted as a kid. I love the open world ishness of it and the real time combat. The crafting system allowing you to build and customize your house is cool. Im interested to see how this game develops and I would like to see it become something big.. *Some Critiques are Out-dated since there has been Constant Updates*

3D monster game(+farming\ffishing\crafting) on steam was always my dream to play. The game is bit lacking, but overall really Nice game if you are digimon\pokemon fan. It's early access and all but doesn't mean i can't point out the things i find annoying..... with that being said

Things I liked :

- 1- Variety of monster with nice animations AND Different sizes which is insanely good for 3D game.
- 2- Love the way you attain new moves(farming monsters) and it's rarity gives sense of satisfaction when u get them.
- 3- Dueling aspect with NPCs
- 4- Gorgeous game with beautiful Graphics and Runs Smooth Fps-wise. With the beautiful Day\Night Cycle that you can control if you dislike the night like me.
- 5- Teleport sends u to different areas randomly with different environment.
- 6- You get random lovely surprises like i just entered random portal and found myself fighting boss quadruple my size, got him to 10% with difficult battle but lost in the end. Gives me the curiosity to explore more!
- 7- The combat and hitboxes are so on point I LOVE THEM! you can jump over monsters to dodge the attacks and ambush them in the back. can't wait for pvp time.
- 8- EVOLUTION! who doesn't like evolving monsters.
- 9- Customizing monsters skills to how you see fit.
- 10-BIGGEST selling point is : The Dev is insane with the patches and fixes. Literally fixes faster than the community complains....

Problems or things i disliked(not counting lack of content since it's Early Access)(Edit:The list keep getting smaller and smaller with these DAILY patches gosh):

- 1- crashed two times in 4 hours and In the selection mode there is Start and New and if you were confused like me and hit the first option which is "start" without having a saved file already it will make you stuck.
- 2- Starters have 2 rings animations..... Pretty Disappointing considering usually starters are the face of the game.
- 3- Went to starter area(teleport) and threw literally all my "superior" capture cards and still all of them failed, i love hardcore mode but for godsake it's starter area with monsters that have legendary catch ratio..... (Got one after 7 Superior cards and 3

Normal Cards thrown...)(Edit: apparently after just buying normal cards instead of better quality ones the chances of capturing monsters increased so much!)

5- Extremely simple tutorial that doesn't really explain if there is any depth like types weaknesses(elements),how to progress further, what the stars are that are attached to wild monsters HP (Red is boss apparently and you can't catch it), Didn't know you can customize or where to find learnt scrolls until like level 10 or so..... (and yes I READ the help page thoroughly.)

6- I got from the roster quest to kill 15 OnyBoltyB, but when i fight wild monsters i can't even see their names..... how am i supposed to know which i gotta go for.....(Incoming patch announced that will hopefully fix this)

7- when i change the placement of the map, mailbox message,etc it stays til i get a loading screen then everything goes back to it's usual position.....

8- says in the Ability Scrolls to match the element of the move with the monster owned but doesn't say what is the element of the ability or the monster.(Recent patch fixed Monsters element but still scroll element is yet to be fixed)

The reason im going on a semi-rant is because i have waited for this game since march..... was excited for this more than God of War 4! My all time favorite game was Monster Rancher in playstation 1 back in the day and this gave me hope for journey of nostalgia. I will absolutely stick with this game for all its updates but I hope the dev start fixing it before people start downvoting.. pretty good game, has tons of potential:

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