EF-12: Fighting Game Maker Activation Code And Serial Number

Download ->->->-> http://bit.ly/2SJSryt

About This Software

DEMO available!

What's limited from the release version:

- Only the arcade mode with 2 characters is available.

- Editing feature is limited

Please use this to check if this application works properly in your system environment. (Controller required)

The Creator's Edition of EF-12 includes both the EF-12 game as well as all the tutorial documentation to make your own content.

EF-12 is a playable 3D fighting game right from the moment you install it. Developed by Quad Arrow and designed by industry veteran Masahiro Onoguchi, EF-12 is the ultimate convergence of 3D fighting and game modification.

Built on a rock solid animation engine by one of the industry's best fighting game model animators, EF-12 is the perfect canvas to build your dream game, or the perfect fighting game tournament.

* All the instructions are available inside "Documents" folder of the downloaded file or Steam Community Guide.

Commercial use

We permit the usage of EF-12 for the commercial use. We don't ask any revenue share for your own game created from our EF-12 development kit. Feel free to create an original fighting game. (We'll be glad if you can contact us before or after your development!)
Please read below about the commecial use.
Policy about commercial use | Project [EF-12]
(English one is available in the bottom of the page)
Also the same pdf file is available inside "Documents" folder within the downloaded file.

New feature for Steam release build

Default Characters are all renewed!
Each characters basic special moves are introduced in the "Command_list.pdf" in the "Documents" folder of your installed directory.
It doesn't have the info for Bosses nor basic movements, so if you want to find them out, please check the files inside each character's folder.
To edit the movements, please see the guide below;
- (Under construction)

You might noticed there are couple characters in PV, screenshots or this store description are not included in the current build. The reason is, EF-12 is not just a game but a "Fighting Game Maker", so you need to import them into the game to create your own EF-12!

Once you get used to it, you'll be able to modify the character's stats, game system or anything else soon!

To download or import other characters or stages, please see the guide below;
http://steamcommunity.com/sharedfiles/filedetails/?id=732242712
http://steamcommunity.com/sharedfiles/filedetails/?id=732324111

If you have any questions, please ask us in the forum.
http://steamcommunity.com/app/263600/discussions/0/351659808490445760/

You can find any other guides from below;
http://steamcommunity.com/app/263600/guides/
We'll keep updating it. Stay tuned!

Test your own character in the arcade mode!

We have not only the arcade mode, some essential elements about the versus mode are available. Now we have the graphical effects for the character select screen transition or the ending credit after completing the arcade mode.

Of course, all the elements introduced above are absolutely editable!
Which character appears as enemies for the arcade mode, the difficulty or anything. We are planning to add the "random character" feature in the future update.

Also we are waiting for your song for our ending since the current one is just a temporary but we don't have enough budget to create the special song. We cannot offer you the reward, but we'll be very glad if you can help us!
Please contact us via Twitter (@EF12project), or EF-12 community.

La-Mulana's Lemeza Kosugi Enters The Ring!

In cooperation with the [LA-MULANA 2 KickStarter Project](#), Quad Arrow has created an official, full-featured, TK-type Lemeza Kosugi character for EF-12!

Every element of EF-12 is modifiable, replacable, and easily installed. Whether you're a complete newbie to the modding scene, or a grizzled veteran, EF-12 has everything you need to make what you want.

The Modding Veteran:

Those seasoned in model creation and animation can simply create assets in what ever program they're most comfortable with, easily check the requirements within the manual interface, and import their creations directly into the game wit minimal fuss!

The Novice Modder:

For those still learning, EF-12 comes with a full suite of tutorials that can teach players how to create their own content for the game, no matter their skill level. Get ready, because school is in session!

The Player:

No interest in creating your own characters or stages, but still want to see what EF-12 has to offer? Importing other people's creations is as easy as placing the files in the right folder, and starting EF-12. No complicated installation or;programming knowledge is required to get EF-12 content running!

Immediate Results

Want to make the ultimate fighting machine? Creating AI in EF-12 is as easy as editing a spreadsheet. In fact, it is exactly like editing a spreadsheet. Edit AI spreadsheets on the fly, save the file, and immediately see your results in-game.

Want to see if your character is ready for primetime without loading up EF-12? Use the included Fool Viewer to see exactly

how your character will appear in-game, complete with animation and applied graphical effects.

With EF-12, the only guess work is knowing what move your opponent will use next!

The reason I started this project, over 10 years ago now, was a meeting I had with Hiroshi Inukai, an e-sports director.

He was working hard to promote the enjoyment of video games in an e-sports setting, which wasn't done so much back then, from the position of a producer. Seeing that, I thought "Well, I best make some content specifically for e-sports!"

In the last 10 years I've scrapped the project twice. It wasn't until my third attempt that I created what is now known as EF-12.

Video games are, in comparison to other mediums, not held in very high regard by society. A player who took home a prestigious prize from a large e-sports event is unlikely to receive any sort of attention from society at large.

I think the fact many think of video games merely as time-wasters, or nothing more than a tool for companies to make money is a major reason for this.

Shogi, or Japanese chess, started out in much the same way - as nothing more than a simple game. However, its pioneers worked hard to promote it, and now players are respected in society.

I believe for video games to achieve a similar level of respect, there are two important things:

- We must move away from the business-oriented concept of "If it won't sell, we won't make it"

- The game must be able to be quickly fine-tuned and balanced by users to maintain it's competitive element.

EF-12 was developed with rule 1 as it's primary goal. I believe rule 2 has also been achieved.

I am very much looking forward to the day when users can join me in keeping both of these rules alive. Until then, I will keep working on EF-12 by myself.

Title: EF-12: Fighting Game Maker
Genre: Animation & Modeling, Design & Illustration, Utilities
Developer:
QUAD ARROW Co.,Ltd.
Publisher:
AGM PLAYISM
Release Date: 29 Jul, 2016

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Minimum:

OS: Windows XP or higher

Processor: Core2 Duo or higher

Memory: 512 MB RAM

Graphics: GeForce GT650

DirectX: Version 9.0c

Storage: 1 GB available space

Sound Card: must

English,Japanese

See I spent about 20$ to buy play claw 5 and then spent 10$ to buy an upgrade to get play claw 6.

In total i spent 30$ to get a better version of play claw.

Meanwhile, play claw 6 only costs less than 15$.

So I literally spent a double price to get the same♥♥♥♥♥♥as a supporter of this software for about 2 years??

Saying that it is rather more beneficial to buy 6 alone since you don't have to record something with 2 software.

ARE YOU KIDDING ME?

ARE U SERIOUS?

IS THIS WHAT U DO TO UR GOOD'OL CUSTOMERS?

BRILLIANT COMMERCIAL SENCE

I'm not British,I do simple math well.

Go ♥♥♥♥ yourselves.. No Tutorial !. its still a great game but there is no custom night thing and there should be a second game sorta. Don\u2019t buy these packs. They aren\u2019t worth it, you can\u2019t even see yourself in the skin first of all, and second, the car\u2019s skin won\u2019t really matter since you won\u2019t even give a\u2665\u2665\u2665\u2665\u2665\u2665

DLC Content: 88\/100
DLC Price: 67\/100

Base game overall rating: 9.6\/10. Nice animations for the most part though the quality seems to vary a lot between characters and backround objects. But it seems to be missing a lot of those little things that make a videogame whole. Fireballs just kindof appear out of the end of a tiny spear, for example. When you pick up coins they just disappear instantly rather than some kind of sparkle. THings like that. But I could overlook those things if the gameplay wasn't so basic. Maybe it's more fun on co-op but I didn't really enjoy it.. And I'm 12 again, on an autumn afternoon, drinking root beer and having fun in an Ian LIvingstone story and - it's wonderful. Trust no one and let the dice fall where they may!

5\/5.

its LAN only, like this is 2017 and you think im gonna move my fat♥♥♥♥♥to play LAN I think not. like why is this on the market. dont get me wrong this is pretty fun but damn. please get online multiplayer and i will think about rebuying. Just buy 8-bit armies instead.. Game library -> Mutant Year Zero -> properties -> local files -> show local files -> Deluxe Edition folder

\u0411\u0438\u0431\u043b\u0438\u043e\u0442\u0435\u043a\u0430 \u0438\u0433\u0440 -> Mutant Year Zero -> \u0441\u0432\u043e\u0439\u0441\u0442\u0432\u0430 -> \u043b\u043e\u043a\u0430\u043b\u044c\u043d\u044b\u0435 \u0444\u0430\u0439\u043b\u044b -> \u043f\u0440\u043e\u0441\u043c\u043e\u0442\u0440\u0435\u0442\u044c \u043b\u043e\u043a\u0430\u043b\u044c\u043d\u044b\u0435 \u0444\u0430\u0439\u043b\u044b -> \u043f\u0430\u043f\u043a\u0430 Deluxe Edition. why got purple blank on my interface and screen? Someone help me solve this please! i want to play this game so hardly!. 2 hours and done. im ok with that but its just not enough facing all the other similar games. i know i will never play it again because (1) you know exactly how all the City sim games are going to play (2) the nuances of this game is akin to taking a sports game and forcing you to deeply manage the vendor supply chain - you just dont want to go there when the city build aspects for me are the draw... no regrets to purchasing but wont ever go back.. Not sure what the deal is as the overall reviews seem positive, but this game was completely and irredeemably broken for me, and judging by the forums I'm not the only one.

Bugs such as enemies not appearing make certain levels impossible to beat. If only I hadn't sat on it in my backlog for over a year I'd be getting a refund on this one. What a shame.