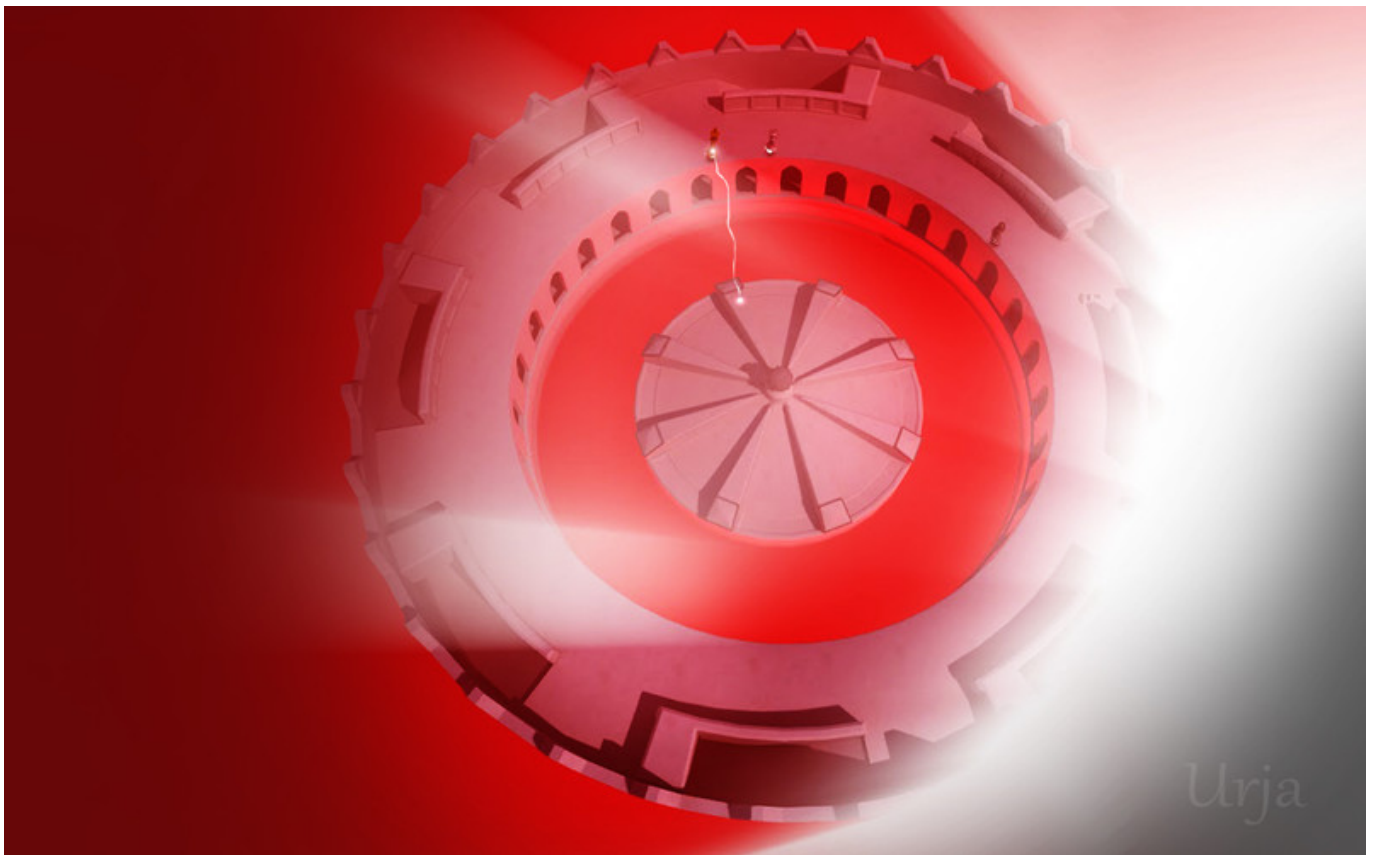


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## About This Game

*Urja*

Urja is fun, fast paced and challenging. This puzzling first person shooter will transport you into 12 beautiful worlds where you will try to strike the balance between stealth and tactical strategy to reach the top of our global leaderboards and take part in community competitions for real life prizes! The objective is simple; destroy all the entities as fast as you can. There are many different ways to approach each world and with intuitive AI every game will be different.

### Entities

- Entities will attempt to stay alive by feeding on the energy found around them.
- Entities have the ability to discharge energy. This is typically used to temporarily stun their prey.
- Higher ranking entities can move faster and drain energy at greater distances.
- Entities can transfer themselves into the depleted shell of higher ranking entities and as a result become more powerful.
- The entities' appearance is inspired the board game chess. The knight, Bishop, and Rook entities have unique abilities.

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- The Knight has the ability to enable a shield to block incoming energy.
  - The Rook's ability is to create temporary glass structures, which can be used to block. entrances/exits.
  - The Bishops unique ability is the power to resurrect dead entities.

## Seasons

With Urja you will have the opportunity to win prizes, improve your FPS skills and challenge your friends on our new global leaderboards. Each year is split into four seasons and the top 10 players from each season will win prizes. Prizes consist of the latest AAA PC games, Steam vouchers and much more. As each season passes by expect new maps, game mods bug fixes and more....

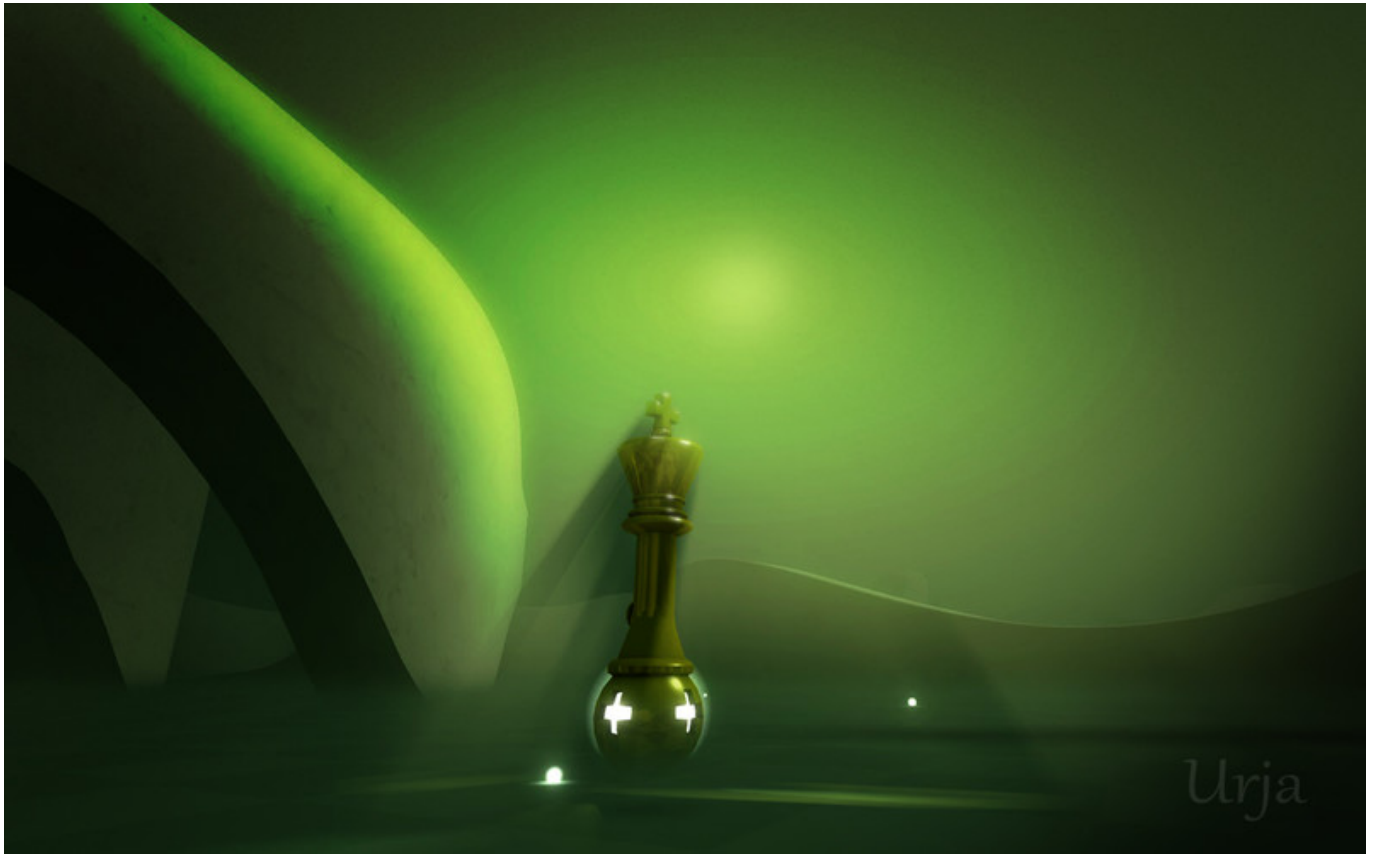
If you would like to find out more info on season one, or if you have any questions about Urja we have a dedicated support team on hand at **play@urja.me**

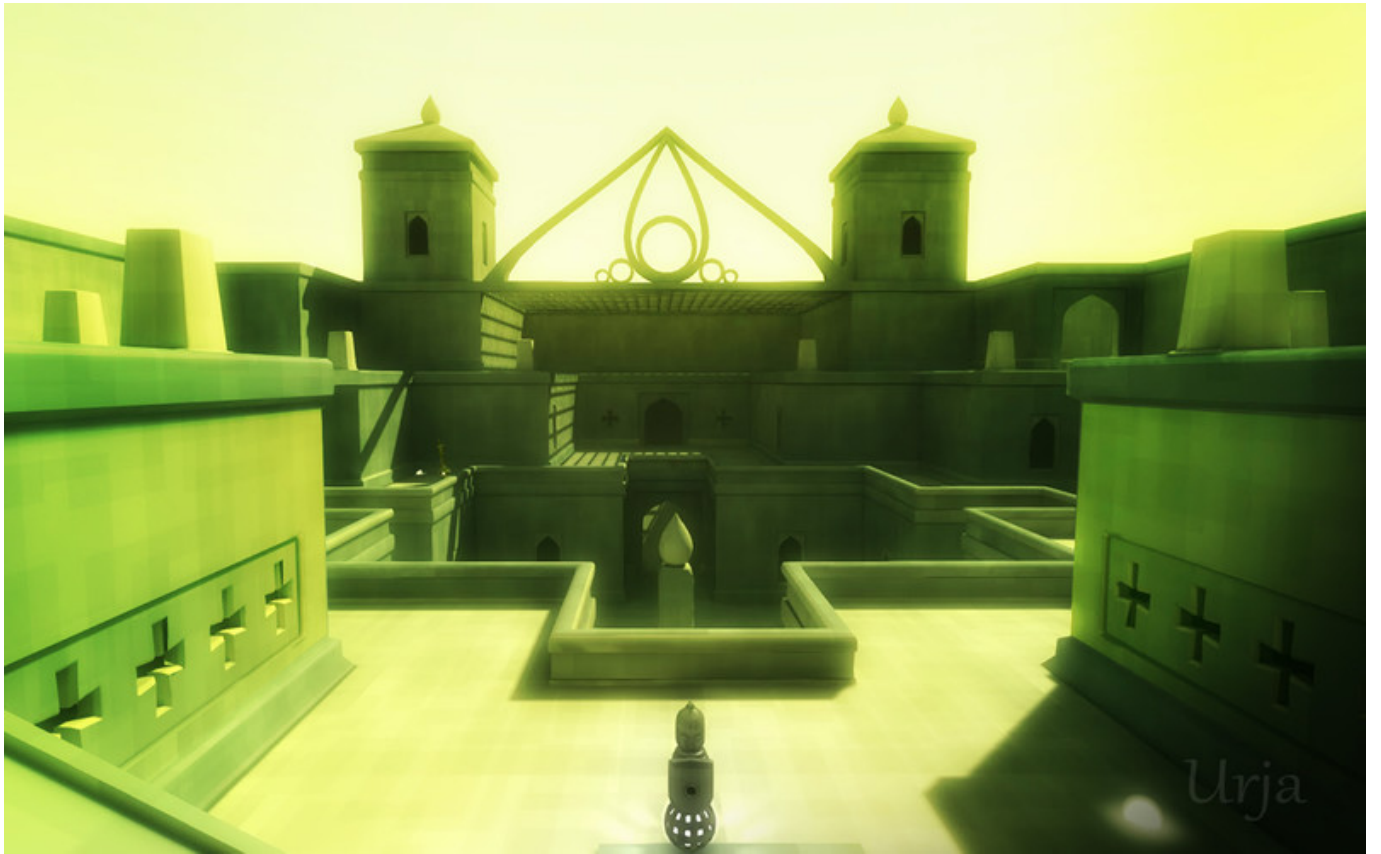
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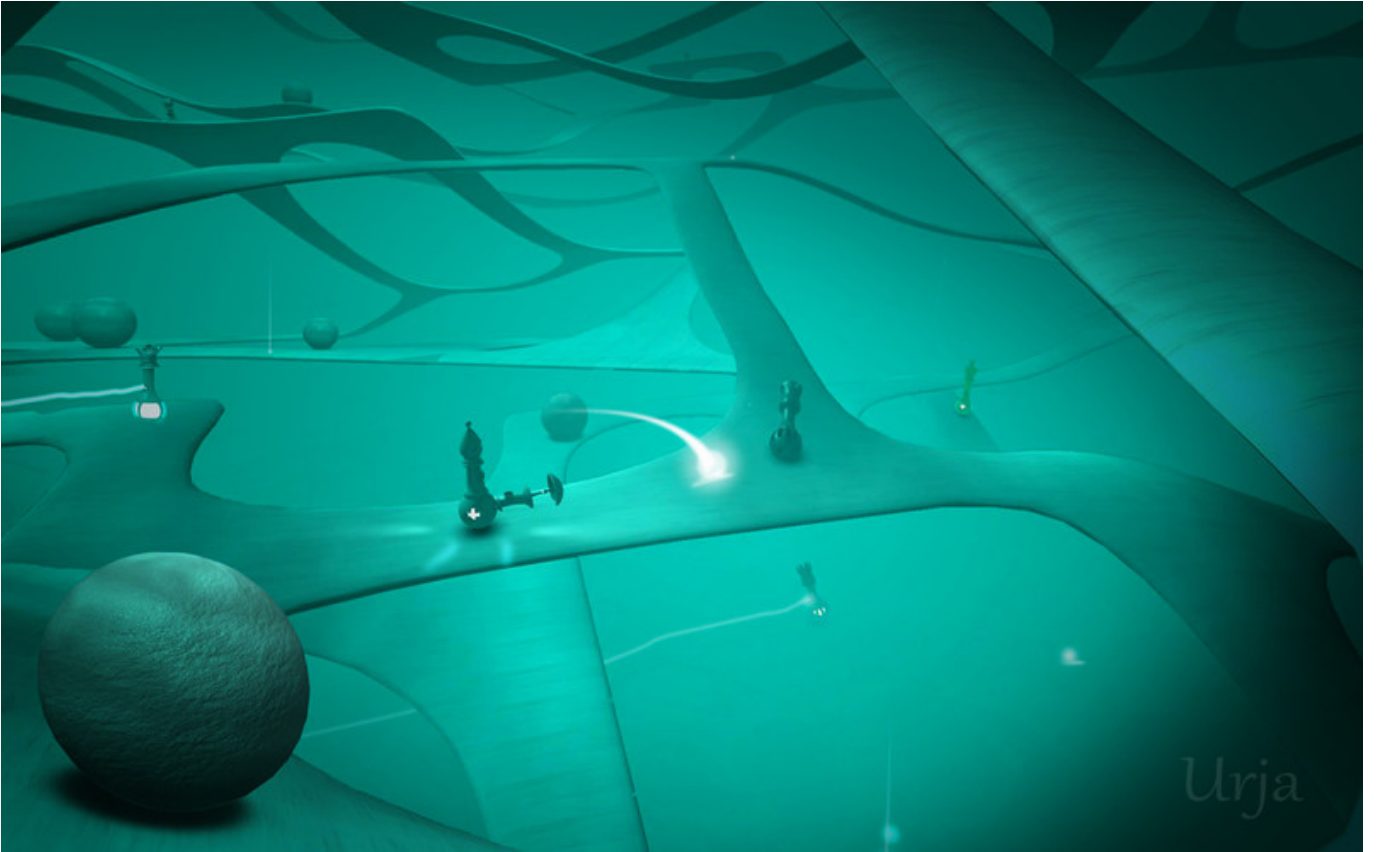
Title: Urja  
Genre: Casual, Indie, Strategy  
Developer:  
Breaking Fourth  
Release Date: 9 Jan, 2015

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English







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I've spent time looking up reviews and videos before I got it in the Crimson Bundle, and this is the game that I bought the bundle for.

This is not an easy game, which you can see on the leaderboards, which have at most 20 people, or as few as 6 who have completed each of the 12 levels. It isn't impossible, as I have currently beaten all but two of the levels, it just takes persistence and a new strategy with each level.

Although the way you take down enemies virtually stays the same in each level, the process of taking out all the opponents is vastly different in each level.

For example, in one level, it's easiest to just blast everyone off the map to their death; in another, everyone groups together, and you can wait for the falling orbs to do enough damage to take out most of the group and you mop up the leftovers; in another level, almost no orbs fall, meaning you have to precisely plan out your first orb attack or you won't be able to continue fighting.

Every level is beatable with strategy and persistence, and it is immensely satisfying when you finally beat a level.

My one complaint is with how ungodly accurate the enemies are with their beam attack. Each piece has a different covering over their energy orb, with higher units having more of their orb covered. This only really seems to affect the player's accuracy though, as I've never seen an enemy have difficulty with targeting mine, or keeping it in their sights with both of us moving around. The only workaround is don't ever fight the enemy in a beam war. Plan out your attacks so that once you blast one down with a bomb, they don't get back up.

I recommend this game to anyone who appreciates a challenge. This game has made me yell out, "BUT I'M THE KING...I SHOULD HAVE WON CAUSE I'M STRONGER." Only to realize that I got cocky because I captured the king, and didn't continue to approach each battle as a duel that's stacked against the player.. I like this game, but who exactly asked for this? Its a strategic chess themed fps, its worth the money.. I don't have the patience needed for this game. But, I was never into chess either, and I suspect that's the type of mindset they were aiming for. This game is hard, and requires a level of patience and extreme stealth that ultimately just starts feeling boring to me. Basically, in theory you work to quietly eliminate the chess pieces in order of the heirarchy and take their places until you work your way up to being King. Do so where other pieces can see you though, and it's game over as they all pounce and kill you. Not that I ever made it far enough to be King, though my lack of immediate familiarity with the pieces at first glance probably didn't help my quest either. I readily admit that the learning curve on this one frustrated me to the point of giving up. I just don't see a point in continuing to play a game for too long after any sense of fun is eliminated. I got it in a bundle, fortunately, so am not upset or anything. I would suggest though that this is only a game for those with a chess-playing kind of lengthy thought and intense strategy sort of mind.. nice role mode game style sucking and be the one who live. It's a first person shooter where you're a chess piece. You start out as a pawn and can take over knights, bishops, rooks, the queen, and the king. Taking over the king wins the level.

There's a catch - if you attack a higher piece than you, all other AIs attack you, unless you can take over the piece's body. So it's like a stealth game where you try to assassinate a chess piece in a first person shooter.

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Really challenging.. Death Simulator



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I hate it and I would never recommend this game to anyone.

. Urja is a hard game with some interesting mechanics . its not a bad game but its not worth 10\$ .

Once you turn on the game you are in game there is no story and no multiplayer .

when you finally finish a level the score board will appear,showing you how well you did and comparing it to other players.

Controls can be found on their website ,if some one is having trouble with that.

Overall i ain't feeling too bad about buying this game its fast paced fun title great for taking a 10 minute break from some stressfull deskjob or homework.

pros:original

fast paced

easy to learn hard to get good

chill music

cons:bloom effect might be too much for some players

no normal interface

AI can be annoying from time to time

. Its just not worth any money at all until it is balanced, but it probably never will be, because people have been complaining about how overly difficult it is for months/years and it hasn't gotten better by the time I finally bit the bullet and bought it. I thought I could "be good enough" to find the value in the game that other negative reviewers couldn't, but they were right: it's just too overwhelmingly difficult. The concept is the only thing good, here, but the game itself is all-but-broken. The only way this would be worth any money is if you see some major developer updates posted after the date of this review. If not? Stop giving these people money for a game that is definitely still in beta, whether they want to see it that way or not.. too difficult and gets dull extremely fast.

take this word from a wise fox: dont buy this game. why? several reasons:

-the Ai is too difficult, the reason to that is the game is so simple and all the enemys are bent to get you. i had instences were i was killed for doing noting but follow. an when ever you try to attack a higher rank enemy ALL OF THEM INSTENTLY are there, even on trainer mode its not easy!

-the recovery rate for the enemy is too fast! hit your target and stuned him? should be a shame if he gets up a second after to reap your life force!

-limmited map viriety, they look good but no amount will make the game more interesting game play wise instead of just "looks smooth"

TLDR: i got this game for a 75% cupon discount and i am still regreting this desition

helpfull advise from your local fire fox. The concept is genius, the AI is hard as \$#!%, this game is an underrated gem!. My *Urja* experience:

- "Okay, there's a bunch of levels. I'll select one."
- "How do I select a level???"
- "WTF? I'm stuck before I even get into a level?"
- "Oh, FPS controls! Okay, here we go."
- "Well, the level design isn't much, but it's all about the gameplay, right?"
- "Is this an FPS? Why can't I shoot?"
- "Why can't I jump?"
- "Wait... this is a **chess** game?"

- 
- "Am I on the black side or the white side?"
  - "What just blew me up?"
  - "Okay trying again. Maybe I'll just kill everyone."
  - "Still can't shoot."
  - "No, wait, I think I shot!!!"
  - "He killed me."
  - "Try again. Different level. I'll try to interact with the giant chess pieces."
  - "They killed me."
  - "Okay, so ten deaths in, I know that I can run around, mostly can't interact with anything, except that sometimes I can, but if I do, I die."  
-- much later --
  - "There's a help file hidden on the splash screen, with a white-on-white icon???"
  - "You know what? Too late."

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