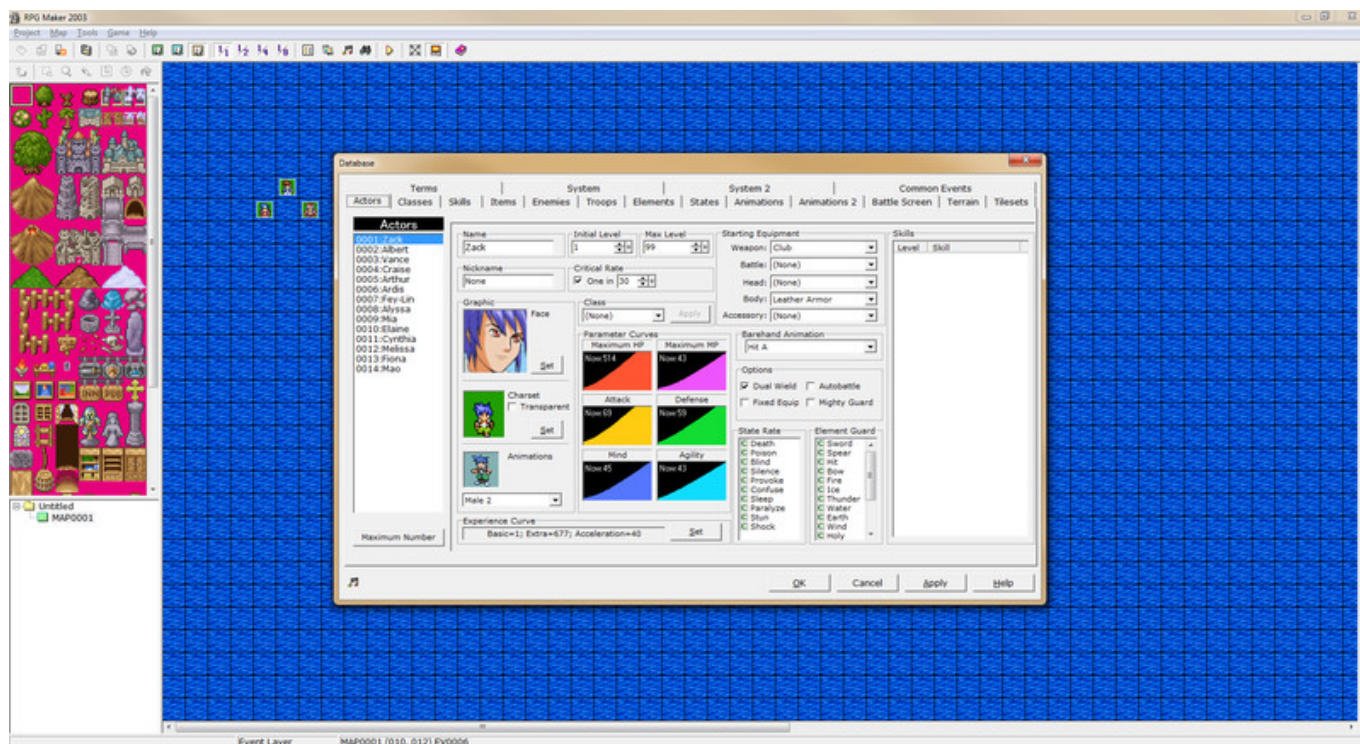


Supraball Activation Code [key]



Download ->->->-> <http://bit.ly/2SQS9Wz>

About This Game

Instead of writing more about why we think this game is great we decided to let our beta testing community write some comments here.

"What is Supraball? - imagine you're playing fifa, controlling just one player. Okay now imagine that each other player is a real person. Okay now imagine you're in first person, and you have this super awesome cannon with dozens of combinations of spins that fires a yellow ball at 400km/h. Okay now imagine you've fired that into the top corner at that speed - and someone saves it. That is supraball!"

Solomon

"So the first thing that I liked was the innovation, there are no games like it."

Malaria

"The game being a first person sports game made me feel like I was actually on the field playing ball. Also, the fact that everyone on the playing field was an actual person, and not a scripted AI that would change into the player if given the ball, added an element I personally had never seen in a game before Supraball."

Skel

"Fk yes, I can play football at home!"**

Silw

"The thing that fascinated me the most is the amount of teamwork involved and the kind of creativity you can have while playing this game."

Bakes

"It's pretty easy to play but hard to master."

Olo

"Most fascinating is the ability some players have to always create new moves etc."

Goku

"Different things happen every match, so it's never the same."

Dimle

"I liked being the last hope for my team and the tense pressure filled moments were amazing. Making a 1v1 save is a really awesome feeling and no other game has given me the same feeling yet."

Vendetta

**"Very precise, accurate, total control. Intense gameplay, nail biting finishes.
I can't stop, it's heroin/crack!"**

Revan

Title: Supraball
Genre: Action, Casual, Free to Play, Indie, Sports
Developer:
Supra Games
Publisher:
Supra Games
Franchise:
Supraverse
Release Date: 8 Feb, 2019

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English







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Ranked Initiate Event:



Lots of new people want to try ranked play and when they queue they see there is some action.. but somehow they are never part of it. Why, they wonder?

The problem is that the people playing have a way higher rank and the system doesn't let people with too different ranks play together. Additionally there is a bug that makes you believe there are more compatible ones than there really are.

I suspect that demotivates some of you and you don't stick around and wait for more players in your skill range to queue.

But ranked play is great and I would love to see new people.

So, to fix I am organizing a ranked initiation event. Tomorrow, Friday at 19:00 CET (that's UTC+1). I call all new players who want to try rank to join the ranked queue at this time.

Don't be shy, just try it :)

I'll keep updating this post with new information as I get it.

Edit: So, I got some feedback to this, quite some ppl are interested. I think we're enough to get a few matches going. Still, talk to your friends and people you play with, advertise this :)

Edit2: I thought mostly of the EUW location for this event, that's also where this time makes most sense. But I have gotten feedback for other locations as well. Canada and US.

If you're from US/CA and want such an event as well, let me know in the comments, if we get together enough ppl we make one as well! As usual, tell others, spread the info

. Dev blog 22. July 2017 - When are we going free2play?:

How far are we away from free2play?

Everyone is of course asking the same question: when are we going free2play?

We are constantly 3 weeks away from it, since May or so. And we always think "now it's really only 3 weeks".

So I will just tell you what is left:

- We're pretty much finished with the server scaling system. Unfortunately we will not be able to offer Brazilian servers. They will get a ping of 100 in the USA though. Unless servers in Brazil get cheaper, that's the only option we have.

- There are also still some bugs left to fix:

Items you get from a chest not appearing in your inventory until you restart the launcher.

Sometimes the launcher shows you have 0 chests even though you have lots of them.

The chest screen is being reworked and we're adding options to buy up to 50 chests directly.

In human-only matches, player characters overlap during the intro sequence

Inviting into lobbies is broken

Name alignment and unready/ready colors in lobbies are broken

3v3 lobbies show 5v5 ranks

The steam achievements regarding chances are broken

Those remaining things probably take about 3 weeks to be done.

Yeah, definitely 3 weeks. I think. Maybe.

- David. **3v3 Tournament:**

A 3v3 tournament accepts registrations until 24. February 19.

All information, registration and coordination happen on this discord:

<https://discord.gg/af3gEwZ>

There is also a channel that helps find a team or players.. **29 June Update:**

Add taunt wheel. Taunt your opponents after scoring! (By default on the "y" button)

Add indicator for which items are new

Add more outfits and hats

Simplify Chest & Key screen

Bots will be placed on podium if they earned enough xp

Fix bot shooting targets not updating on skill level change

Potential fix for rare crash when updating inventory

Set game to run full screen at native resolution on first-ever-run

Fix release script error causing config files to be reset

Change default play offline settings

Minor cosmetic/text changes. **Supraball Release 1.0:**



This is now the release of Supraball and not quite what anyone has expected.

We've been working on this for exactly 7 years now and we worked our way into a corner that we see no way out.

The UDK engine that we use limits us so much, that it's bordering impossible to debug a lot of problems and our motivation to go on like this is near zero.

We're maybe disappointing some players with this, but please read on! In the long run it will be better this way.

We now have a game that can be played very well and is a lot of fun if you take it seriously, but it is far from being a polished experience. Given all these circumstances Marenz and I (David) decided to release it as it is. We really want to start over, having learned hundreds of lessons, to make Supraball the game it deserves to be. Knowing how to do things right usually requires having done it wrong before. Trust us, we learned a lot from the many mistakes.

The complexity of our current system is way too high. It has way too many separate parts that are very hard to coordinate. The game is hard to update. We want to have the game in one piece, no separate launcher; have it all focussed way more on the core gameplay, not have so much clutter and menu options around it. What we cannot fix is, that in the past 5 years the gaming scene exploded with countless games being released every day, and ever AAA games coming out for free all the time, all trying to get attention. All we can do about it is to not try to please everyone but go more for the hardcore niche player. I have no doubt the gameplay itself will stay unique; no other game can really compare to what Supraball is.

I personally couldn't help on the game production anymore in the last 12 months, and in that time I made an entire game (which will be finished within the next month). The production of SupraLAND, using Unreal Engine 4, was such a smooth experience

and it turned out to be a polished game without real problems during development. All we really wanna do is make another SupraBALL in this new engine. Not only can this engine solve all the issues that we're having in the production of the past 7 years, I also learned to code in it.

A year ago it seemed impossible, but everything I needed to get coded for Supraland I could actually make on my own and I learned so much in the past 12 months. In SupraBALL I could always only do art stuff and for coding related things I always depended on others and was forced to wait and wait and wait. Now I can finally do all the gameplay and menus by myself. I'm really looking forward to do all that for SupraBALL, because I know it can be just as polished as SupraLAND.

We expect this release on steam now to automatically generate some buzz, so we'll keep a close eye on what's going on, and maybe we'll do some support updates if it's worth it.

Apart from that, we will inform you on our various social media channels the moment we have concrete future plans.

If you want to give us feedback please use this form: <https://goo.gl/forms/e6i6D9IvO4xN8zI03>. **24. August Update:**

- Added level system (replacing XP) - Level 10 will be required to play ranked (when Ranked returns)
- Overhauled chest system and also allow buying chests directly
- Fixed chat losing focus once every minute
- Fixed spectators crashing during intro sequence
- Fixed mystery player shadows at start of match
- Fixed lobby substitution bug
- Improved FPS in Desert (please provide us some feedback)
- Improved FPS in Stadium in medium and low world detail (please provide feedback)
- Scoring goals now shakes the view to make it more impactful
- Volcano map now has a less blue ground to make distinguishing blue players easier
- Removed "double xp for winning" message ingame, because it wasn't true
- New Launcher Icon
- Inviting into passworded lobbies now doesn't require a password for the invited person anymore
- Now showing "Ranked" as greyed out option in the matchmaking dialogue
- Fixed players accidentally joining the match server as spectators instead of players
- Fixed aspect ratio of launcher outfit preview. **Ranked is here! Update 3. November 2017:**



Changes:

-
- You can now play Ranked in 3v3. For now only solo-queue, soon also for parties with 2 people. Later we will add support 5v5 Ranked.
 - Now preferring similarly skilled players in matchmaking, even more so in Ranked
 - Removed Global Chat - Use <https://discord.gg/supraball> instead
 - Changed welcome screen for first timers, old one was a bit misleading

Ranked Rules:

- Play the role you are assigned (Keeper, Defender, Midfielder); don't change it without the agreement of your team!
- Don't leave ranked matches before they are finished!
- Don't insult anyone!
- Don't ruin matches!

If you ruin the experience for others you will get banned for a couple of days or more.

How does Ranked work:

- At first you will have to play 10 placement matches until you get your rank.
- Your rank points increase when your team wins and decrease when your team loses.
- The rank order is, Paper 1, Paper 2, Paper 3, Wood 1, Wood 2, Wood 3, Bronze 1, Bronze 2, Bronze 3, Silver 1, Silver 2, Silver 3, Gold 1, Gold 2, Gold 3, Diamond 1, Diamond 2, Diamond 3, Kryptonite 1, Kryptonite 2, Kryptonite 3, Kryptonite Full
- We make sure that people that are more than 5 ranks apart cannot play together in the same match.
- There are no bots in ranked.. **Dev Blog 2. Sept. - First thoughts on the F2P launch and why we're not advertising yet...:** Well, we finally did it. Valve gave us a little panic right at the end, but we switched over at the time we had planned.

The impressions from new players is good so far. Our recent steam review score has already gone from Mixed to Mostly Positive and there are matches being played constantly. We currently have about ten times as many players as before. I know some were expecting an immediate influx of thousands of players, but what we have is actually desirable in the very short term. Let me explain...

There were several question marks over how well our matchmaking system would hold up, and the answer was "could be better". Had we seen thousands of players, this would have left a very bad first impression. With the relatively gentle increase we actually see, we have the opportunity to identify and fix problems before we start trying to make some real noise. As I've mentioned before, we are limited in the scope of the testing we can do, and we knew that the burst of activity would highlight where we went wrong.

Here are some of the issues we have seen in the last couple of days and are fixing/have fixed:

- Matchmaking queue timer getting reset each time a new player joined.
- Players taking a long time to join matches making the system think they had left. Apparently we underestimated how long a slow pc takes to start the game.
- Ghost servers in Australia causing matchmaking to fail for Oceania region. Somehow some year-old servers which are out of our control were still running and were flagged as matchmaking servers.
- Problems purchasing keys/chests. This is being investigated by Valve.
- Routing in South America means our chosen data centre is not able to serve many players with low enough latency.
- Dynamic servers starting more slowly than people are prepared to wait.

We don't have any officially planned work right now, we are just reacting to issues as quickly as we can. Once the firefighting period is over, we will be trying to increase our visibility, and start getting back to our regularly scheduled development process.

--James. **Update 14. December 2017:**



Gameplay changes:

- Deflect-Shield turned into Deflector: It now works from all incoming angles - so even if the ball hits you from behind, the ball will get forwarded into the direction you're facing.
- Knockout time reduced to half (you have to wait less before you can continue playing)
- Camera shake, when taking damage, reduced to 27%, so it's less disorientating
- Very Low power charge shots will not be released (to avoid accidental releases when you caught the ball while trying to kick it)
- Pull-Catch angle is now much bigger (still smaller than the kick) and the pull cone stays longer (0.135s -> 0.25s), so catching requires less good aiming and timing
- Kicking cone now stays longer (0.135s -> 0.25s) so the timing needs to be less precise

Other changes:

- If you play the tutorial for the first time, you can close it and pick up where you left off. So you don't need to start from Task 1 when you already had 50% done.
- Tutorial now automatically searches a match when you're done
- Offline modes are now locked until you beat the tutorial
- Improved the look of the kick effect
- Improved the look of the pull-catch effect
- Fixed that the pull-catch effect didn't play when you caught the ball
- Improved the look of the suck effect
- Changed look and sound of shield
- You can now rotate your camera freely while being knocked out
- Kickvoting in ranked matches disabled
- Fixed spectators not seeing nametags
- Change the way rain and snow work in the maps Pitch_snow and Pitch_rain for better performance
- Added confetti at match end podiums
- New sound effect when your dash is ready and dash bar flashes
- Fixed bug in tutorial where it would get stuck in the keeper task
- Fixed bug in tutorial where your teammate would always overcharge and never score and you would get stuck
- Reworked deflector task in tutorial
- Training courses map (old tutorial) will now be unlocked as a reward on Level 5
- Reaching Level 4 you will now get a notification on Community/Discord
- Once you finished your ranked placement matches you will get a notification on Community/Stats
- Stats now open with 3v3 as default instead of 5v5 (while we still have 5v5 ranked locked)
- Fixed that players get pushed off the end podium if there was a last second goal
- Added "add friend" button next to people in the match report
- Fixed, that secret coin in momentum challenge of the training course can be unlocked with a dash
- Added another secret coin to the training courses (requires new deflector to get it)
- A ranked match where not everyone joins is canceled without any ELO loss/win.
- Showing "Time left to join" message to players during pre-match mode

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