

Multiplayer Online or Co-op is all FRIENDS LIST Based

Cheap?

Con's

Terrible multiplayer options, basically there is no multiplayer. Limited enjoyment with boring and predictable gameplay. bugs and glitches. Static linear stages. There are no classes. Extremely restricted content

Despite the PC version having a major Ownership Bug that prevented access to the game for many hours, it's probably the best since after playing for just 30 minutes, I was bored with the stale and lack of any new ideas, it's basically the original Diablo with a minecraft paint job.

Bugs, glitches and bugs all over the place - I couldn't even play for the first day, and even when I could play I didn't receive any of the Hero Edition DLC that I paid for but that doesn't really matter because the most significant issue this game has is the ridiculous claim that multiplayer is available, but it isn't even a multiplayer game is a flimsy excuse, well a half lie. Multiplayer Online or co-op is FRIENDS LIST-based, which means that when you don't have friends who play this game then its essentially single player, the multiplayer online is meaningless and attempts to fool the player into thinking that you can play with random people or join random games just like other ARPG games. You need 3 other friends in your list of friends who also play MC:D, to play this game in multiplayer.

Since it's minecraft the enemies are notably lacking and are repeated repeatedly, oh zombies...oh archers skeletonsand occasionally a more challenging version with a souped-up version might pop up. It's not that important. it since, for any player who is a hardcore you'll probably become bored after a few STAGES. They're not the same areas as in most ARPGS. Or Something Instead of starting in one place and exploring large areas, these are very small areas that have a objective for each stage. You must complete it...return to camp...pick up the next stage.