Scrollonoid Ativador Download [License]

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About This Game

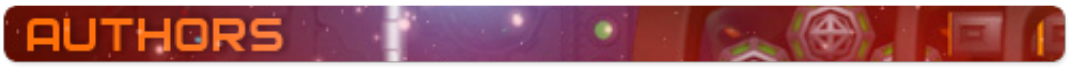
In the constellation Cetus, near the star Tau, lived and prospered a civilization the Depths of Space researchers and engineers. In order to populate the nearest solar system, 3D printer has been created. The unique space station carrying billions of microscopic drones-builders. Drones were landing on planets to build cities, using planets own resources.

As a result of AI error, that occurred during the testing phase, 3D printer went out of control and began printing houses for planets orbiting Tau star system. Giant protective shells deprived them of light. Aiming to keep the fruits of their years labor, the creators decided to apply a fix for AI of 3D printer.

Clearing the planets along the way, the team of engineers is heading towards the Star, where the amazing machine is building its latest creation - Tau's Orbital Home.

- Symbiosis of arkanoid and scroll shooter gameplay

- Manually designed unique levels
- Various set of bonuses, enemies and level bosses
- Unique Soundtrack



Developers
scrollonoid@gmail.com

Musical themes:
Ra Djan
Dmitry Shinkarchuk
Misha Gimmervert

Title: Scrollonoid
Genre: Action, Indie
Developer:
Vadjra
Publisher:
Vadjra
Release Date: 15 Jun, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows XP SP2+ (64-bit)

Processor: SSE2 instruction set support

Memory: 2 GB RAM

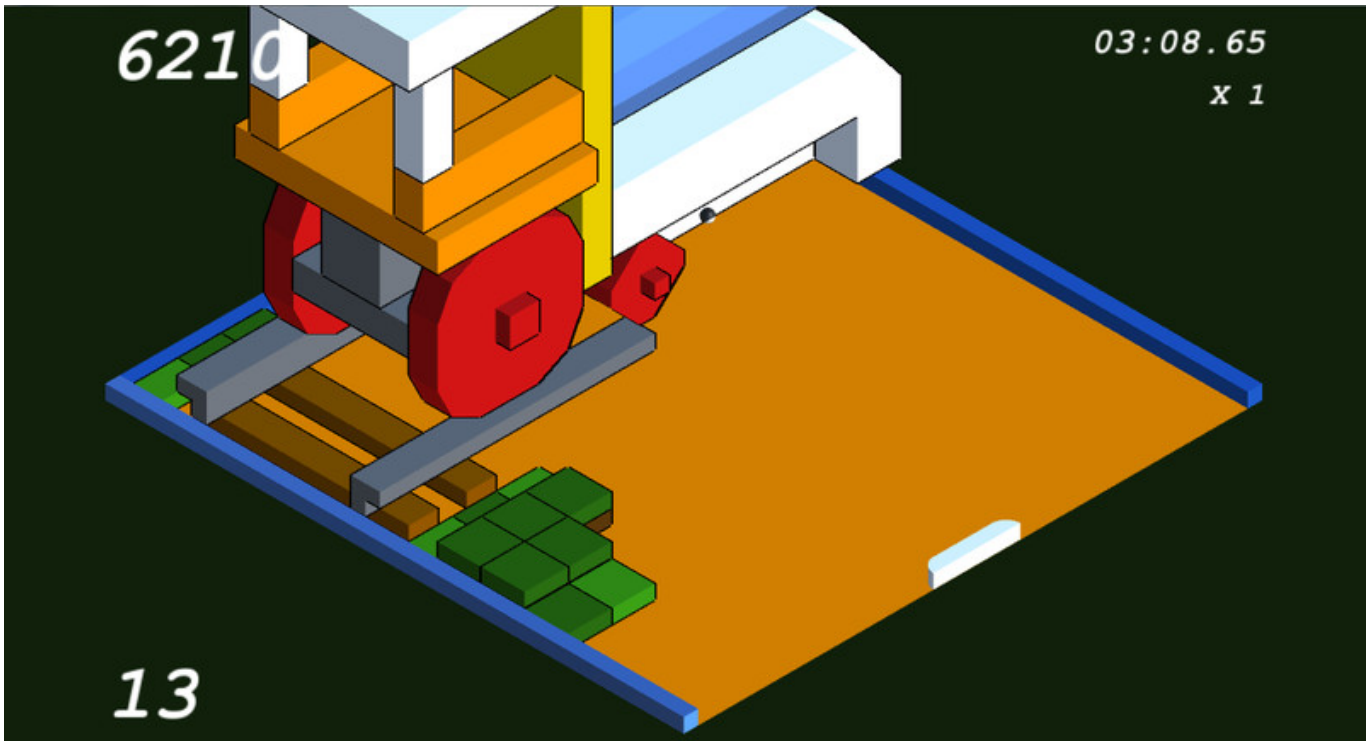
Graphics: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities

DirectX: Version 9.0c

Storage: 2 GB available space

Sound Card: onboard

English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CITY OF THIEVES

The walk to Port Blacksand takes you west some fifty miles across plains and over hills; fortunately without any harmful encounters. Eventually you reach the coast and see the high wall surrounding Port Blacksand and the cluster of buildings projecting into the sea like an ugly black mark.

Ships lie anchored in the harbor and smoke rises gently from chimneys. It looks peaceful enough and it is only when the wind changes that you smell the decay in the breeze to remind you of the evil nature of this notorious place.

Following the dusty road north along the coast to the city gates, you begin to notice fearful warnings - skulls on wooden spikes, starving men in iron cages suspended from the city wall and black flags everywhere.

As you approach the main gate a chill runs down your spine and you instinctively grip the hilt of your broadsword for reassurance. At the gate you are confronted by a tall guard wearing a black chainmail coat and iron helmet.

He steps forward, barring the way with his pike, saying "Who would enter Port Blacksand uninvited? State the nature of your business or go back the way you came."

300
DAY 1
150/154
143/152
[M] Teleport
[I] Inventory
[T] Tutorial

scrollonoid - steam

This is a really neat strategy game. It's unique and well-made and I had to read negative reviews to even remember anything negative. It looks like the main complaints (apart from people who thought it was a sim) are that it's too random and too difficult, and I definitely sympathize with both of those things. It's got all the randomness that comes with a deck-building game, but it also has a lot of things that mitigate the randomness - character powers, specific actions on cards, and most cards are a building that have to be placed strategically on the grid. I do think the card shop could be less random but overall it didn't bother me too much, and I'm not someone who enjoys randomness.. Get this DLC, so U can use the super powerful rare weapon in it to get other rare weapon in the game for everyone...lol 10\/10. Fun but unforgiving gameplay. Feels sorta of half finished but still a pleasantly tough puzzle platformer. I would love to see a longer game with more collectibles and a fully fleshed out map. A bit of work on the story wrap up would be nice as well.. its free its fun .. what else can you want ?? a must have !. The sheer amount of destruction and tense game play is captivating in this shooter.
I'm a game developer here on steam and so I can appreciate the amount of work put into this game.
Nice explosions, good look and feel.

If you love shooters this title is absolutely recommended.

Only buy this for the curiosity. The gun is expensive to purchase ingame and requires regular calls to the Black Market to keep it stocked with ammunition. Just upgrade the machine gun that's regularly found being used by most army troops and you'll do just as well.. I have watched the Wakfu show and asked myself how a person became Nox, now I know. The style in this video is different then the original show but it is before Yugo.. a really good game. it builds supense really well! there are a few good scares in this game, and a ton of hidden details. the price is really good for the game, and if you are new to horror, it is a must get. i still don't know how to grapple.

edit: i found out how to grapple. Oculus Rift | GTX 1060 Gameplay (With Commentary):
https://www.youtube.com/watch?v=tSoHLVdzn7k

My Thoughts:
Ok I admit I'm a big fan of wave based shooters, but I'm a bigger fan of wave based shooters with progression and this game has that by the bucket load. The game reminded me of a cross between Robo Recall and Raw Data and there was always something new to look forward to around each corner. I loved the robots, the environment, the graphics and effects. this felt like a very polished game.

Game Details:
Experience the thrill of VR action gaming in VINDICTA, a first person shooter game built for Virtual Reality. Feel part of the action as you duck to avoid incoming bullets, climb, hide, crawl and shoot your way through an army of robots!. Good looking game but the gunplay is very lackluster and with a game where shooting is the main focus that equals refund for me.. First impression after 60 minutes review
Concept & idea: 6\/10
Gameplay: 4\/10 Doesn't feel smooth, very clonky, many bugs
Graphics: 4\/10 Feels very empty not up to date
Sounds: 5\/10
Controls: 3\/10 No Hotkeys, no control groups, mouse only
Tutorial: 1\/10 No explanations, missleading icons without tooltips. Was hard to figure out as a RTS veteran

In a nutshell: Promising concept and idea. But the defining game features are not ready at all.
Overall: 4\/10

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