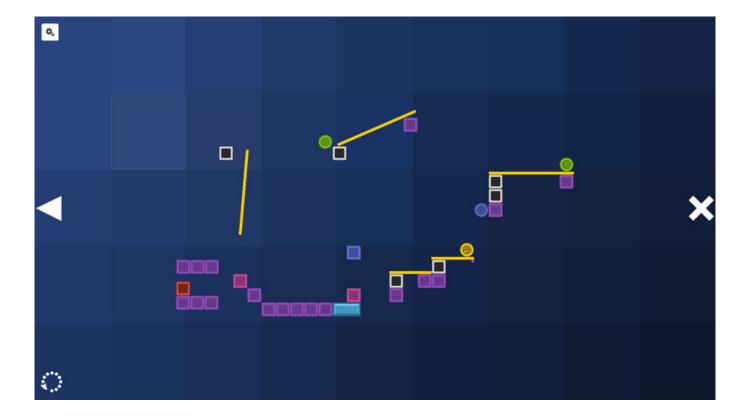
Mutant Storm: Reloaded Ativador Download [full Version]



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About This Game

Mutant Storm progresses over 89 levels of twin-stick shooter mayhem! As you get deeper, you are ever more overcrowded with nasty beasties. This carnival of frenetic fun is showcased in a cutting edge graphics extravaganza.

Viewed from well above, you and your enemies can always be seen. Always be killed, and always be laughed at! There is no hiding. No tactics. No planning. No Net.

Your enemies created this world and they sure ain't gonna help you out!

You like to play hard? Then the game gets harder. Feel like you're doing well? ... Enjoy it while it lasts!

Survive long enough, and you get rewarded with score multipliers, doubling your score. Making your enemies even angrier, and that bit more determined to kill you!

Lose a life and watch your multipliers tumble, and the beasties slow down and relax, safe in the knowledge that you are just a big softy really!!

After you conquer all 89 levels you'll be awarded a 'White Belt'. Progress to win all 8 belts until you possess the much coveted Mutant Storm 'Black Belt'.

Key Features

- 89 Levels
- Adventure & Tally gameplay modes
- 7 Difficulty levels
- Over 20 unique enemies
- Psychedelic 3D visuals and effects
- Global Online Leaderboards
- Local multiplayer
- Achievements

Title: Mutant Storm: Reloaded

Genre: Action, Indie

Developer: PomPom Games

Publisher:

PomPom Games

Release Date: 21 Mar, 2012

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English,French,German,Italian







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Ah, I waited for something like this for a long time!. How is this Game so cheap Lol its art design is stangly like able srry loveable its much like dwark fortress but on a 3 tile wide platform how is this so addicting! omg If this isnt in a Humble bundle or sum other indie game promoter ill cry.. Of all the games that I wished to come to steam, I'd never EVER thought in my wildest dreams that this one will.

The last time I played this was WAY back in 2002 with my friend.

Now I can play it without doing any compatibility fixing

Staring 12 extremely famous actors:

Christopher Lloyd

Ben Stein

Tim Curry

Tess MacNeille

Jim Cummings

Rob Paulsen

David Odgen Stiers

Frank Welker

Jeff Bennett

Dan Castellaneta

Dom DeLuise

Corey Burton. replay the same level many times to get to the next level? no.. sick♥♥♥♥♥game

This game was not for me seems most VR games that use a game controller so far just makes me sick.

Also the game was not what I expected I mean it just wasnt very interesting or fun.. I had a hard time getting into it, since I'm missing hit-feedback, so it's hard to tell if your shots hit the boss or not. Some boss patterns can get really visually cluttered, especially with certain character abilities even further cluttering the screen.

But once I got used to the way it feels, the bosses and patterns themselves are pretty varied and cool. Also with the special attack mechanics keeping a bit of tension and strategy throughout the bossfight.

If you like challenging games, this game will not disappoint.. Somewhere in the middle ground, This review is neither positive nor negative, but I can't really reccomend it either.

Lethe starts off similar to something like Frictional Games Amnesia or Penumbra (and even SOMA, to some extent). Explore the environment, read logs of those who came before, solve some puzzles, and figure out what's going on. Except that last part never really happens. It may be due to the episodic nature of the game, but the game ends somewhat abruptly, and very little gets explained the further in you go.

You start on an island, apparently trying to find your birthparents / birthplace. This causes you to search into a mine, with some sciency stuff going on, but it starts devolving from there. By the last third of the game it just feels like you're playing the second half of Amnesia or SOMA again. There's little explanation as to what's going down there, and I found a grand total of one letter that even referenced the title of the game.

Enemies are few and far between, and are almost always thrown up behind you (I counted at least 3 points where an enemy was placed behind me and I was expected to run). The AI is also pretty poor. One enemy just missed me going around a corner after I crouched no more than 10 feet away into the darkness. As soon as the AI loses line of sight, they seem to completely lose it. To remedy this, most of the places you run into enemies are tight maze corridors. At least once I had to bait an enemy just to get around them, because the AI froze in the middle of the pathway.

At the same time, it can still be nerve wracking. The enemies screams upon sighting you are actually kind of chilling, and it can be hard to say where you may see an enemy. it's not perdictable like Amnesia was, and you can't just sit in a corner for 5 minutes waiting for the enemies to despawn either, you have to find a way around them. There's also no combat, so hiding is your only option.

Back to the storyline, again, it starts off great, and there's a few things that hold a good air of mystery surrounding them, like the golden pillar / statue you see at the beginning. The game just fails to deliver on answering the mysteries, or just leaves you hanging at the end.

If an episode 2 comes out, I may pick it up, just to see where the story goes and if it improves.. This games great. I had a problem where I had to click twice on lots of dialogs, especially special dialogs, which ruins things for me. Aside from that, after completing the first chapter, there's a dialogue that pops on entering the town, there's a cinematic that overlays that and starts playing (narrated scrolling text), there's an in game notification paragraph in the bottom right on top of the cinematic, and a steam achievement on the steam overlay. It felt like this game wasn't playtested well, that's when I decided to make an 80% discount into a a 20% refund. Does exactly what it says on the tin. Physics are fairly crisp and the courses are challenging. Lacking content, graphical fidelity and UI polish right now but this game will appease many drone enthusiasts.

It's got a very high skill curve and I found the stock throttle control was fairly difficult on a PS4 DS controller since it lacks the ability to hold the throttle at a specific value unlike a typical tx. (Have yet to try it with my Dx5e since I need a specific cable). I wouldn't recommend this game at all for someone wanting to just use a KB/Mouse.

Overall I think for the \$12 price this is a no brainer for anyone looking or interested in trying drone flying without the larger investment or worrying about crashing. Right now content is extremely limited, which does question is longevity, but I think if the devs are consistent with updates this game could be a fantastic sandbox for drone enthusiasts in the future.

Things i'd like to see:

UI improvements; it's blocky and messy in places (yes it's EA, but it needs more consistency)

Drone customization, props, motors, batteries, flight controllers etc in addition to the weight/power sliders in settings Less dependence on 'set' courses/maps and a 'random' or 'seeded' option that mixes up the gate locations each time. All levels quickly become stale after you race them a few times.

Workshop integration; drone skins, custom maps/level generator. I finally got her to watch a porno with me, and I did not get the reaction I was after; alright, I shouldn't have started her off with one that I was in – that was a mistake.. One of the best game you can get with 2\$. Everyone who likes horror and challenging games should definitely own this game. Unfortunately, it's rather short (as most games which cost < 5\$). However, i guarantee you that you will enjoy yourself every single second of it. I recommend this game 100%.

. If Super Mario 3 and Braid had a baby, this game would be it LOL....Dodge the madbro clouds of firey doom, jump over the buzz saws of death, and flying Vgliding through death traps...this game is pretty cool. (ps - don't fall in the lava ND)

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