
WARMODE Activation Code [hack]



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About This Game

Free to play shooter about the confrontation of two irreconcilable sides, represented by the government military housings and the armed hirelings. Try your hand at virtual battles with off-scale dynamics and hurricane gameplay in the spirit of the classical shooters.

In the game are available a wide range of maps and several modes. Level system allows player to open achievements, weapons, stickers and more.

Title: WARMODE
Genre: Action, Free to Play, Early Access
Developer:
Novalink
Publisher:
Novalink
Release Date: 25 Aug, 2015

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Minimum:

OS: Windows 7, 8, 10

Processor: Core i3

Memory: 4 GB RAM

Graphics: Nvidia GeForce GTX 650Ti

DirectX: Version 11

Network: Broadband Internet connection

Storage: 1024 MB available space

English,Russian







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What can I say? After the huge success of the original Unreal we got this game. It's one the best shooters out there, yeah I know its old but it's gold! You can play online or with bots, either way it's lots of fun.. Great game!!!! Very addictive! I would have paid a few dollars for it! especially if it came with the OST! Seriously though the OST should be a dlc!. This is a song I highly recommend to anyone who wants to work on some less common chords because there are some interesting ones in here. I'd also recommend this to anyone... because Plush is a good song.... This game is a true gem in multiplayer, but the AI is not worth a dime. I would say, it is the best game of the Roman period on a strategic and operational scale. The standalone titles are pretty nice, especially BoR and PAR. Supply routes and weather conditions are substantial part of the the game, the command chain is well done and leader abilities can change the course of war.

Where light is , there is shadow. The worst on this game is the unstable engine, especially, if you run other programmes in the backround. Furthermore you can search a long time for opponents, if you don't register in Ageod's Forum, which can be difficult, because there are constantly error messages, when I have tried to register and wrote four damn letters to them, but they don't give a \u2665\u2665\u2665\u2665 about it, so I would suggest, you better try to register BEFORE you buy this game, because once you learned it, the AI will be no challenge and no fun at all and if you don't know anyone, who play it, you find yourself in a ugly situation.

What is the final score? I would give the game 8V10 (10-2 points because of stability issues) and 0V10 for Ageod Forum. Since it is concerning the game, because there is no pbem server, I would take it in the multiplayer part and my final rating is 8V20.

. This is a slider-puzzle game. There are ten stages at each level: easy (3 * 3), normal (4 * 4), and hard (5 * 5). As for the pictures, they are of anime-style girls. No real skin is shown... at least without the DLC. Thing is, the picture is the same for all three levels. The DLC levels are topless on easy, bottomless on normal, and without (most) clothing on hard.

Only because the price is so cheap is it... close to worth it.. I have been looking for a long time for a good maze game. This one is very good. It is simply a series of mazes that you try to beat one by one, as the game description claims. I still haven't finished more than 10 levels, but it looks like all the mazes are of the rectangular form. Maybe different types of mazes in a sequel :) While the first few maze are very easy, the levels are getting slightly more difficult and complex gradually. I can see that the late levels will be extremely challenging!. I love these characters, makes me feel like i don't need to look liek a bush. This game suffers from far too many faults.

The description given in the infographic under "About this game" is generous to a fault.

Here's a list of places the game falls short:

The music is corny, the sound effects are horrible

The controls are often confusing, leading you to constantly hit F1 to review them, which shows a help page which is also confusing.

The flow of the game is poorly described. It took me a bit to figure out that the probe you are gathering with at the start isn't the ship you will eventually design and iterate on.

The faction system makes no sense. The universe seems way too large to bother exploring and each system seems to be owned by a faction. You gain and lose faction points extremely fast with different factions for doing different things. There seems to be no benefit to the different factions? I'm not really sure what the whole point of the system was, it was poorly balanced and seemed irrelevant in the end.

The 'storyline' was just a very short series of quests where I basically just ran around shooting things. Never felt threatened by the enemy, there was no sense of progression here, and nothing interesting.

Combat is too easy, just circle strafe, throw drones at them and they'll never hit you. Once you get enough drones you can kill anything pretty much instantly. Even before you get drones just circle strafe and shoot. Hell, if you don't want to circle strafe, just strap ~10 extra power and shield modules to your ship and you will be unkillable in that way.

Ship design is also poorly balanced and poorly explained. There's a life support/power system that I think was supposed to constrain big ship design, but really doesn't serve a purpose because you just throw on enough parts that everything is green and you're good to go. Many of the parts have parameters that are not explained, and the numbers seem to make no sense. Often there's one 'best part' which outshines other parts in every category, so you just strap a ton of those on your ship. Would have been better if you had to balance things out instead of just throwing a bunch of parts together.

I really wanted to like this game, but the design is terrible on almost every level.

i walked in and my stuff was taken away. once uigot goyu ut ui j8lod tallthem. 10V10

This game makes you feel like a russian gopnik

. Go right. Shoot dudes.. I generally like RPGMaker or 2D style games because sometimes you can find really interesting and beautiful stories in them. This was on of that games. Story and characters were interesting. You have to play new game+ to be able to understand story and see the ending but it doesnt really take long. As you can see it only took me 6.2 hours even tho i fool around to listen music or play with butterflies. Dont jugde, liked that blue butterfly.

Only downside i can think about this game as another user said story is linear. Game will take you to the place where you have to solve puzzle instead of waiting you to figure out where to go and what to do. If they go with kind of open world selection where you had to figure out where to go and what to do it'd be better.

Well anyway, i recommend this game for people who are interested in this kind of games. It would not amaze but it'd totally make you satisfied.. Just can't get into this. Controls are unresponsive and wonky. Tried this with two different USB gamepads and keyboard controls. The basic gist of this is to hop around like a madman and keep firing hoping your timing is good enough to score a hit. Or last long enough to gather plenty of powerups so it doesn't matter anymore. Either way Adventuring Gentleman is not holding my attention or interest to keep me playing it.. If you've seen the move "The Cube", this is just like it but in video game form! It's a really unique idea thats a TON of fun to play. I love games that are challenging yet not frustrating and this fits the bill perfectly. Very excited to see this game grow!. sancticide gunner class will eat you alive.. Love the idea of this game since it reminds me of DoomRL, one of my favorite roguelikes. Could this be its better-looking cousin?

Unfortunately my initial impression wasn't very good:

- I find controls awkward. Initially I thought you could move with the arrow keys and shoot with the mouse, but you have to use either one or the other.
- When playing with keyboard you have to change your facing before moving in that direction. This has no gameplay purpose since turning on yourself is doesn't count as a turn. This makes moving around artificially slow, I'd much prefer "twin-stick" style controls, think Binding of Isaac. It could work very well on a gamepad, on keyboard (two sets of directional keys, one to move one to shoot, or with the keyboard to move and the mouse to shoot,
- Using the mouse is error-prone because clicking an enemy will shoot at it (if you have line of sight) or run towards it and your doom if you don't. Basically if you're a fast player like me or misinterpret the visual cues you're in big trouble. Clicking an enemy you can't shoot should do nothing.
- Keyboard keys are rebindable - good - but the keyboard controls occasionally interprets me pressing the key once as two moves - very bad. WASD doesn't work by default and you can't use Enter to choose things in the main menu which gives the initial impression that keyboard doesn't fully work (two bindings for each commands would be nice).
- You can't wait a turn to wait for enemies to move (a staple of turn-based roguelikes), so you're occasionally forced to move into enemy line of fire, which I really hate.
- Initial 2-3 levels have very little challenge, I was getting seriously bored.
- So far level design is completely linear with only one path to traverse the whole level, which means that if an explosion leaves some permanent toxic stuff on the floor you can be forced to walk through it, no alternate path for you.
- Drop rate from crates is low but they occasionally give very good loot so you feel forced to burst them all. You spend a lot of ammo that way; there's a crowbar but it has limited uses and switching to the crowbar everytime to clean up a room is tedious. I think you should just be able to melee the crates for free.
- You have to use all consumables from the inventory screen, being able assign a few into quickslots with their own keys would've made the gameplay more fluid.
- Cheap deaths (in a permadeath game!): some enemies don't follow the same rules as you and can fire at you directly and through obstacles while you have to shoot in straight lines. Also, when you open doors enemies can sometimes get a first shot at you. In both cases if you're low on health you're doomed to die without being able to do anything about it, a big design sin for a roguelike.
- Explosions graphics are cool but they don't accurately convey the squares that were affected, and for explosive enemies you can't quite see if you were damaged by the explosion.
- Enemies seem to vary in health (your damage with weapons is constant) which makes the tactical game of positioning with the enemies unreliable, i.e. you can't plan out how much damage you'll receive by tackling a specific enemy. I think enemies should have fixed health (but you can have different colored ones for variations of the same enemy).

Still there are some things I liked:

- Thank gods, it avoided the balance-breaking mistake of having power/health upgrades that stick between runs

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- Nice pixel art, very well animated with nice explosions
 - Explosive barrels (muhahahaha!!!) and destructible walls
 - Only three weapons (so far at least) but they each have their purpose, and you have to carefully choose which one to use, and conserve your ammo.
 - You can select weapons with number keys.
 - Getting weapon upgrades doesn't happen too often but is very satisfying because you can really feel the difference visually and in terms of damage. Other upgrades (inventory, skills) are even rarer but I think it's well-dosed.
 - Secret rooms
 - Some explosions don't expand in a single turn, so you can run away from them, pretty cool
 - Some interesting inventory items, mostly consumables but some with permanent effect
 - Traps can be used against enemies

Overall some good elements, but some very annoying flaws and some bad design points. I didn't find the overall gameplay as exciting as in DoomRL, in particular due to a lack of early challenge and controls I dislike. I'm on the edge on whether I should recommend it or not, but I'm going with negative since I won't be coming back to it. Let's see what can of improvements can be brought to the game during early access...

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