Mind Unleashed Crack By Irfan Doggar



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About This Game

Mind Unleashed is a first person Sci Fi shooter game specifically designed for Virtual Reality. You are a robot that is trying hard to survive in a secret military base, inside a rocky mountain. Rocks and futuristic stuff will surround you in this epic challenge where you'll need to survive as long as possible, fighting hordes of robotic enemies.

Pick up very advanced weapons, take cover and wait the right time to destroy your enemy and play with strategy if you want to survive!



In Mind Unleashed ARENA there are 15 waves of enemies to defeat in order to win. Each waves will be progressively harder with more robots and/or stronger robots with different weapons, aesthetics, speeds, damages, health and special abilities.

Choose the class fit best your skills: Engineer, Assault or Specialist.

Each skill offers its own play-style with 2 different abilities.

If the player destroys all the enemies of a wave, an alarm will alert him that a new wave is going to be spawned. The player has 10 seconds before the new wave spawns. They can take advantage of this delay to find health packs, ammo etc.



The main objective of the game is to reach the 15th wave of enemies and defeat the last boss.Of course the game will allow unlimited game play after victory.

As other objectives that could help the player to accomplish the first, Special "rooms" are available that have inside 2 or more health packs and weapons for a quick restock.



Since the game natively supports VR headsets like the Oculus Rift, we're making sure the game is as immersive as possible, motion sickness free and comfortable. We're adopting a smart UI system to make everything readable within the VR headsets.

We also paying particular attention to make choices that perfectly fit and surprise the player while playing in VR. This means that we're trying to make the game as spectacular and interesting as possible, also on a visual side trying to encourage the player to explore each zone of the map and each area.

The game is also optimized as much as possible to play perfectly smooth even on high demand VR headsets.

Also, since the default controller for VR (Especially Oculus) is the Xbox game pad,we're fully supporting the Xbox 360/One game pad AND the keyboard+mouse.

However, the game automatically detects if an headset is turned on or off and it will start the game accordingly.



• STRATEGIC / STEALTH OR AGGRESSIVE APPROACHES

Play both with a more strategic / stealth approach or a more direct one. Beware that you'll be alone with waves of enemies, so in same cases be more silent could be a smart idea!

• DYNAMIC GROUND AND AERIAL COMBAT

Hide between objects quietly or quickly fly in the air to destroy the enemies avoiding their shots, your choice!

• HIGHLY REPLAYABLE

Re-playable almost ad infinitum, improve your previous performance and try to reach the next wave without dying.

• DEEP AND FUTURISTIC ATMOSPHERES

Use your flash light if needed and enjoy this deep and futuristic atmosphere that will completely immerse you.

• 3 DIFFERENT AREAS

3 different areas to explore. You'll be able to unlock them going further through enemy waves. Each of them have its own different style.

• 3 DIFFERENT CLASSES

Choose from 3 different classes: Engineer, Assault or Specialist and use their special abilities to let you destroy them all!

• BOSS AND DYNAMIC AIS

Fight against different kinds of enemy waves with different AIs and pay particular attention to the bosses. You'll need to destroy them using more strategy and accuracy.

Title: Mind Unleashed Genre: Action, Indie

Developer:

Frost Earth Studio

Publisher: IV Productions

Release Date: 5 May, 2016

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Minimum:

OS: Windows 7

Processor: Intel i5

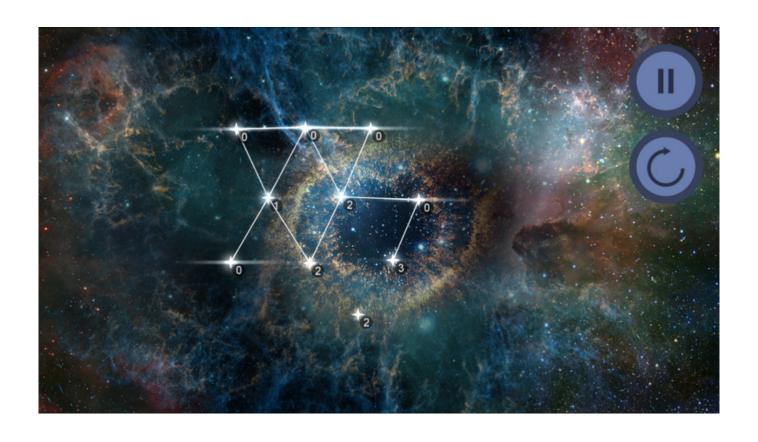
Memory: 4 GB RAM

Graphics: Nvidia GTX 660 (No VR) - Nvidia GTX 970 (VR) or AMD equivalent

DirectX: Version 11

Storage: 4.4 GB available space

English







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This was an acceptable ending for this well made game. I actually thought this was one of the stronger chapters emotionally. It has some fun nods to the previous games, and it seemed to be a more balanced chapter in terms of puzzles versus adventuring. If what I played at the end was the playable epilogue, those that were concerned about not getting to play it because they bought the game in parts, you're not really missing much. It really didn't need to be playable at all and really doesn't add much to what we already knew from the rest of the game. EDIT: So the epilogue was released a little later than my initial review. The epilogue does have more content to it.. shockingly bad. bus doesnt even drive when you get in it for a start. I wasn't entirely sure I'd enjoy this game a lot, as the few negative reviews said it was prohibitively difficult. You do have to replay certain portions multiple times to complete a section, but it's somewhat randomized, so it's not the exact same thing. Also I feel like there's a good amount of depth to the game, so you can try multiple different strategies for completing an area, so it hasn't gotten boring or overly frustrating to me. Overall I think it's great if you like puzzle games or roguelike-type games.

After finishing it, I still felt like I really enjoyed it. There were a few touches that gave it more of a personal feel in a way that provided an interesting contrast to the rest of the game. The only thing I felt iffy about is that for one of the bosses it really just felt like I was just lucky and there wasn't a clear strategy to beat it, but maybe i just missed it.. An Interesting minidocumentary.

Now if only I knew how to hack steam and give myself free games Kappa. A nice series of 10 min episodes that will explain the past of some characters from MK...

Worths a watch!. This game has so much content! 28 hours in and i've barely made it past the tutorial.. 1st time in my history of gaming.

I can't play through the game tutorial because it was so badly lagged and slowed

I can't even play the game properly.

That not the worst, I'm running on windowed mode, barely occupy my screen at all...

The lag was so bad, I had to give up trying to complete the tutorial.

It has a really nice drawn card...

so far I haz seen 4 type of card included the enemy.

Totally not recommended this game.

Even Godzilla rolling in it grave from the lag.

Shhh... Hey there?? I have some good stuff here,forget this Alteil thingy.

Want some??? let check em out, Amazing and totally blown your mind!!

I tell ya, Grade AAAAA stuff here.

http://store.steampowered.com/app/232090/. Finished human route, and I think it's nice game to play if you like otome V VN's with romance. Story is very adorable and cute, scenario focuses on the dilemmas and transformation which the protagonists undergo under the influence our decisions. You can say that game is simple because it has only two routes and one guy to romance, but it has a few nice twists and choices. I recommend this game and I look forward to the next from roseVeRte:)

PS: I was a little disappointed that roseVeRte abandoned its previous graphic style - but I can imagine why.. Thanks for a new and addictive vector to sink my already limited free time. I have yet to explore all of the game but I have enjoyed myself thoroughly. I am positively surprised in feeling that this is a game I enjoy not only because of older memories but rather on its own merits.



This game is a short little metroidvania, although it only has a single boss, I still consider this game to be quite enjoyable. The difficulty is nice and smooth and since its not too large this game can easily be 100% in a single sitting. In fact my time above is from a single sitting which to me is a nice time for a game like this, it doesn't feel like it overstayed its welcome. And likewise say Guacamelee in which to complete that game requires some sections that are stupidly difficult.. It's a very small text-based strategy game where you have to survive 50 turns as a township in a cruel morbidly eclectic fantasy world against constant random attacks from some unmotivated anonymous foes. You do it through budget planning - building and hiring workers & fighters, also you choose faith recieving divine bonuses for faith currency. The battles get resolved automatically in a plain field before your eyes - so when the stupid AI can't organize units' movement effectively & loose troops just because of poor pathfinding you only can clutch your teeth tighter. The art is rather bland in this one except the presentation screens, the music's quite repetative, an ok'ish mobile game.. I did not like this game. Even in the first 10 minutes, it very clear that it's low quality.. It would be fun to play, if anybody would be there to play with...

Offline Mode please!!!. I played the game in the closed Beta and it has evolved a lot since then!

Most of the bugs are fixed and the developers are really communicative through the forum and discord, always willing to improve the game.

Even with my $\u2665\u2$

What I enjoy most about it is the feeling of REVENGE. After someone kills my favourite character, that person immediately becomes my nemesis and has to die. It also feels great to outplay someone using your same character.

At the beginning the levels are a bit tricky and I always jumped into the void or died in the dumbest ways. However, once I got used to them and learnt to time the traps correctly, the game is much more fun!

I totally recommend playing this game with some friends in voice chat for an evening of assured laughs (and some yells :D).

Tl;Dr The game is a lot of fun and even more if you play with friends. Try it out!. There is no audio in-game! Please fix it!!. If you actually have to read reviews about this game so that you can make an informed decision on whether or not to buy it, I don't think this game is for you.

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