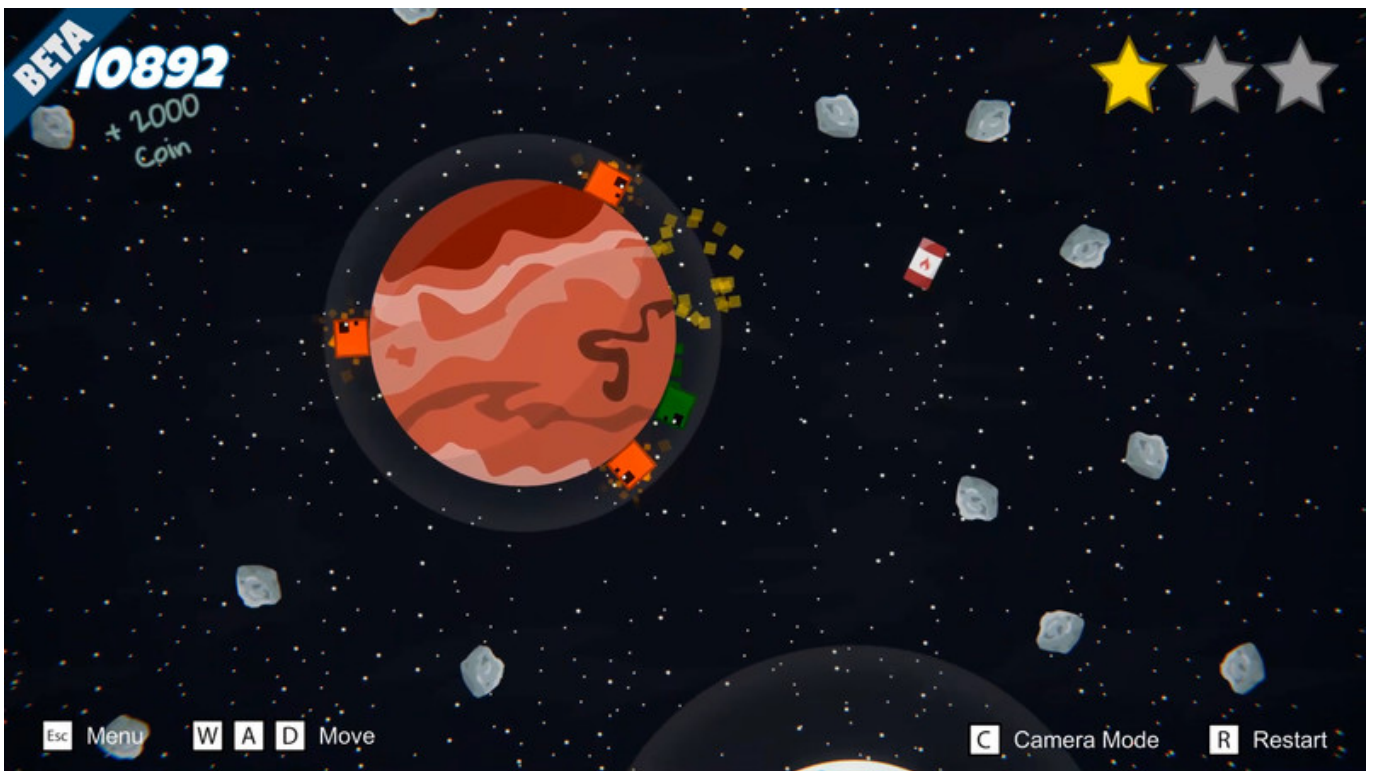

Polygod Crack Highly Compressed



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About This Game

Description

Polygod is a rogue-like, randomly generated, single & multiplayer FPS with a brutal difficulty curve!

Blending a fast-paced, Quake-esque feel with randomness, difficulty and our handcrafted power-up system, Polygod is a hardcore gamer and speedrunner's dream. Only the most skilled and strategic players will defeat the Trial of the Gods.

You are a Faceless One: a one-armed, gun-wielding assassin of legend. The seven deities of Polygod will test your skill with randomly generated arenas of hostile minions, followed by a boss fight against a ruthless Holy Champion.

Each of the arenas features five Altars of Worship, offering you Blessings in exchange for Souls you have collected along your journey. Blessings combine and stack to create unique gun effects, but each has consequences, so choose wisely if you wish to survive each wicked challenge. And don't forget, death is permanent in this purgatory of the gods!

The art style is inspired by the meta-physical surrealist artist Giorgio de Chirico who is famously revered for his eerie mood and strange artificiality of cityscapes.

Main Features

- A UNIQUE, RANDOMLY GENERATED EXPERIENCE EVERY TIME. Randomise the levels, blessings offered and

enemy placement with our seed system, or challenge others on specific seeds! Polygod offers full leaderboard support using a universal daily seed.

- **GUN CUSTOMISATION WITH 100 UNIQUE BLESSINGS.** Each seed will offer you a different selection of blessings as you progress through the levels. Strategically combine and stack them to fit your personal playstyle. Ever wondered what it would be like if your bullets were bubbles? Well, what if they were bubbles AND proximity mines? And you shot 3 of them at once? **AT THE SPEED OF LIGHT?** The options are endless! Do you choose a lethal sniper build, or a bullet wall of death? How will you survive: lifesteal, jump-strafe dodging, tank-like health? How do you want to navigate the environment: double jump, helicopter boots, teleportation?

Additional Features

- Online co-op
- Splitscreen co-op
- Versus multiplayer
- Integrated controller support
- 35 unique enemies
- 15 unlockable playable characters
- 7 epic boss fights against Holy Champions
- 7 even harder Red Holy Champions
- Special Boss Blessings
- Experimental soundtrack
- Minimalist, colourful artstyle
- Quirky NPCs
- Tough & comical achievements

Title: Polygod
Genre: Action, Indie, Strategy
Developer:
Krafted Games
Publisher:
Krafted Games
Release Date: 17 Aug, 2018

a09c17d780

Minimum:

OS: Windows 7/8/10

Processor: 2.4 Ghz

Memory: 2 GB RAM

Graphics: 512 MB

DirectX: Version 9.0c


Storage: 1 GB available space

English

METAL SLUG DEFENSE

DECK

 : 000200

 : 0011600

× BONUS : HP+10%



× 1 **×** 2 **×** 3 **×** 4 **×** 5 **×** 6 **×** 7 **×** 8 **×** 9 **×** 10

× IRON NOKANA



LV:30 / AP : 450



BACK



OPTION



SHOP

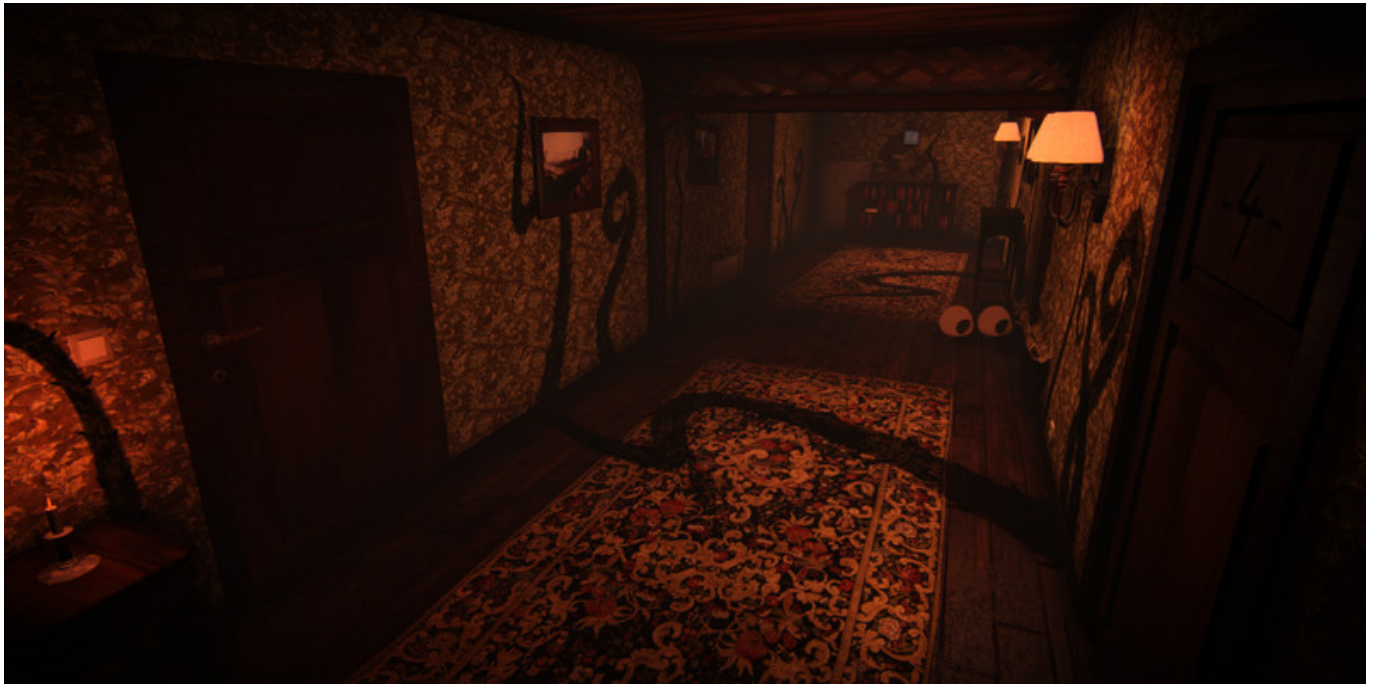


CUSTOMIZE



SORT





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So I have mixed feelings about this game. It does not feel like you're trying to make a home, it feels like you're trying to escape you're home. I felt rushed playing the game like I can't stay on the level to long which I think it should be the opposite. I did not like how "in your face" the main objectives are. But thats just what I don't like. I like how the controls and the fatigue system is now. There are new things to craft, and I like how you don't have to be there for group stuff to long and you get to be the leader. This is a pretty fun game and I like the feel of it. It does feel like a prison game trying to be a survival game, but overall I like it and it feels good to be the one in charge of the group compared to the escapist!. As another reviewer said, it's not really a Crusader Kings II book, it's a random collection of medieval short stories.

One of them was fun, and the rest were meh.

As for the alt-history aspect; there is barely any. 40 years into ANY game of CK2, and you've got a novel-worth more alt-history than this entire book put together.

One story is set in the future, about Cathars. Besides featuring Cathars and Catholics, has no connection to the game.

Only King Ivar would ever happen in a CK2 game.. Very...interesting game. I'll just go into some of the things I liked and disliked about it!

PROS

- **I really enjoyed the overall story for what it was. I wish they would have fleshed out the backstory and characters some more, but it's a well written story that's easy to understand. While it's very short, they definitely set up the groundwork for future games.**

- **Great graphics. You'll visit a small variety of locations during the game, each being gorgeous to look at it and unique from each other.**

- **I really digged the designs of the robots. Voice acting is also pretty good. It's hard to judge this though because all of the characters are robots that are supposed to show very little to no emotion at all. But they did a good job making every robot feel somewhat different with certain characteristics about them to set them apart from each other.**

- **Funny and cool easter eggs to other popular games :)**

CONS

- Alright this is tough because I don't wanna bash an ambitious game like this too hard from a first time developer, but there are some issues I feel some people should be aware of:

- VERY SHORT. I was able to get 100% completion on my first playthrough in just 3-4 hours (the reason my playtime is higher is because I had the game running while doing other things)

- Controls can be really f\2764\u2764\u2764ing annoying. I'll be running somewhere and let go of the sprint key, and my character keeps running in the same direction I was facing for a few seconds even when I'm trying to move somewhere else. This is especially annoying in certain parts where it can mean your character dying because of it

- There was an entire section of the game that was so strange to control. Slight spoiler but you're driving a car through the woods and have to dodge trees while outrunning a turret chasing you. The camera kept adjusting by itself and throwing me off so I would just crash into random trees

- Some of the "puzzles" are kinda cool. Others felt like they were designed just for the sake of being annoying. Remember the pipe hacking minigame from BioShock? Annoying at times but you can kinda learn to get the hang of it right? Well...imagine that but 100x worse. This "puzzle" was insane. Took me a good 20 minutes to complete while slowly losing my sanity.

- Not sure why but for some reason when I would accidentally hit the F key my game would either freeze or crash?

FINAL THOUGHTS

This is a very interesting game. Despite the issues I talked about, there's a lot to enjoy here. Would I recommend buying it for full price? Probably not but it's up to you. If you're okay with spending \$15 for a decent 3-4 hour game with some flaws and a story that's not entirely finished yet, go for it. Personally I don't regret playing it.. This is one of the best action RPGs I played on Steam. Yes, it's very reminiscent of the SNES Zelda, but that should be considered a big plus. The gameplay is very tight with constant things to do and places to go. It never gets old. And right up until the end, it's totally entertaining. It's not very challenging, but getting 100% does take extra effort. It's a very well put together game that any fan of Zelda or Alundra (remember that one?) should check out.. I recommend playing this on newgrounds before paying money for this glorified flash game.

10/10. An excellent soundtrack, Barry Leitch knocked it out of the park with the original Horizon Chase music and he knocked it out of the park here. Every song from the game is here, with the exception of the original version of the intro which does get used in a few races. Just sit back, jam out and enjoy.. I check out if this game is worth your time and money. Um... Well in short. No. It feels just like a cash grab game. No offense to the creator if he/she poured their heart into it. It feels like somebody very inexperienced learned a few things on how to make a game and put out their first attempt. This should be on Gamejolt for free, not on Steam for money. My video below is me doing a review and showing you exactly what you're getting out of it.

<https://youtu.be/vspLtb-f2NOY>. Ab Fab! My kids and I had so much fun stabbing and slashing. Which paradoxically their mom is ok with as long as no projectiles are propelled by gunpowder.

[The mechanics are very nice, and the gameplay is fast and furious. More weapons, game modes, and maps PLEASE!!!!. As a long-time sub player I was really looking forward to this. Although my experience with Cold Waters has generally been positive, I do have a few reservations. Bear in mind I'm writing this in mid-July 2017, by the time you read this most of the problems listed might be done away with. The devs do appear to be listening to player feedback intently, which makes me hopeful for the future.](#)

[TL:dr - it's a good game with some serious flaws, get it when it's on sale and after it's been patched with an improved campaign.](#)

The Pros:

- [Setting. The 1984 campaign is perfectly placed time-wise, as it offers a great diversity of subs, lots of opponents that range from easy peasy to terrifying and it gives a good glimpse of modern submarine tactics. It's also a very interesting historical period in terms of East-West relations. Haven't tried the '68 campaign yet so can't comment on that.](#)

- [Immersion. It's been a while since I've had a thrill like this in a sub game. Dodging homing torpedoes that are mere feet away](#)

from your ship can give you goosebumps on more than one occasion. Also... Those blasted ASW helicopters!

- Balance. You can enjoy all the game's features while playing at a relatively low difficulty setting. I found the Realistic setting to be exactly to my liking, as it gives equally as many hair-raising moments as it does easy kills. I've jumped entire wolfpacks of enemy subs and was jumped myself by a lone SSN on more than one occasion, with a desperate torpedo dodge saving the day.

The Cons:

- Repetitive campaign. After a while you discover the campaign has 5 basic mission types - intercept a submarine (or a wolfpack), intercept a resupply convoy, destroy an amphibious landing force, make a ballistic missile strike on a port, insert a special forces team into enemy territory. With the exception of a few random encounters along the way the campaign gets boring quite quickly, even if you rack up a lot of kills and get plenty of silverware pinned to your chest.
- You never meet any allied ships. Every single vessel you find is a Soviet one. Forget about allies or neutral ships, all you have is targets. While that's a positive thing for some I find it to be a negative, as it gives a feel of a Soviet zombie infestation and not a massive campaign with hundreds of units on both sides.
- Mission design and orders from HQ, which can be infuriating at times. There seems to be little correlation between your conduct in the war and missions received, not to mention the advances made by each side. Inserting a SEAL team into Murmansk doesn't make much sense when the war is practically won. As of mid-July 2017 this, along with the repetitive campaign, are by far the biggest cons of this game.

To give you an example of all the game's problems in one paragraph, here's a description of a mission I had today.

I'm at the helm of USS Narwhal, SSN-671. I've just returned from a successful TLAM strike on Arkhangelsk. I'm low on torps and have a damaged torpedo tube from a hairy encounter with two Soviet SSNs in shallow waters, leaving me with a total of 3 working tubes. I get orders to intercept some LSTs heading to Narvik. Once I get my initial contacts the whole enemy escort comes my way and forces me to retaliate. I sink them all (2x DDG, 2x FFG iirc) but I'm left with no torps so I can't sink the LSTs. 'They're probably going to get sunk anyway, they don't have any armed escort'. I thought to myself. Well, I was wrong. Apparently four unarmed and unarmoured LSTs can just waltz into Narvik unopposed and take it by storm... And NATO HQ has known about this operation for days! Don't they have aircraft with anti-ship missiles and other subs in the area? Anyway, I'm ordered back to port to resupply (so they must've known about my torpedo situation beforehand) and I'm told to... Attack an amphibious landing group heading to Narvik. Yup, the very same. REALLY? I need to stay in port to repair my broken no. 4 tube, it takes 32 hours to do so. In the meantime I'm informed my mission has failed because I failed to intercept the convoy in time. GUYS, SERIOUSLY? IS NARWHAL THE ONLY SSN IN THE WHOLE BLOODY REGION? Shouldn't you give me orders AFTER the necessary repairs have been made? I then get orders to make my third SEAL team insertion into Arkhangelsk. You'd think thought the Russians would be better prepared for my arrival this time, but I won't bother checking. At that point I quit the game and took a break.

What can be done to turn Cold Waters from a case of flawed genius into a brilliant little independent game:

- Bring the price down. For the current features it offers the 37€ price tag is just too high. I only bought this because I was excited for it. I wouldn't recommend it to a friend who's new to the genre, not without a sale on anyway.
- More mission types. It's not a good sign when you find after a mere 20 hours that the campaign can get very repetitive.
- Add allied and neutral ships, both in mission and in off-screen events. If it wasn't for the HQ messaging you from time to time you'd think you were the only NATO sailor in the North Sea area. There's no news of successes of your brothers in arms and you feel like you're the guy who carries the entire NATO naval operation on your back.
- More campaigns and ships. Having no British ships to choose from feels odd in a game that primarily takes place in and around the North Sea. The Churchill, Swiftsure and Trafalgar-class subs are all there for the taking, with plenty of data readily available. A Soviet campaign would be great too, driving a Victor III or a Sierra-class armed to the teeth with USET-80 torpedoes would be a lot of fun. Modders have done that within a month of the game being released, within limits of course. Why can't the base game have that too?
- Interface changes. Having a hotkey for periscope depth and a slider for automatically guiding your sub to a set depth would make for simple yet great quality of gameplay improvements.
- A better tutorial. If it wasn't for me watching countless YouTube videos before buying the game I would've died many more times than I did.

All in all it's a fun little game, but for now I'll put it on the back burner to see what the devs and modders can come up with in the coming months.. It's really good for some short sessions i think is will be funny with friends

[For an indie game it's a solid 7/10
it have some bugs but is playable](#)

The game looks nice but this is as far as it goes.

You are not able to do anything except get your flash light out and put on a helmet to go in to the sea. This is very much in pre Alpha and should not have been added to steam just yet as the game is not playable

You are not able to pick anything up on the island that you start on.

Lucky for me I got this when it was in the sale.

I really hope the developer continues to work on this game as it could have potential.

. MOTHER ♥♥♥♥ING,

Fallout and Minecraft had sex THEN had a baby

And then was adopted and raised by ♥♥♥♥ing dark souls and got injected with like 20 ♥♥♥♥ing steroids.

Thus you have the blood bath MMO survival known as Girl Amazon Survival.. Best game ever 10/10 its the next hitman: blood money.. It's games like these that I wish there was a "neutral" option for, instead of just positive or negative. While I was disappointed that this game didn't really do anything to explain the events from the first game, and in fact, made me more confused about the series, I can't help but still be intrigued by the world that the developers have created. It's a place filled with the supernatural, but it feels like it belongs there, if that makes sense.

In my opinion, Wooden Floor 2 was not as good as the first one. I feel that they actually took a couple steps in the wrong direction - the suspense that was conveyed in the first one is virtually absent in this one. Only one part made me feel tense for about five seconds, and then it was over. They also didn't really improve much from the first one that I saw, aside from adding in an almost unnecessary inventory system and allowing for multiple environments (although only in the first chapter).

The graphics and the sounds were good, as was the mechanics of the game, although the puzzles were pretty easy. I did take issue with the fact that sprinting and jumping wasn't available after chapter one, and (just like the first one), you aren't able to look all the way down. But overall, it plays well. It's very short too, by the way. I was able to beat it in about 50 minutes, and that's after taking my time to look at every detail in the game. Although, there are multiple endings, so that will tack on a little more time if you decide to try to get them all.

I would recommend this game if you enjoyed the first one, but unfortunately, you'll probably be disappointed. If you didn't play the first one, I'd say you're better off getting that one instead, but if you do decide to get this, don't worry; you don't really need to be familiar with the first one. It doesn't really seem to have the same storyline, that I could tell anyways. Also, try to get it on sale. For the short playtime, I don't think that \$6 is really justified.. A really good game if you wanna keep yourself occupied and have fun while doing it.. I only really like the map menu. And why the hell do we have to 'unlock' multiplayer? That makes no sense when it's the only reason I got it.. I know DE apparently doesn't like this game, and has disavowed any and all relationship between it and Warframe (despite bringing back the original skins for Excalibur and Nyx every so often), but it's really not a terrible game. It's a solid third-person cover shooter, with some LoZ:OoTVArkham Asylum style "element wheel" puzzles (throw thing through fire to make it flamey then set a thing on fire, or throw thing through sparks to make it sparky etc etc). If nothing else, it's worth playing to see where everyone's favourite paperdoll ninja shooter game all started.. Awesome game. Needs more content

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