
Free Download Endzeit



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About This Game

Endzeit is an action survival shooter, with a focus on immersion, gunplay and freedom. Players have to cleanse the game world of hundreds of roaming robots (sleepers) while fighting together or against each other.

Story:

A military project called the "Super Trooper" was meant to accelerate the outcome of the war and save millions of soldier's lives. They were humanoid fighting robots designed to be cheaply produced in masses, with thick armor plates, a self-destructive explosive charge and capable of carrying heavy weapons and ammunitions. After years of massive losses on the enemy side they started to deploy radar trailers in an attempt to disturb the robots communication systems. Being cut off from the master computer, the Super Troopers entered a fail safe state, waiting in place to receive new orders while attacking anything that came too close, not able to distinguish between friend, foe or civilian.

Key Features:

- Satisfying gunplay
- Minimal HUD
- Vehicles
- Variety of different weapons and tools

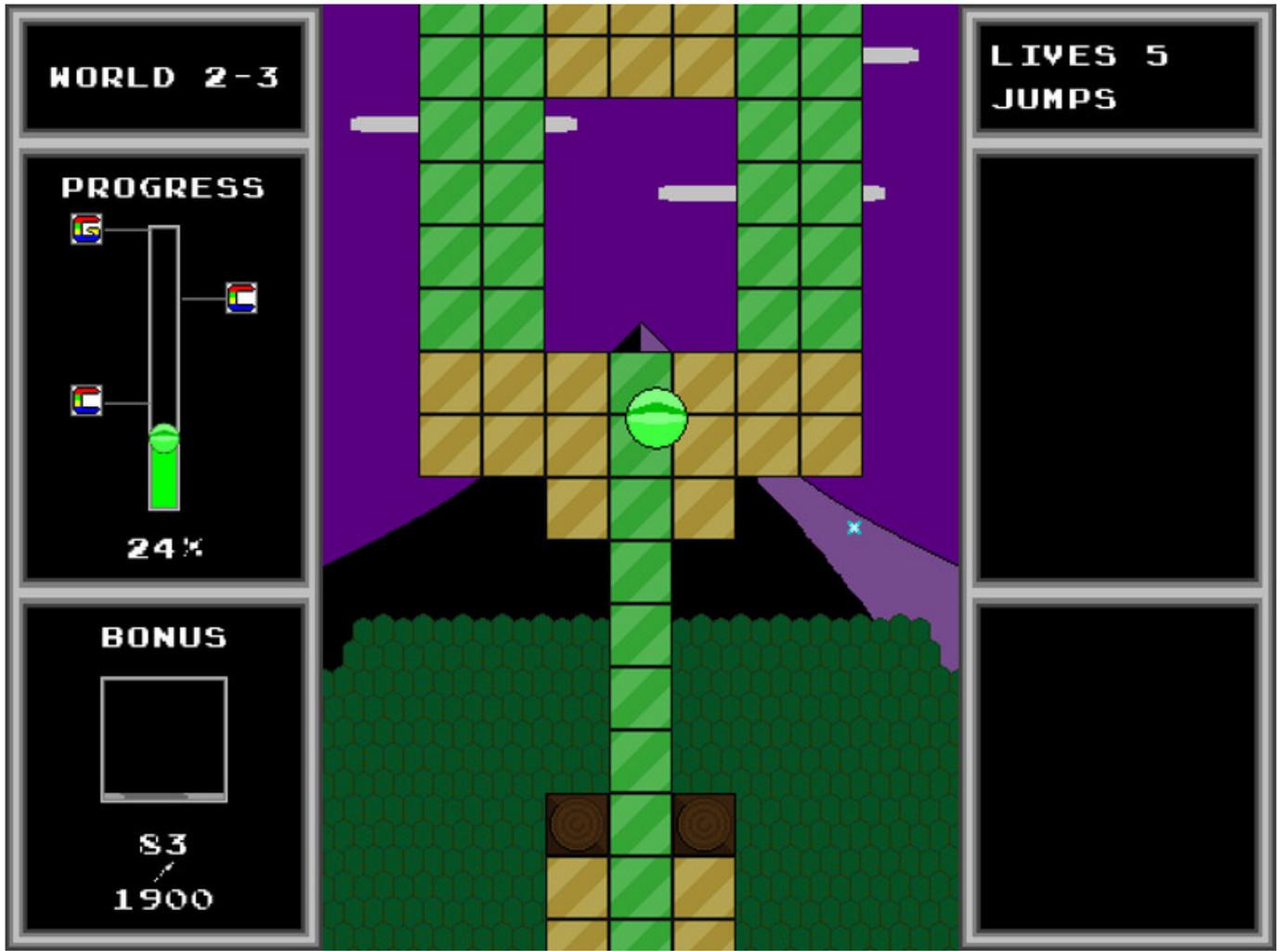
Title: Endzeit
Genre: Action, Early Access
Developer:
RockyDev
Publisher:
RockyDev
Release Date: 3 Apr, 2019

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English







I'm sure the devs meant well, but i just can't give the game a positive review, just because it dosen't have much positive in it. I would go for a neutral review if that's been possible.

The game is a mix of a Walking Simulator and a Puzzle Game. While it tries to be both at the same time, it fails in doing so greatly. It's just OK-ish in every aspect and nothing more.

There is stuff to explore like in any Walking Simulator "Game", but there is just nothing really interesting you can explore. So much stuff you can pick up, look at, but don't have any purpose. So many empty drawers to open and so many items you can't interact it in the first place. A dark, dull environment and poor graphic aren't very helpful to keep you motivated.

Story is just incredible generic and boring. It tries to be scary at times, but even fails in that department. Extremely annoying GhostsVSpirits and uninteresting Characters all over the place. Dull notes of Lore you can find and Drawings without any connection to anything. Overall Story and the conclusion is just meh.

Puzzles are ok, but they are just very easy and the solution is most of the time right next to the puzzle itself. Which isn't that bad, but still looks like if they didn't put much thought into it. There mostly just 3 recurring puzzles you have to handle. One kind of sliding puzzle for gates to unlock, one kind of "hit buttons puzzle" to open all the optional puzzle boxes and one kind of "memorize 5-6 buttons in a row puzzle" for main story boxes to open. The just vary a little bit, but nothing more. Only interesting puzzles are those few that advance the main story. Anything else is boring, easy and uninspired.

Only real positive about it, it's over pretty soon and you can get 100% on Archivements easy, if you interested. Music is ok. Playtime is very short. Just 6-8 hours.

If you really wanna buy it wait for a heavy sale. If you don't buy it, be assured, you won't miss anything. There are just so many good puzzle games out there and even better Walking Simulators than this, if you into such things. This one is just not worth the money.. great pak very well done 1 of my top 5 favorites

not a n easy one for beginners but I would get it anyway and work at it. Game was great when there were still players. I wish steam had a mixed option, because I really want to recommend because its a great game but I feel obligated to not recommend because chances are anyone who gets this game won't be able to play it the way it was intended.. This game is one of those games where I'd wish there was a neutral recommendation button. It's a fun game where the tiles fill the screen according to the tempo of the song you play, but the beat-accuracy of this game is lacking. And since the difficulty of a song is related to it's tempo, having poor accuracy makes for some odd play. It's a good game otherwise.. ing great game!! Best Worms game ever ;). The game is dead! and that's good for it is a crappy game.. it actually managed to keep my attention which is no small feat. the romances were p hot. i wish there was more content but i aint mad at it. At least it wrapped up neatly at each end.. Very clunky. You have to use the arrow keys to move around the map.

Intros are just text with a picture. Very unfinished.

Has potential, but at this stage, is slow, tedious, and boring.

I might be spoiled from Sol Survivor, AOE2 TD's, even Prime World: Defenders.

If this game was made by 3 brothers then Bravo! Well done. (you can tell English is not their first language. which is ok, but you can tell)

However, it shouldn't be on Steam. It's not in the same league of games for todays standards.

With a lot more work this 'could' be a very good game. At the current state it is amateurish and it shows.

I only payed \$3.74, but for today's standard thats about \$2.74 more than it's worth.

I hope they keep developing this game, it has potential. If they were for fill in cut scenes, fix the clunky interface, add voice acting and some animations it might be worth \$5.

At the current state, it just got boring real quick. And I really would rather give it a much better review because of the potential.

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