Megatronic Void Download For Pc



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About This Game

The legendary 80s. in Megatronic Void you are dressed in a scientist, the earth has been devastated by a nuclear explosion, your job is to conquer and explore Megatron, recover alien artifacts to free Megatron zones. Humanity must leave the planet earth and only you can free them. But first you have to defeat the alien race on Megatron.

Key Features:

* locates the megatron guards and retrieves the gears to build the generator

* Retrieve alien artifacts to free Megatron

* Absorb the alien energy to boost your weapon

* Save mankind

* Live the 80s with the simulation of c64 loading tribute.

* faithful reconstruction of a 80s tv monitor

Title: Megatronic Void Genre: Action, Indie Developer: Firestorm Entertainment Publisher: Firestorm Entertainment Release Date: 12 Sep, 2017

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Minimum:

OS: Microsoft Windows 7,8,10

Processor: Cpu dual core 2,5 Ghz or higher

Memory: 2 GB RAM

Graphics: intel Hd 4000 \ ati series 7000 or higher

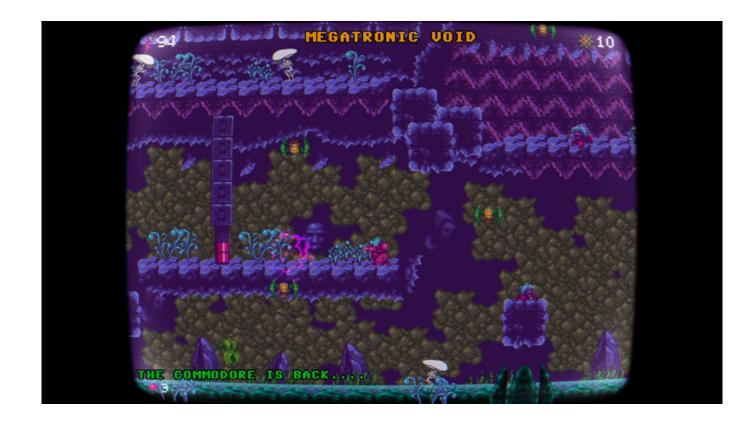
DirectX: Version 9.0c

Storage: 500 MB available space

Sound Card: Common sound card

English







megatronic void. megatronic void steam

This is probably the worst game I have ever played in my life.

The game is essentially a wheres waldo style of game, you cannot tell that from watching the trailer but it is. Here is how the game works.

Your dropped into a fairly large level and have to find a red robot to kill. When you kill the red robot he drops an item. Bring this item to the generator located somewhere in the level. When you do, all the enemies respawn including the red robot. The catch is the red robots location is completely random, so you have to search through the level until you find him again. You have to repeat this process...TEN times, yes you read that right, 10 times. After the 10th time you get a key to open a door. When you open this door you are given another key to open a door on the opposite side of the level, open that door and you are given an item which you bring to the starting point and that nukes the board allowing you to progress.

The next level is exactly the same only the red robot is replaced with an orange rock monster.

I don't know how anyone could have thought this game would be fun, I don't know how anyone thought that wandering around a huge level finding a randomnly placed enemy 10 times in a row would be enjoyable by anyone. I kept playing because I was in a state of shock that a person actually thought this would be a good idea for a game, sat down for god knows how long to make the game, and then have the nerve to charge people real money for it. I was willing to ignore the stolen assets, the terrible control scheme, and the foggy graphics to give this game a legit shot, but the design here is flawed beyond belief and I cannot imagine anyone enjoying this.

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