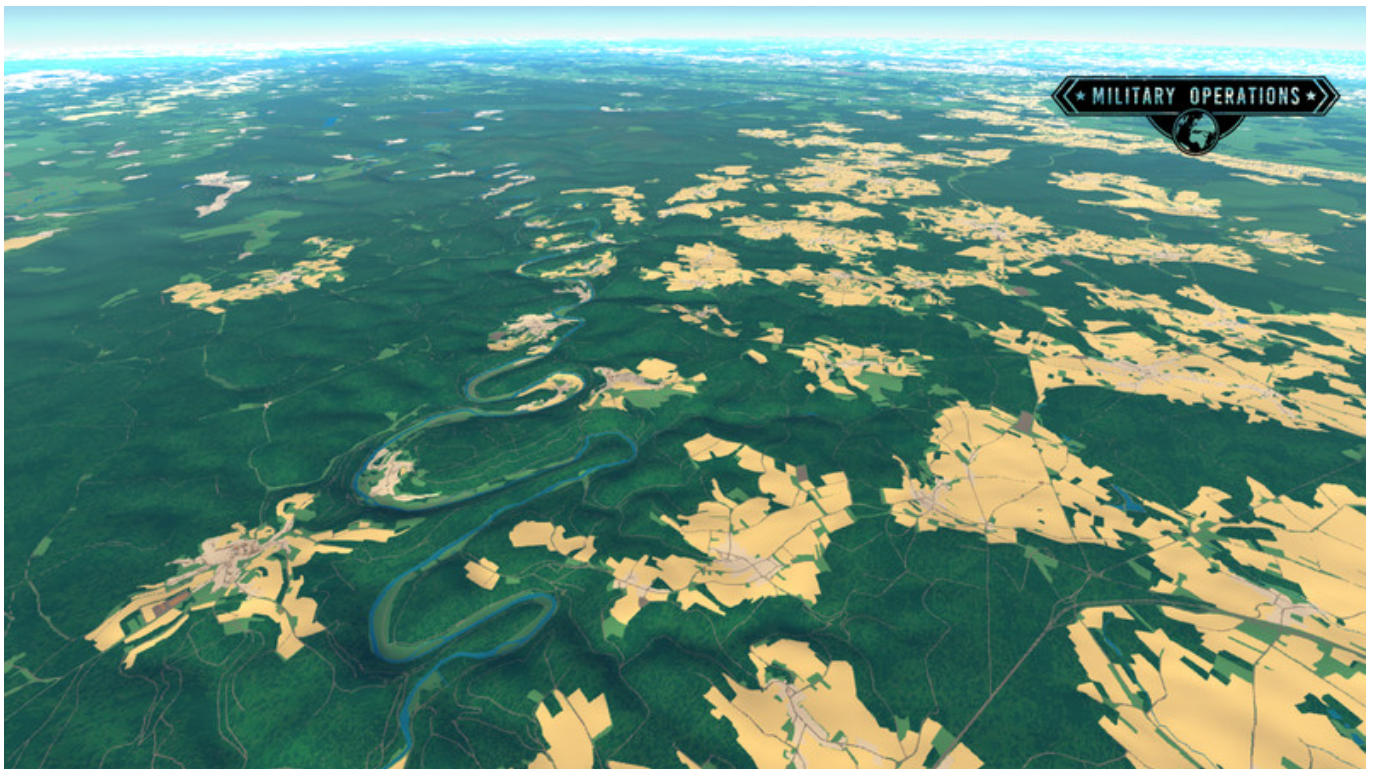

Moebius: Empire Rising Download Game Hacked



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About This Game

This thrilling new adventure game from master storyteller Jane Jensen (*Gabriel Knight*, *Gray Matter*) and Phoenix Online Studios (*Cognition*, *The Silver Lining*) introduces Malachi Rector, an expert in antiquities whose photographic memory and eye for detail transform people and clues into interactive puzzles.

When a secretive government agency enlists him to determine whether a murdered woman in Venice resembles any particular historical figure, Malachi is left with only questions. Why would the U.S. government hire him -- a dealer of high-end antiques -- to look into a foreign murder? Why does David Walker, a former Special Forces operative he meets in his travels, feel like someone Malachi's known all his life? And how come every time Malachi lets his guard down, someone tries to kill him?

Moebius: Empire Rising is a contemporary adventure that merges classic point-and-click puzzle solving with Jane Jensen's sophisticated storytelling. Travel the world using Malachi's unique deductive powers to analyze suspects, make historical connections, and uncover the truth behind a theory of space and time the government will defend at any cost.

Title: Moebius: Empire Rising
Genre: Adventure, Indie
Developer:
Phoenix Online Studios
Publisher:
Phoenix Online Publishing
Release Date: 15 Apr, 2014

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Minimum:

OS: XP/Vista/7

Processor: 2.0 GHz

Memory: 2 GB RAM

Graphics: ATI or NVidia with 512 MB RAM**

Storage: 4 GB available space

Additional Notes: ** - Not recommended for play on Intel systems with integrated/shared video memory

English, German, Italian, French, Polish







lot of fun with a challenge. SCS Software creates great content for trucker!. The usual casual game I advise you to buy because it gives +1, and the rest is not important. The golden weapons are the only clone weapons to be designed very well. Its not a simple recolor like those awful neon weapons. The base texture was remade (as in no sign of damage, scratches to the gun), designs were more though out and they added a new layer to make them SHINE! Their HUD icons are even made yellow instead of the traditional red.

Id recommend buying these. There is no need to be butthurt just because "they are reskins", these are optional and profit of these DLCs help fund KF2. The only reason to complain is if the reskin was lacking in quality, which these beauties definitely are not lacking.. pretty good game. When I first saw this game in the Greenlight queue, I was astonished. The trailer looked wonderful. An action/platformer that is essentially a deep meditation on the existence of video game characters, with a simplistic yet stylish look, and not to mention, a great track to accompany the whole affair.

Once I saw it available in the Steam market, I bought it immediately (this never happens).

What I got was a little different than what I expected.

Yes, the deep philosophical message was there. The eerie, ethereal atmosphere was there. The melodious, calming soundtrack was there. But gameplay was not. At least, not what I was expecting exactly.

The game opens with a very beautiful sequence of death and transcendence into the after life (In terms of a defeated video game character). As wonderful as this opening is, you will get very sick of it. You will die quickly from the get go, and you will see this long cut scene each time you restart. But the first time around, it really sets the tone and feel of what is happening. Very melancholic and simple with an underlying complexity. From here on out is where my feelings for this game took a turn.

From the trailer, it looked very Zelda-ish (to which I'm a sucker for. See my review of "Anodyne"). This was certainly not the case. You did not really have freedom to explore. By freedom, I mean with enough time. As soon as this starts, you are on a kind of timer for each world. After a certain amount of time, the world around starts to fall apart and glitch; the system is essentially trying to delete you for good. You have to do a lot of walking around, talking, while every once in a while being subjected to a rather lackluster battle sequence. The point is to get out of the area you are in and move to the next area. Now, there is also a small town in another area of the game. It is here that you build up buildings which will also be subjected to termination. At some point in the game (I forget when, as it has been some time since I've played this game) you go into the town. The program starts systematically deleting the buildings. If you get hit by a lightning bolt, you are deleted, and this results in a game over. Then, it is time to start again, from the very beginning.

The game is rather difficult, and when I played, I found it annoyingly difficult to survive inside of the small town you construct. No matter where I went or the buildings I had, that bolt found its way to me, resulting in an instant game over.

I might give it another go another time, but it was a big disappointment. I like how they tried to really do something different, but in the end it wasn't fun. I give it a perfect ten for style and music, but for gameplay...let's just say I give it a much lower score. Maybe if it had been more free and open world, then it would have worked well. I don't expect a Zelda knock-off AGAIN...but Anodyne seemed to manage being Zelda without being Zelda.

Sorry creators of Continue?9876543210....Great concept. Not so great execution.. Fun game to pass the time, pretty challenging aswell.

also I'm number 1 on the online scoreboard xD!. A nice derpy and fun game with pugs.. Pros:

- multiplayer
- combat focused

cons:

- lacks on story

after finishing hbs shadowrun games this feels both good and bad but the good parts outweigh the bad so this is honestly pretty

good game. it has multiplayer. if you liked shadowrun theme and wanted multiplayer, this is it. but if you in for deep story and game changing dialogue choices, better stick with single player games.. I just realised I've played 21 hours of this game (maybe more, I feel like Steam 'lost' the playing hours for several of my games over the years) and while looking to see what else existed from the same developer, I found this game has very few reviews and they are 'mixed'! Travesty!

I have been coming back to this game year after year - it's such a great 10 minute time-filler and finally progressing past that level that you have been stuck on for a couple of days is extremely satisfied (amplified by the adrenaline fuelled 60 second escape timer at the end of each level).

Recommendation:try the demo, buy a controller, buy the game, enjoy coming back to it for years to come.

Tips - On my latest games machine I have had issues with fullscreen on my 1920x1080 TV and have had to play windowed at a lower resolution. It does not detract from the gameplay.

garbage game not worth the money. I DON'T WANT TO USE THE EPIC STORE FOR BORDERLANDS RELEASES.. I give it a Saving Private Ryan out of 10. Small Radios Big Televisions is more of an experience than it is a game. Its a point and click adventure, but that doesnt draw away from gameplay or the story the game tells. The story is interesting. The soundtrack is amazing. The visuals are 80s themed, cassette tapes and VCR and the like, and the Voxel/Poly artstyle fits it well.

I recommend it.. Finally again a great and fun game to play. I have not much time to play and i really love to have a intense story who i love to follow along and have some hours of fun. This game might not be at its full potential, but overall its one of the best i have played for some time now.

You can fully manage your Village and see by clicking on each villager how its mood is at this moment. The game has a great depth for this price. If you have some money to spare you should give it a try.

Overall Rating: 8/10. Wha is good on a Multiplayer game?

The challenge of Player VS Player, correct?

And what if you don't have friends to play with?

Oh well, there must be a story mode, or at least a flat setting to set you up for action, right?

So... what might go wrong here?

Well Metal Drift firstly needs to register to play.

I bought the game guys.... hello?????

Why did you had to force us to register to play.

Gee bad move, whatever.

After the whole process I logged in to find what?

Almost empty servers and.... no story mode.

So If I wont convince a firend of mine to buy the game, I can not actually play it, right?

Well guess what, this is a NO from me.

It is a very VERY rare thing putting a thumbs down on a game.

But I can't play it.

No seriously... if I had some friends playign with me I could give it a shot and recommend it on discount.

But now what can i do?!

By the way, graphics are not something special...

gameplay is average, can't tell if it is boring or not though, SINCE I CAN NOT PLAY ALONE....

It's a no for me and I am really sorry.

I know that fanboys will come and rate this down but I don't really care.

Really, think about it.

Spending money on a game you can not enjoy, how would YOU feel?. Hard as nails ninja gaiden inspired side scroller.

Reminiscent of the 8V16 bit greats yourl find a fair amount of nostalgia here... And game over screens. Great game

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