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About This Game

"Z'code is a First-Person Mech Fighting game in VR. Players need to control their own combat armor to complete a series of combat missions.

Operation:

The game uses the cockpit perspective, the player plays the rack driver to operate the huge war machine to carry on the battle with the enemy;

Skills:

Destroying the enemy will get you energy. After getting the energy, the player can release the power of brilliant skills with great effects;

Items:

Killing the enemy may drop items players can pick up to gain additional effects, such as increasing the maximum bullets, invincibility, damage reduction, more blood, more points and integral percentage."

Title: Z`code (VR for HTC Vive)
Genre: Indie, Simulation
Developer:
Shenzhen Weilaishijie Network Technology Co., Ltd.
Publisher:
Shenzhen Weilaishijie Network Technology Co., Ltd.
Release Date: 8 Nov, 2016

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Minimum:

OS: Win7 SP1 or higher.

Processor: CPU Intel Core i5-4590 or AMD FX 8350 or more;

Memory: 4 GB RAM

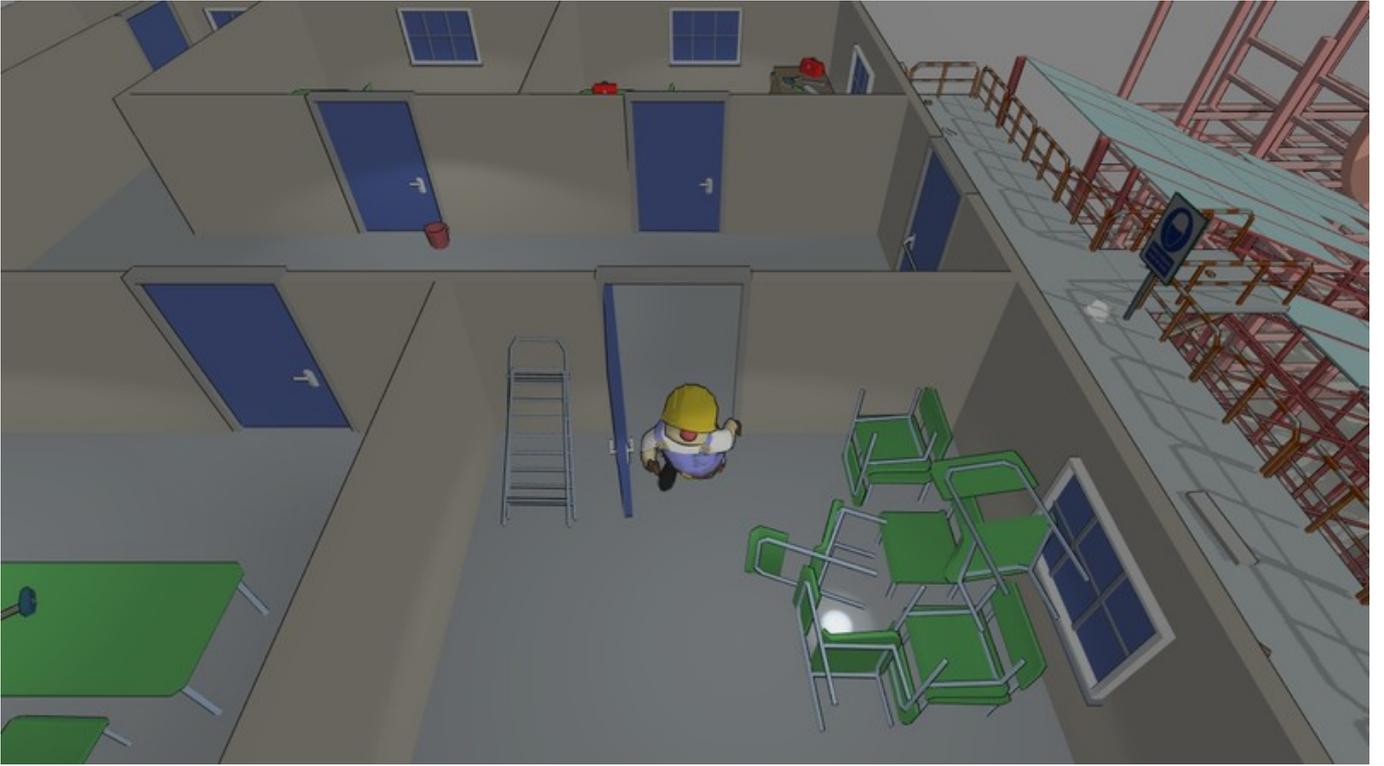
Graphics: Graphics NVIDIA GeForce GTX 970 or AMD Radeon R9 290 or more;

DirectX: Version 10

Storage: 2 GB available space

English





21 +5
71 +2
55 +4
79

Backpack

Items saved for the next floor

Used Orbs

A... thing

Crutch

Hot Bun

Inventory

T-shirt

A... thing

Speed: 2

Attack Cooldown: -0.1

This strange... thing was found in the ruins. Its radiation increases reflexes and coordination at the cost of smelling like rancid pork.

Hero: Elise Ness

Biography

Elise "Boon-Boon" Ness is a lawperson who walks the ragged edge between justice and vigilantism. Reasoning that the crime of "Breaking and Entering" should be a hot-may streak, she earned her nickname due to her fondness for storing criminal hideouts with heavy duty weaponry.

Stats

Level up: 65

Heal: 6 Restore: 0

Dismiss: +21

HP: 722/722

HP Regen: 3

Defense: 48

EF Speed: +2 34

DPS: +7 67

Attack Power: 74

Attack Cooldown: -0.1 1.1

Hit: 4

Active Skills

Passive Skills

Equipment

Flouwind

Prison Soap

Device

14 Floor 2

3 wave(s) incoming

Update: I have just been able to finish chapter one, so I've decided to update my review

Having just finished chapter 1, I can say I am pretty happy with this game. If you enjoy older style Point and Click adventure games then this is likely up your alley. It seems very much an homage to the Monkey Island games. I can't directly compare the two, but it has some puzzles very similar to some in those games and even a direct reference in the dialogue at one point. I will say that in comparing it to that, it is very much in the older style point and click games. If vague clues, and running around just trying to combine every item with every other item, or trying to interact every item with every interactable part of the world isn't your thing then you may not enjoy the game.

My only real complaints would be it's a tad short, but I've yet to play chapter 2 which is also included so we'll see what that adds to the playtime. As well as mentioned in my original review, that I would of preferred a way to skip through dialogue with the mouse, instead of having to use the escape key. As well as the dialogue ending up being a little hokey at times, with humor being slightly heavy handed. There are still some technical issues I'd run into, the occasional game freeze with certain interactions, the sound sometimes skips or repeats itself or animations could be a little funky but if none of that is deal breaking, I'd say the game is definitely an enjoyable experience.

As a footnote, I'd like to say a thank you to dev team. One of them had been in contact with me the past couple of days, taking information from me and giving me updates on fixes they had been working on that pertained to my issues. He found the issue with my anti-virus and the games engine, that was causing all the crash issues I was having and got me a workaround so I was able to play. Any dev team willing to help out the playerbase like that deserves recognition.

Keeping my original post here, though most technical issues are no longer applicable. Ended up being an issue with my anti-virus and the Unity3D engine.

Update: One of the devs has been in contact with me, taken information from me on my issues and said they will be working on trying to fix what they can as soon as possible.

Wish I could recommend this game, but as it currently stands for myself I can't. When it actually works, it's a pretty fun retro style point and click adventure. The story seems interesting, the graphic styling is pretty good. Solving things so far hasn't been too over the top as far as I've been able to play. The only real non technical complaints I'd have for the game is the inability to skip dialogue without having to use the escape key, I prefer to play these types of games with only the mouse, so it's a little bit of a pain. As well as the writing being a little hokey, tries a little too hard to inject humor and it falls flat at times.

But when it works is not very often, between the game straight up crashing or freezing during interactions. Or the inventory UI becoming totally uninteractable without having to quit out of the game and then restart it, trying to get anything done is super frustrating when almost the entirety of the game is randomly trying to interact objects with things in the environment and it's a crap shoot on whether or not the game is going to just freeze or crash every time you do. If they can fix these glaring technical issues, and the game is actually playable I'd be willing to update my review.. I've played this in Korean back when it was released & translated-- the English translation for this release is...not the best. I didn't have trouble running the game for the most part but I ended up playing windowed mode as fullscreen causes game to lag pretty badly.

As for the game itself: Like many have said, not the best PM game, PM2 is far superior. I do kind of like the free-planning schedule unlike the previous 2 games where you had to do it monthly. The game feels less structured & more fluid in some ways with the events and tests, but also somewhat more restricting as they've taken out the RPG mini-games/court options. Also there are a lot more contests that I can place last.

If the game runs smoothly it's not a bad game to play, but I would definitely recommend PM2 as the best in series.. The conversation used to be so much fun...the tsu-comi, the silly question and all that. Kinda miss those script. Besides a massive victory, the stylish talks are what really attracts me. Now they are gone :(I am going to finish the series after all, but without all the laughters...

this is why splinter cell: Chaos theory is so much fun. Not just because the game but the talks vividify the characters.. Never have I ever emptied my pockets *this* fast when I noticed a sequel was launched for a game that I play.. They look ridiculous

totally goes with the theme of the game. EN

One of worst games I've ever played.

Absolutely NOT recommended.

Just don't buy it.

IT

Uno dei peggior giochi a cui io abbia mai giocato.

Assolutamente sconsigliato.

2V10.. Looks like A spaceship takes off like A rocket then it stops dead because of the stupid alerter if this gets fixed 10 of 10 if not 5 of 10 sorry about that but the alerter hurts this loco that bad I have to drive it in simple mode because of the alarm going off every ten seconds or so and I hate simple mode I think I will try pushing the ctrl + d keys to see if I can get the alarm not to sound and still drive it in expert mode like the FL9.

this game was created for gopniks who have laptops and are using track pads to play while they spray, sprint and try to hit you until he runs into you and teleports above your head before getting stabbed from behind.
zombie mode, where zombies have 5000 hp and 10 hp life regen per second and the game gives you max money so you can try to fight them until you realise all you can do is hide and run.
regular games consist of buying armor or either blood stealing or deagling the enemy until you can afford a machine gun and then spawn trap the enemy team.
and also sub machine guns

. It took me a while but i found out in the discussion threads that you can get past the first syren by simply smacking in the head with the axe, thats it just step forward and smack it in the head.

The enviroments are beautiful and well detailed, it works with touch, has teleport or trackpad locomotion and features a campaign that i have played about an hour and a half of and am only on level 2!

If you like Alien Isolation like I do then you'll like this, there are bugs but the devs were quick to fix the gamebreaking ones and update the resolution/graphics aswell and will likely continue to work on the game.

6.5/10 needs a bit of work but its worth its money now and if it continues to get worked on then this could be a VR hit for years to come!

. I cant get past level n. It is kind of a good game but it isnt so good. The levels seem impossible and you should just buy the actual portal game instead of this game which is like 8 dollars less.. Here is what I think:

PROS:

- + Casual gameplay
- + Nice Environment
- + Music is nice
- + Intro animations are awesome!

THINGS TO IMPROVE:

- UI: There is inconsistency in the graphic style of the UI in terms of menus, icons, etc. The HP Bars and other elements are too big and annoying most of the time, especially the "Double/Triple Kill" text which is hiding half of the screen and is bumping right on top of your Gardener.
- Sounds for collecting coins are a must. Also the menu music is much better than the soundtrack used for the actual gameplay.
- The trailer for steam should definitely start with the intro animations from the game, it's setting the right mood.

Good job - keep it up!. Best pester ever. Got this as part of a Humble Bundle. The mechanics are terrible. The instructions are unclear. Doing what it told me to do, I wind up losing all of the time. By ignoring the instructions, I can win about half the time. Not a very good game.. alright this is a good game but the open world and non linear part is ♥♥♥♥♥♥♥♥♥♥. I really wanted to recommend this, but i cannot. I really like the visuals and the music (i am an 80s kid you know). But there is literally no content. You just drive endlessly on a road, target is to not crash. There is also no AI for the traffic, they just go straight. EVER. Which means they crash into you, into buildings, into walls and into mountains. When i drive i think naturally: "oh oncoming traffic, i bet he will stay in his lane". NOPE, not in this game.

Just driving is nice for a change but it gets old very quick, so i would like some real racing modes. Lets be curious what the multiplayer will hold.

Edit: You might think 1,2 hours is not enough playtime to write a review. But seriously, you have seen anything from the game in that amount of time.. There's no key in my library.... This is a very powerful game engine with a great sandbox editor that comes loaded with good looking sample assets. Terrain editor is great and makes creating a custom topology for your level a breeze. However... object creation/editing is pretty much non-existent and object editing is cumbersome. The documentation is borderline useless if you are looking to do anything more advanced than just placing sample assets, running around shooting sample asset weapons at sample asset targets from sample asset vehicles... Starting to see the theme? What you get for a ridiculously low monthly subscription fee is the need to buy several thousand dollars worth of Autodesk software to be able to create and export any of your own original asset content - and even then its through a hoaky plugin. There is no support for any open tools like Blender, MakeHuman, Gimp, or any non-Autodesk commercial tools. And speaking of no support, the

community is still incredibly small. Search through youtube, you'll find a guy that has some videos... If you want to write your own plugin to bridge the gap, good luck ... there is no documentation on the seven or so custom crytek file types, and the attempts to create export plugins (i.e. cryblend) are equally poorly documented and implemented. Don't get me wrong, I really really want to be a fan of this game engine. With the power and simplicity in so many of the important areas, it just comes up too short in the critical areas to be able to build something you've created. I even gave it one last shot by searching through the internet to find their development roadmap, thinking now that they are hurting for cash they might be looking at expanding their scope to include the community they are trying to serve... alas, the asset roadmap has a long romance with Autodesk ahead. For me, it's back to UDK which has an incredibly strong community, open asset support throughout the industry (open and commercial) and all that for just a little bit more a month with a small royalty fee. If you can't create your own content, what are you doing building games when you can just be playing them...

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