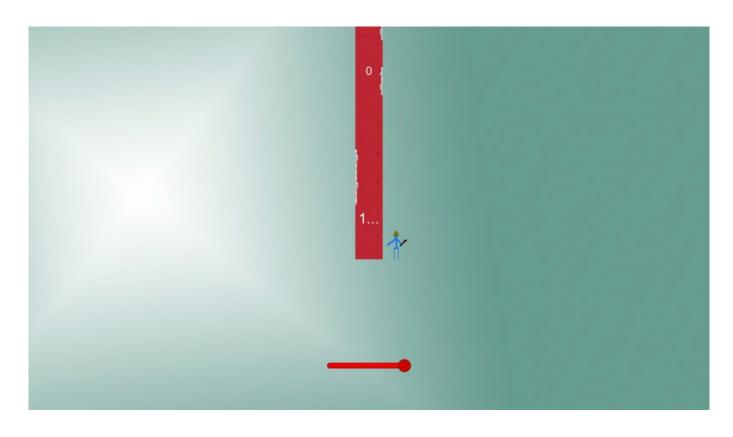
## Alien Rage - Unlimited Activation Code



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## **About This Game**

Unleash a fury of powerful weapons as you blast your way through armies of Alien forces hell-bent on taking you down! Battle through 14 intense levels and prepare to face a barrage of beastly-sized bosses that will test your every skill. Each of your 10 weapons comes with two firing modes and you'll need all of them! Battle hardened Alien forces will attack you from every direction using various flanking and attack moves. Built with powerful up-to-date graphics technology, awesome physics, destructible environments... experience a truly intense, oldschool styled shooter game!

## **Key Features**

- Wide variety of Alien enemy forces including Infantry, Warriors, Flying Drones, Spiders
- Huge boss fights Over 21 enemy types including 8 beastlysized bosses to challenge and destroy through 14 Levels
- Strong thru-the-gun experience with 10 powerful weapons each with two firing modes
- Skill shots, head shots and shooting accuracy heavily rewarded
- Player-triggered destruction of environments and cover helps to advance through levels
- · Built with powerful up-to-date graphics technology, awesome physics, destructible environments

Title: Alien Rage - Unlimited Genre: Action Developer: CI Games Publisher: CI Games Release Date: 24 Sep, 2013

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## Minimum:

**OS:** Windows XP/Vista/Win 7/Win 8

Processor: Intel Dual Core 2,6 GHz or equivalent AMD

Memory: 2 GB RAM

Graphics: GeForce 8800 GT

DirectX: Version 9.0c

Network: Broadband Internet connection

English, German, French, Italian, Japanese, Polish, Russian, Simplified Chinese







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A fun and also educatioanl game that's very easy to use. \*meanwhile at CA studios\*

all-in-one programmer-designer takes the basic roster of a germanic faction, copy pastes all the units to a 'newly created' Celtic faction, adds to the new roster a bunch of regional units from another, random barbaric faction, gives d\u00ecldoes instead of axes to the 'new' regional units, renames them d\u00ecldo-something infantry instead of axe-something infantry >adds some pathetic factional ability which improves a feature already available to all factions in the game >sends an e-mail to his superior; object: heres your 8 euros dlc boss

>laughs, leaves the offices and goes to plough wh.ores in the suburbs of modern-day Wessex.. It's fun. A new twist on tower defense, with ships and aquatic maps. #FlatIsJustice nuff said. This game is a lot of fun, for the first half-hour at least. Casual, no-frills dual-stick (or WASD+mouse) top-down shooter featuring a cute kitten, fluid gameplay, lots of gore and some funny pop-culture references.

Unfortunately, it loses steam rather quickly, and after only a hour into the game you start dying from boredom, when your objectives become something like "kill 200 enemies of a certain type" "install 25 bombs" and intermission texts stop being funny.

So, here you get what you pay for. The game is probably going to take more than 5 hours to complete, but there is only 1 hour of fun, the rest is repetition.

If you want something that works on a potato PC and has greater longevity, get Crimsonland. It's a real classic.. I dislike Pay-Walling as much as the next guy, however I'd like to thank SEGA and CVA for stepping up and offering a lot more than "Faction Access" they've created a great game here and deserve rewarding. So long as CVA submits interesting NEW contect to factions I will continue to buy them. For me, the quantity and quality of this specific DLC should be considered the primay benchmark of expectation for future faction relation DLC packs.

Violent Proto-Germanic Alchoholics, (Celts) Rejoice!. I like the idea but...

- How do I change the sample volume? What I can found is that 1, 2, 3, 4 square with a slider on each of them which adjust the volume of all the samples. What I want is to change it on each sample not all of them at once.

- So many samples have click/pop at the end

- What is that metronome? 2\/4 only? A kick and a snare sound? Is that how metronome sound\/works?

- Is there a way to change gravity speed?

. This, my friends, is Ivory Tower and Ubisoft trying to get into Family Friendly games.

What they tried to do with this game is basically: We don't like illegal racing anymore, so lets do legal racing instead! Lets feature cops on the release trailer but then crush everyone's hopes for any form of cops or a new Calling all Units DLC (which for me, is pretty much lying on the face of your costumers).

Now to the review:

Graphics: Good, however there are lots of graphical bugs on the game, from textures refusing to load to objects floating around (you're probably wondering, "Oh thats not such a huge problem", till you find your 200th flying tree when offroading or simply see a car floating in a parking lot.

Terrain: Good, however they still don't have attention to details, every cement apart from the roads is PAINTED, which means, your car still handle like it was on dirt and its not even leveled, they literally just painted the ground black. Every parking lot or gas station looks terrible because of this

Vehicles: Huge variety of vehicles to choose from, with lots of customizations and custom liveries (FINALLY).

Performance: On a good PC runs well, but, there are lots, and i mean LOTS of random crashes, and also LOTS of random FPS drops with no reason.

Vehicle handling: Very good, and you can customize how your vehicle handles with Pro Settings if you know how to.

Online connectivity: Terrible/Bad, its pretty much like The Crew 1, they haven't fixed it. You won't sync with your friends or anybody else, ONLY IF THE GAME WANTS YOU TO, which, to me, was like 20% of the playtime (and i have good internet connection)

Lore: 0/10, This "Family Friendly" approach on The Crew series didn't work as intented, now not only the game is not fun, the lore is not interesting and the characters are voiced by a bunch of randoms who look like they came from Youtube Kids, it completely destroyed the possibility of new content which the community wants, such as a new Calling all Units (or any form of cops). This game is a shame to The Crew series, i just hope The Crew 3 won't be as terrible as this.

Gameplay: 5V10, they tried mixing in some Loot&Shoot games like Destiny, but somehow ended with an Anthem: Racing.

The grind in this game is absurd, and the parts obtained change completely the performance of your car, so no, skill doesn't matter in this game. In the new Summit, people who have spent their entire life to obtain a full set on a vehicle will WIPE THE FLOOR WITH YOUR FACE, seriously, they can literally get a bonus set for 2x Points. So this has nothing to do with skill, but with loot.

Simulation: Just nope, this game does not have any realism to it, don't expect to drive like you do in real life because there are no rearview mirrors, the AI vehicles in races weigh like a truck, so if you ram them you'll end up outside the track, or if THEY ram you (which happens a lot, because they have pre-scrippted tracks) you'll fly even further. I would classify this game as: Too realistic to be arcade, but too arcade-ish to be realistic, they somehow took the worst part and merged into a game, now we have The Crew 2.

OVERALL: Game is pretty meh. End game activities are repetitive and in PvP you can't even find a session. They tried to implement the Summit from the first game in a recent update, however they did not fix any cheating on the game, so you can see people using airplanes on Escape skills (which is a bug i haven't figured out how to) or people simply flying and activating boat mid-air to trigger speedtraps at 600-700 Km/H.

ONLY BUY THIS GAME IF YOU WANT TO PASS TIME. If you want to invest your time in a competitive game or a game that actually rewards you for playing it, go play something else, really.

AND FOR GODS' SAKE DON'T BUY GOLD EDITION. You'll just pay more money for a bunch of items you can acquire playing the game normally.

AND DON'T EXPECT TO PLAY THIS GAME IN A CREW. Because the connection problems will just kill your interest in this game.

DISPITE SHOWING ON THE TRAILER, THIS GAME DOES NOT HAVE ANY COPS IN IT. Be warned, and we got words from the devs they're not adding police chases or any form of cops.

The options to play the game don't work.. Don't waste your money. Very cool and a refence to the...A-TEAM?but ya its great to play and very challageing so get ready!So its worth to buy!

But keep in mind duct tape IS hard to get so don't waste it!. Spacebar takes a screenshot,Not responging after the first dumb cutscene.

0/10. Its a cute game to test what you know about animals, and I honestly learned a few things about some animals I didn't know, it was nice to learn these little facts that I guess I could use later down the line if someone wants to know something about an animal :D Anyway Pros & Cons.

Pro:

Easy 100% game. You Learn facts about animals and can do them in any order. Achievement hunters boost, I like to call them. Easy to run. Looks appealing to the eyes. Easy to figure out. Cheap Buy. (although mine was freeeee)

Cons:

A ton of acheivements for getting questions wrong, I mean yeah easy 100% but I like to work for my acheievements. It was easy to run but lagged here and there, and for no reason.

Even when I got something wrong it was like, NO, here is the right anwser and a million achievements.

Overall I can't really complain about the game, other than it being another Achievement hunter trap? But you can actually learn from it :D Plus it was cheap. If you want to learn about animals, I suggest it, you get to play a game, earn acheivements and feel accomplished I guess?

Like I said you can't really hate the game, unless you hate, acheivement hunting xD. Does anyone know if the issue in King's Quest 7, part 5 has been fixed? The part where you have to carry the firecracker? I haven't bought the Steam Version, but in previous incarnations the firecracker timer was tied to your comp speed or something so on a old comp you had x time and could walk the whole way without dying, but on a new comp you died as soon as you got the firecracker.

I'd really love to buy this because I loved the games, but I don't want a third copy of KQ7 I can't use.. Fake season Pass does not contain all DLC.. This game is fairly new, i'll give it that, but it needs to be fixed.

Not really a tutorial, poorly written, grammar mistakes that makes the text seem purposeless and sound like gibberish to me. No button labels, poorly made ants (and ant physics) and i don't know why or how this game works.

i expected it had some flaws, but not to the point that it is unplayable

I will fix my review, when the game is fixed (because the problems look fixable to me).

Devs, feel free to reach out for suggestions. (Not only by me, but all the others who have written a review too.). Has serious data leaks can only reload a level once or twice before the game has an issue and closes out. Otherwise runs beautifully.. Another one of those games that fall right between 'recommend' and 'not recommend'. While \$2.5 is still very cheap for such a long game (221 levels?!), it's also excrutiatingly slow, painful and unfunny after a while. Halfway through the game, you'll realize you gathered all of the achievements but 2, the stupid ones (number of matches made). The only way I was able to finish the game, was not because it presented a serious challenge (it did, but it still got really dull), but because after those first 100 levels I started using CE to give myself infinite bombs, wild tokens and, more importantly, a speed-up feature that makes the game several times faster. At this point it would have been a 'recommend' for me, but I can't expect everyone to be using CE to account for the game's limitations, so there we are.

The graphics are cute, the music is alright, there are some very good 'puzzle' levels, but overall you rely too much on luck and retries to enjoy this in the long run. Maybe if you're planning to play it for years, I don't know... That'd explain why the hardest achievement (100.000 matches?!) is something like 5 to 10 times higher than the accumulated amount of allowed moves in the game. So it implies completing it many times, lol... What a silly achievement.

If you're curious about how the story ends, I'm not even going to bother with spoiler tags: there's no 'end' to it. Master wizard gets abducted, kids save him in the following level, bad guy gets away with it, master wizard promotes them and sends them after bad guy... Nothing is explained about who the bad guy is, not that we care, I know. But 221 levels for a cliffhanger ending, followed by no game at all..? (This was originally released 6 years ago, so I'm pretty sure if the team was still together, Rescue

Gold 2 would be on Steam by now...)

Perhaps if you're willing to wait for a follow-up that's been 6 years in the making (hint: really, it's not coming), then I'm sure you can wait until the first one is in a bundle.. I downloaded the game because it was free. Barely played it for 15 minutes before I realized I ABSOLUTELY HAD TO HAVE THE SOUNDTRACK! The majority of the songs are piano tracks with some nice elements of jazz and blues along with some vocal tracks as well. All of the songs are full-length (at least 2 minutes long) and extremely well composed. Although it is soundtrack, I love how each song feels complete with a beginning, middle, and end. It is music you can relax or study with.

You can listen to the entire soundtrack with the in-game jukebox at the menu so you can definitely sample everything before deciding if it's to your liking. If you enjoy the soundtrack, I highly suggest buying it, if nothing more than to support the developers. It is hands down the best 7.99 I have ever spent.

Came for the game, stayed for the soundtrack. 10V10 Would cry over sad songs again T\_T

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