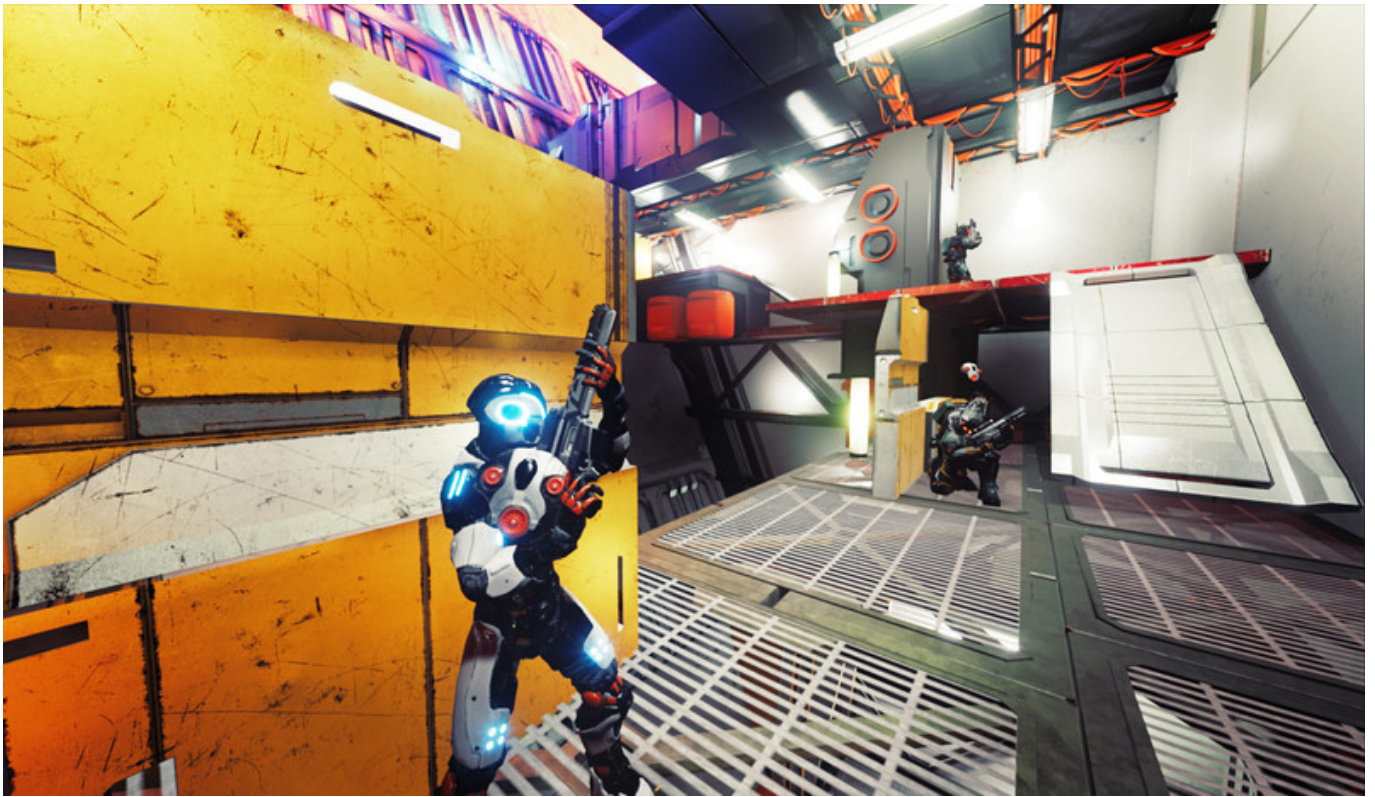

NeuroVoider Download Utorrent Xbox 360



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About This Game

NeuroVoider* is a twin-stick shooter RPG set in a cyber futuristic world about brains shooting around evil robots with nuclear rocket launchers. Battle through the horde of vigilant robots, boost your character with the smoking remains of your victims, and defeat the master NeuroVoider to end this eternal war. Play it coop with up to 4 friends, or go alone in an adventure of hack'n'slash rampage, with a pinch of rogue-lite, and some permadeath.

** may contain explosions.*



Features

- Action packed top-down shooting. May include explosions.
- Local multiplayer up to 4 players. Total coop rampage.
- Procedurally generated content and hazards. Hope you don't mind a few game overs.

-
- 8736 unique enemies to blow up. Yes, we counted.
 - Tons of loot to customize your character with. Explode your foes with that "double twin-plasma shotgun of father doom" they've just dropped.
 - Gigantic bosses to challenge your bullet dodging skills. Chances are that they don't fit on your 4K monitor.
 - Powerful dark synth music by Dan Terminus. May your ears survive the beat.



Title: NeuroVoider
Genre: Action, Indie, RPG
Developer:
Flying Oak Games
Publisher:
Dear Villagers
Franchise:
Flying Oak Games, Dear Villagers
Release Date: 31 Aug, 2016

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Minimum:

OS: Microsoft® Windows® XP

Processor: 1.5 GHz CPU

Memory: 2048 MB RAM

Graphics: OpenGL 3.0 (DirectX® 10) compliant graphics card and driver

DirectX: Version 10

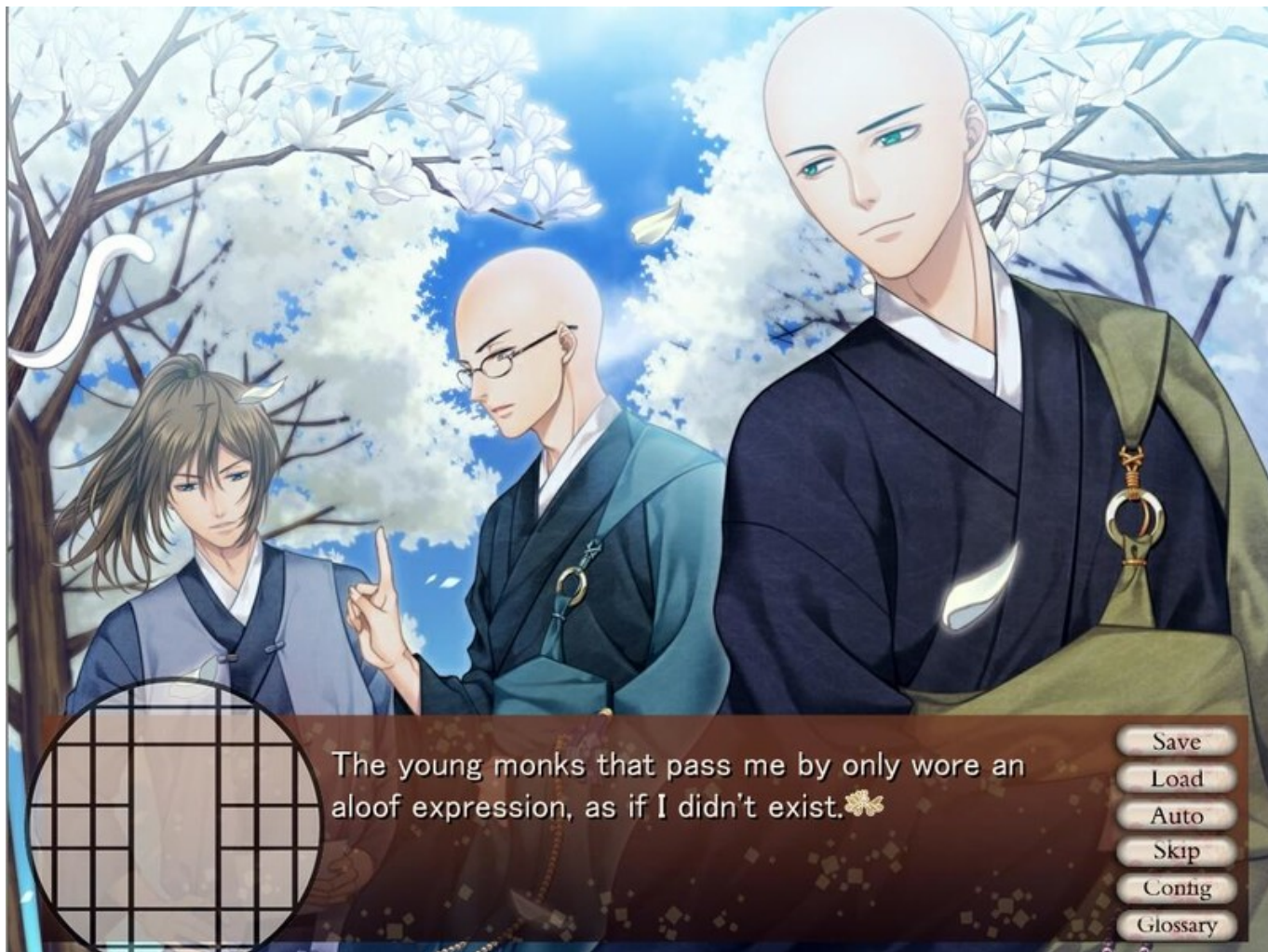
Storage: 300 MB available space

Sound Card: OpenAL compatible sound card

English,French,German,Russian,Italian,Japanese







The young monks that pass me by only wore an aloof expression, as if I didn't exist.🌸

Save

Load

Auto

Skip

Config

Glossary

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Quality game. Not revolutionary, but entertaining and inexpensive.

-P.S. I want my Patchface DLC.. Really engaging game that can make you immerse in it for hours.. Did not get the game working. Kept crashing again and again at the same situation (Windows8 64bit). Contacted the support but they did not help. Frustrating..... Good quality and quick, even with very high resolution textures. Awesome!. press the space bar on the Steam port, you take a screenshot=illuminati confirmed. for me i just got the game, it won't work it keeps on crashing i don't know why if i can wish i can get my money back what do you think it is.. it has referances. Dungeon crawler mixed with Tetris gameplay, loads of fun.

as a huge fan of the game system i was massively excited to download this , however whenever i try to start a battle the game crashes and doesnt respond massive let down. Of what I have played, it's solid. If you've played Dark Messiah, then you'll be happy to hear that the melee combat is similar, but has MUCH more polish. There's plenty of fun to be had slicing and kicking your way through enemies. That said, I would hold off on buying this at the moment. While the game is fun, there just isn't enough at the moment to warrant the price tag. it's like a paid demo right now. If you want to support the developers now, by all means, go right ahead, otherwise I'd wait until more content starts rolling in.. Would be better if control is better.. Using WMR via steamvr - Doesn't work with Arizona sunshine or Fallout 4 VR - Can't be bothered trying any other games.. I love the art style and the gameplay is fun, albeit basic and simple, but my biggest issue comes from how little content and replayability it has for a roguelike. I nearly beat the game within the time I played (a little over an hour) and while I know there is a loop option similar to Nuclear Throne, it's variety within the weapons and characters are no where near the extent of said game.

The bosses are fairly unique and I never felt they were unfair, but the game felt so RNG for how the floors went. I could go an entire level without seeing a shop, which wouldn't be an issue if the game incentivizes you to hold many of the artifacts that can either give a minor hindrance to praying to RNGesus that the shop will show up soon. Speaking of the shop, it was also underwhelming, you simply pay for different guns which are barely unique and often lackluster.

I just can't recommend this to anyone unless they plan on playing co-op (which is local\split screen I may add) and enjoying the simplicity with friends.. I've been with Atu'los on/off for 10 years. The review I can give is mainly based on my own opinion on the game.

Pros:

It's low end based: I started this game on a Windows 2000 in 2006. It still holds a low end based ability to this day.

It's a small download: 40MB's isn't nothing now, but back in 2006; Downloading took forever on dialup/DSL.

Because of these two above pros, the graphics are pretty damn good for it.

Small friendly community, everyone knows everyone. Everyone does their best to help those needing help.

The server has a 99.9% upkeep, even when updating.

It's free to play, simple to play, and can burn hours playing and chatting.

Mixes Single Player and Multiplayer aspects. I personally love the fact that I have my own monsters to fight, while I love to fight other players any given time of the day. It makes leveling up more of a motivation, other than just doing it for nothing. Levels in Atu'los feel more like someones reputation or status. People say "Well Done" or "Congrats", when they see you level. It's a good feeling to know that your levels actually get peoples attention, instead of the hideous popup in most MMO's. "LEVEL UP" and nobody cares.

Cons:

Lack of updates, this is the primary concern and I understand why the lack of updates, because there's only 1 developer trying to run it all while still holding onto a job to pay bills, which is very hard.

Can get boring, repeatitive grinding to level/gold up.

Not rewarding enough, it just feels that when you progress in the story. It just doesn't have any feeling of rewards, not really any loot items, and ALL of our weapons/armor are sold at shops, there's no drops. No special items for obtaining a certain level or defeating a certain boss, our only reward is gold.

The gold is not balanced since the level changes. I've passed Chamber 1 without even needing the Arena Pit armory. (Arena Pit was actually way before the Halls boss, but it's a weapon to get after the Halls equipment.). In the game though, we're short of gold on getting the Halls equipment, but we would be level 25, already able to beat the Halls Boss. So yes, the gold output does not balance with the new level update.

TL;DR. I recommend this game for the Pros, because the Cons can always be fixed.

. Real Fast phase gameplay,quite the rush to be honest for that price and for this much fun its a really good deal

Pros:

+Fast-phase-never-stop bullet hell

+easy to pick up hard to master

+Good mechanics (some which i have never seen/hear before)
+goofy/over the top "cool characters"
+a cool uncle

Cons:

-the rhythm its a "big" part of the gameplay, its easy to forget even to in paper sounds really good
-the music doesnt fit alot with the gameplay

I will said it again, i love the gamplay of this, reminds me of SSBM, too bad its quite short

7.5/10 would try to speed run

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