
Iron Ground Activation Code [pack]



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About This Game

* Synopsys

In the future, humanity will make colonies on Mars, and many immigrants have moved and prospered. However, due to the discrimination and resource plundering of the Hwasong colony and the Earth Federation, the Mars colonies eventually become independent wars and nuclear bombs and weapons of mass destruction disappear. In this era, the development of science and technology leads to a battle with a robot that people ride on.

I am an allied member of the Earth Robot Pilot. Defraud the enemy and execute the command.

* Playing method: Operation method

The player can head-track through the VR device and manipulate the character's detailed control with a joystick or dedicated controller.

* Playing method: Game screen composition

The game supports HTC Vive / Oculus and is fully compatible with the controller.

The game screen is first-person view. We minimized the UI in VR and optimized the UI of each platform.

* Main features

- There are 10 kinds of robots.
- There are 10 types of weapons and you can use various types of laser, rail gun, flamethrower.
- Provides multiplayer.
- There are 25 maps in a variety of interesting shapes. You can add a higher difficulty map to clear the normal difficulty and challenge.

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- Various terrain. You must prevent the attack of various types of enemies.
 - You can move in the direction of the HMD and accurately aim your attack target.
 - You can get various robots and weapons with the points obtained from the game.

Title: Iron Ground
Genre: Action, Massively Multiplayer, Simulation
Developer:
UTPlus Interactive Inc.
Publisher:
UTPlus Interactive Inc.
Release Date: 16 Jun, 2018

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Minimum:

OS: 64-bit Windows™ 7 SP1, Windows™ 8.1

Processor: Intel™ Core™ i5-4590 equivalent or greater

Memory: 4 GB RAM

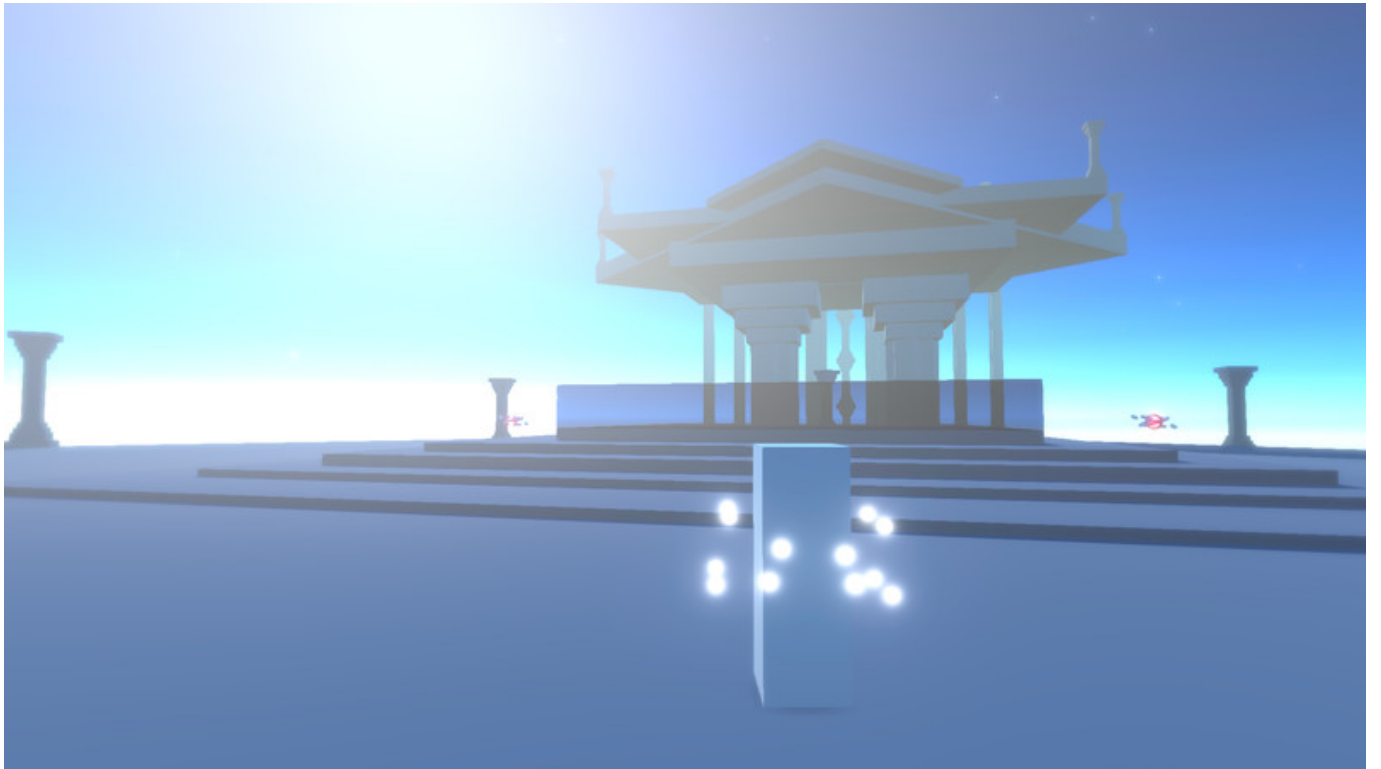
Graphics: NVIDIA GeForce™ GTX 1060 / GTX 970 or above

DirectX: Version 11

Network: Broadband Internet connection

Storage: 10 GB available space

English







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Good game, very high potential, shame on the developers not capable of growing the community. Every week one prays that the game rules are not changed in favour of one side or the other. Skins are extremely expensive. Most of the RP areas are just farm areas for large alliances to then use during wars to wipe a guy with a shovel. Toxic community. Greatest shame was to love this game so much to have dedicated years of my life to it.. going into this i really thought it'd be good, but like. it really wasn't. the biggest thing that struck me was the voice acting. it isn't *bad*, it's more so that it feels really, really out of place. especially when they're in america. and aren't japanese. it doesn't really blend well with the story??

also, like,,, it just wasn't very well written. it's incredibly rushed and actually made me pretty uncomfortable at certain points. it just felt like porn with somewhat of a plot. thats the best way to describe it. and it's very clear that this was meant to be targeted towards straight men who think lesbians are hot.

i got it on sale so i'm not gonna complain about the price, but i wouldn't buy it for full price.

also, after having patched it myself, i wish i hadn't. it costs \$5 more if you wanna buy it patched, but like,,, don't bother. it's genuinely really really uncomfortable unless you're one of the straight men mentioned above. you might like it then, dunno.

in the end, it felt like a huge chore to read. there were points where i just wanted to drop it completely.

i guess i wouldn't say don't buy it, but,,, it just wasn't for me

. The game is art in itself. It's a pure embodiment of a pure idea. There is nothing excessive or redundant in it. Simple rules, yet hard levels.

My mind literally blew up several times - when the music started at second level, when upon completing the first level the camera moved away and showed the vast world around your path.

Also, I cannot stop feeling that there are a lot of hint and allusions behind its innuendo. Cryptic messages you receive upon getting achievement give you a hint about the old world - now destroyed and forgotten, with only symbols left.. AMAZING ! (I LIKE SO MUCH THE FNAFS)

- JUMP SCARE / OK

- WEAR HEADPHONE ON MAX LVL

- PLAY 15 MIN

- PLAY AGAIN...AGAIN. I expected a lousy game with bad gameplay, but I got a pretty complete game with fun puzzles. Some things seem completely unnecessary, though, like buying clothes for a character that you can only see while buying clothes, but it's still a fun casual game.. This is the sequel to "Emily is Away" obviously, (the first game is free by the way, so make sure to check that out first if you haven't) so I'll start off and say this game plays almost the same as the first but this time you have a little more freedom. the first game you would respond the way you want and as your character wrote it out your character would sometimes delete what you really wanted to respond with and write something else instead so really no player choice but with this game that only happened like once for me, I only played though one of the endings so you maybe you could get that to happen more but i doubt not that much. So story wise I liked it, you talk to two of your friends Emily and Evelyn while going through your last year of high school and getting ready for college you start out just chatting with them two helping them through drama and love then as you

start getting near end game your left with a choice of who you want to be with and whomever you choose the other will get upset and maybe even start ghosting you but later on you might be able to salvage your relationship and then it basically just ends and I assume it might continue in the third game which is getting worked on right now. So this game has a good story but nothing mind blowing or anything, just teen\young adult love story. So if you played the first and like it or thought it was decent give the sequel a try i think it's worth it but maybe get it on sale if your unsure if you'll like it, that's what i did, got it for \$0.99 USD but i would've definitely paid 2ish dollars or so for it. So since we are at the end of this review now I'll give my score for this game, personally I give it a solid 7\10, nothing mind blowing but it's better than just decent. it's a fun short game not too much of replay ability but it's worth it i think. So check it out if your interested I definitely recommend it.

Edit: Fixed Spelling errors.. It's nearly impossible to play without a controller and me and my friends cant find a way to join eachother. dont buy this for pc

I'm about an hour into this game (on my friend's account) and I can already tell it's special. The mechanics are crazy fun and my friend and I have been laughing the whole time we've been playing (no friendship-ending fights yet). If you've got friends and maybe even a couple drinks on hand, I HIGHLY recommend playing this game, lol.

Killa Kill is the best character, sorry bout it. ~If you are unsure about the game, there is a free demo here on the store page. Try it out!~

"I've heard 7 breathes fire and has eyeballs for testicles. I hate that guy."

The Spy Who Shot Me is a great arcade indie FPS retro game, with tons of funny jokes and a n64 goldeneye vibe on it.

+Voice Acting is pretty good.

+Nice OST.

+Good level design.

+Shooting feels great for a arcade-like game.

+Runs really well on any potato.

+There is enough variety on the environments, weapons and enemies.

+Mini-games.

+Some "NPCs" have funny animations when you shoot at them. I love it.

+Dev is constantly updating the game and is also active on the community hub helping people out with any issue and receiving feedback.

There is a few cons as well:

-The game is a bit short if the player doesn't care to 100%. (because it was meant to be replayed since you'll get some new "abilities" while completing missions and will have to go back to level A or B to get 100% and by doing so will increase the total playtime.)

-The checkpoint system is inefficient. If you complete a secondary objective but end up dying after a checkpoint, the secondary objective that you previously completed will reset, and the only way to 100% a level is to restart everything again. Not sure why there isn't a manual save option.

I'll love to see the dev making more games like these.. This is one of the most innovative Breakout-style games in decades. It's fun, fast, and challenging, all without being too frustrating unlike many other revitalised arcade classics in recent years. There's boss battles, various game modes such as endless mode, local co-op, powerups, unconventional level design (circular levels, blocks that come loose, and not being restricted to a vertical plane, oh my), along with shield powers and a sort of "bullet barrage" type attack. You can also influence the sway of the ball by using the suck/blow mechanics, putting an end to that dreaded "last block tedium" that often occurs in other Breakout titles. Excellent ideas executed well make Shatter an enjoyable casual time-waster accompanied by an equally excellent soundtrack.. Good game, just not as active as most games, but still unique that it allows access to make maps for parkour and obstacle courses also arenas, because it also allows access to total of 6 guns, my only hope is that in future it will get more noticed and gets more content like more guns, and hopefully a completely flat area to make map building easier.. Contains thicc♥♥♥♥♥♥♥♥. It won't even start. It opens a window on my monitor, as if it wants to play the game there, but that window is blank. It's all black. On the Vive headset, it shows the game trying to start up, then it immediately goes back to the default Steam VR environment. In the Steam VR window, it shows "ave br is unresponsive".

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