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## Containment Protocol Download Kickass Rar



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### About This Game

A top-secret military research facility has gone dark. Their last communication only had two words in it: "Containment Protocol"

Your task is to infiltrate the facility using a prototype remote control drone and work out what has happened to the facility and more importantly - what has happened to the weapon they were working on.

**THIS IS AN EARLY ACCESS GAME!**

This means that it's not the full game, in fact the version that is currently uploaded is about 80% of what was available to play at Rezzed and on my Website. A large section of it has been re-designed.

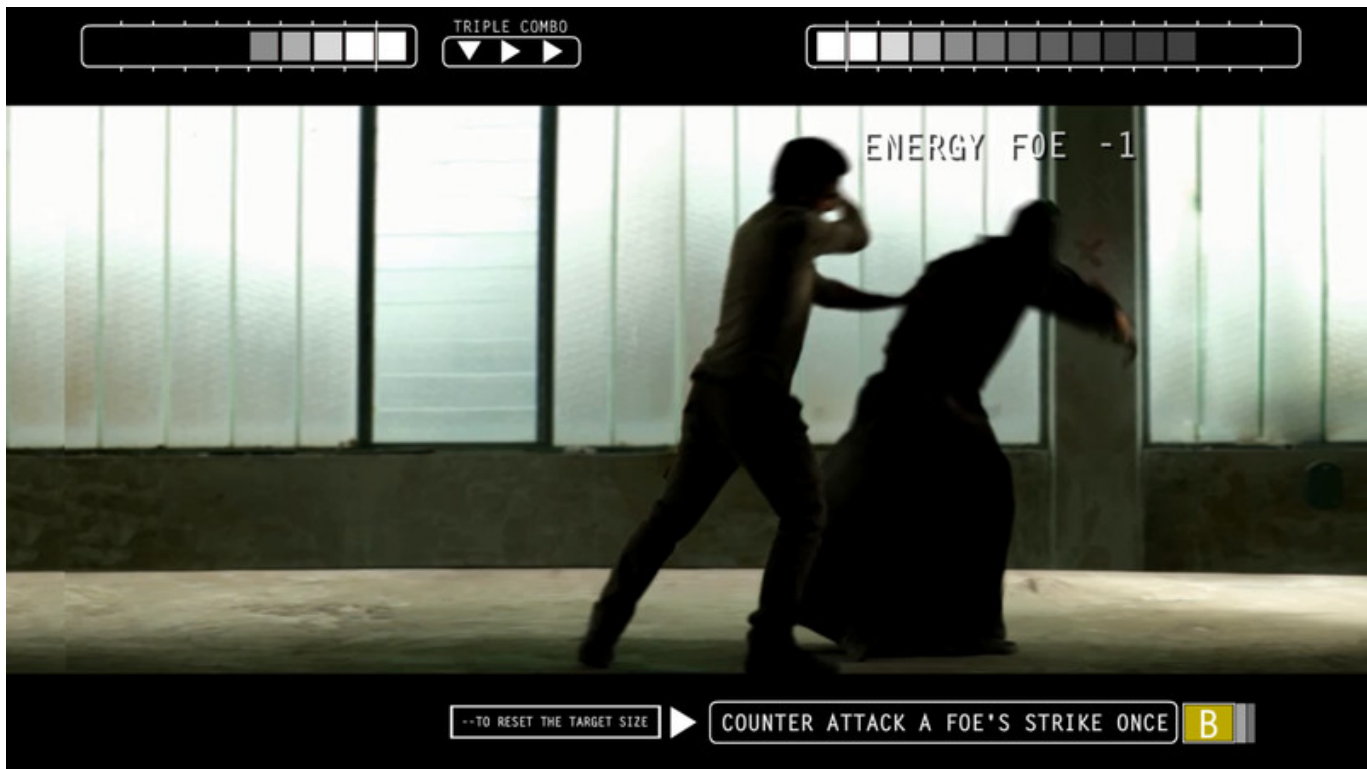
You can play using WSAD or cursor keys to move around or even a JoyPad. Make sure the joypad is attached before you start the game as there is a bug where it won't be recognised if you plug it in after starting the game.

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Title: Containment Protocol  
Genre: Action, Adventure, Indie, Early Access  
Developer:  
Xiotex Studios Ltd  
Publisher:  
Xiotex Studios Ltd  
Release Date: 31 Aug, 2015

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English



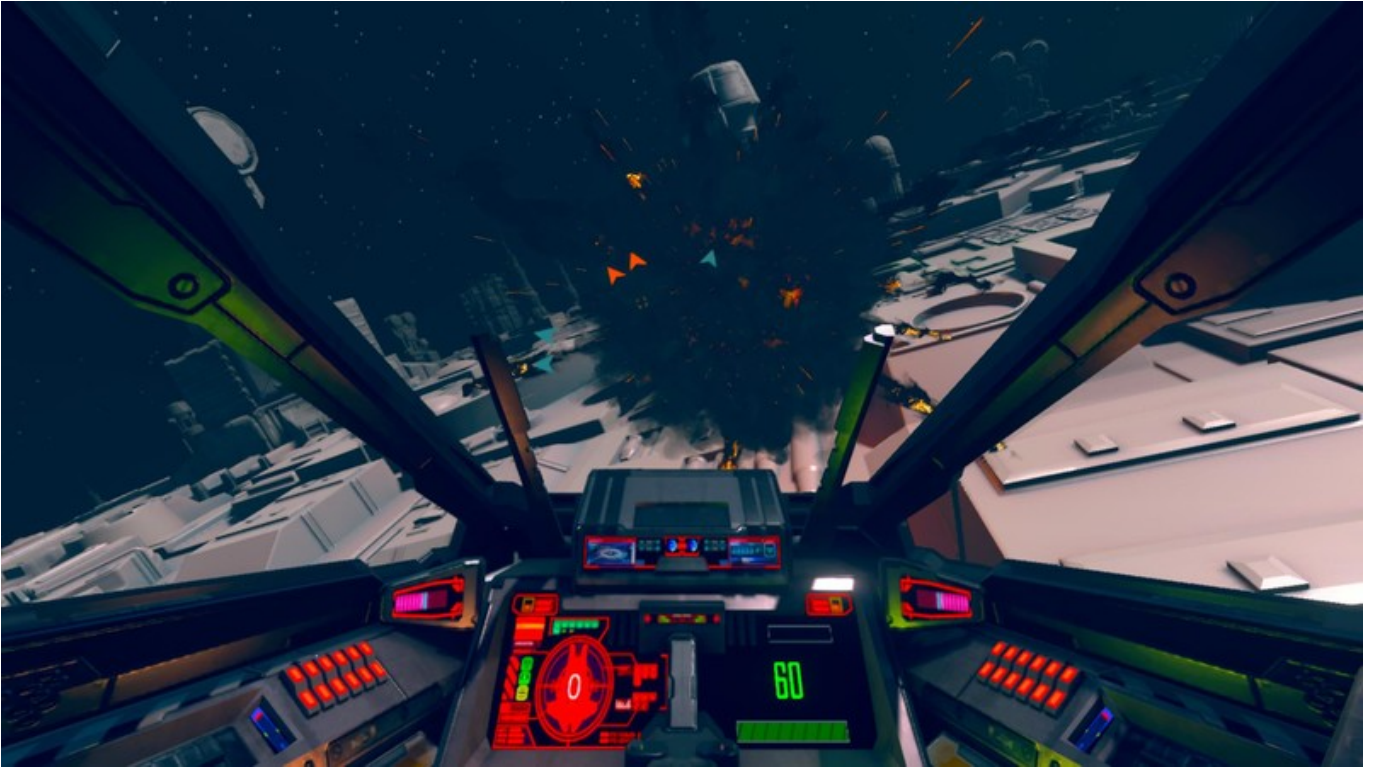
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# **HYPERBOREA**

The Frozen North

Art, Lore, and Design





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It's a great idea with a lot of potential. It was fun to play, even with the little content it had.

Unfortunately, it's dead.

Largest (and only) server I haf was one I hosted with bots that had 2 people join at one point.

It's fun, but it's dead.

I would not buy it right now.. The brightness and the colors are all messed up in window mode.. Made my 7V10 wife into a fugly 1V10

The norse helmet with full face mask looks wonky

11V10 adds variety to waifus

overall nice change to vanilla...(insert obligitary "why wasnt this part of old gods dlc"V"paradox dlc policy" comment). Relaxing, engaging, very nice artwork and clever at times. Not the best HOG of all time, but in the upper ranks! Well worth your time and money. By the way, devs, kudo for some particularly nice looking trading cards! Definitely recommended.. Pretty solid mobile port, it's a throwback dungeon dweller with A7X themed world and music. If you don't like the band or the genre stay away, but otherwise if you're looking for a silly dungeon dweller and don't dislike their music take a bite.. That was.....a game....I think?

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Why the hell do I have this♥♥♥♥♥♥game in my library?!. Released in 1998 for the PSX, N20 is a tunnel shooter heavily sold on its soundtrack by famed late 90's electronica producers, The Crystal Method.

I don't even listen to techno that much but even the name "The Crystal Method" rings a bit of a bell for me. Turns out their song was in the opening of Splinter Cell, used in a lot of ads and tv commercials well into the mid 2000's, in some movies (DBZ), and in plenty of video games. They're not Daft Punk huge, but they do have a legacy.

A lot of your enjoyment of this game is accentuated by the soundtrack (check any of the other reviews). Not that anyone else's opinion should be relevant on your own, but this game contains the majority of their first album (with a few remixes). Out of their discography, the first album is generally believed to be their best. And regardless of how it compares to others in the genre or their own history, I concur: the music here is damn good. It's certainly very 90's, but it rings something like F-Zero GX's.  
*Something like*

*Speaking of which, the game itself can certainly stand on its own two feet. It's a tunnel shooter, which means you are going through a tunnel and can move all around its walls whilst taking out incoming enemies. You have to take out a set amount of enemies before facing a boss, and the faster you take out enemies the faster you go. It's actually impressive how fast you can go in a PSX era game whilst maintaining 60 fps. It's reminiscent of F-Zero. The soundtrack was certainly a selling point for the title, but even when I have the game turned down it stands as a competent game of its genre.*

*The only visible downside this game has is how the levels repeat themselves at the end. There are 30 levels, 15 of which are "version 2" of the levels previously played. Granted, the tunnels you are in move so much and turn in wild ways that you'd be hard pressed to find similarities from level to level (or even recall that this was a previously played level) if it weren't for the backgrounds and bosses. In other words, you wouldn't be able to tell these are levels already played if it weren't for their titles and same backgrounds used.*

*Otherwise, this game isn't particularly revolutionary or complex. It's a competent tunnel shooter with a noteworthy soundtrack which forms a cumulatively tight experience. At its heart it's a simple arcade game. Recommended.. "Hey Farnesy, it's Compile Heart here. We just wanted to offer you this Swimsuit DLC pack."*

*"You want me to pay for something that should already be in the base game? Seriously, half the fun of these games is dressing the characters up and yet you're always removing outfits for no good reason!"*

*"This is special though; we've included swimsuits for IF and Compa too!"*

*"You mean like in that beach scene with all the Makers in Re;birth 3? You should have put those in the game a long time ago! I'm not going to pay you for--"*

*"You remember Tekken's swimsuit? With the tight denim shorts? Well how about that...on Neptune!"*

*"You want me to pay extra just to see Neptune's unbelievably cute little\u2665\u2665\u2665\u2665\u2665in tight shorts?"*

*"Nep-Nep\u2665\u2665\u2665\u2665\u2665"*

*"...How much do you want."*

*"We knew you'd come around eventually.". Senko no Ronde 2 \u65cb\u5149\u306e\u8f2a\u821e\u2665\u2665\u2665\u2665\u2665is a mix between a bullet hell\shmup and a fighting where two players fight in a circular arena using "danmaku"(somewhat reminiscent of the "Suguri" games) and close combat melee attacks,the game was originally released in japanese arcades and has high production values including a full fledged singleplayer campaign with unique bosses.*

*Overall it's really great doujin game,shmup\bullet hell fans will love it.. i have a problem with the cave-ins and moving the rocks to progress. It seems impossible to get to the other side without the rocks blocking progress. Can anyone help me?*

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