

BIOS Download For Pc In Parts



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About This Game

BIOS comes from the acronym Basic Input Output System. BIOS is a fast pace First Person Shooter. The player needs to complete the different simulated hostile environment the fastest way possible, combining skills and strategy. The Early Access of BIOS, includes 3 games modes: STRIKE (SP) - ANOMALY (SP) - COOP (2-3 Players). It also includes a total of 8 environments and 34 map challenges. BIOS is a fast paced, high octane asynchronous competitive game. Your goal is simple, make it to the end alive and the fastest way possible. The players will develop strategies and refine their skills to make better times and compete in the leaderboards.

Title: BIOS
Genre: Action, Indie
Developer:
PIXYUL
Publisher:
PIXYUL
Release Date: 13 Dec, 2016

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English,French,German,Polish,Russian,Swedish







This game is very relaxing.. its a rather unsettling game well i dont want to call it a game its more or less a really unsettling management simulator. its a little creepy but not scary but it really tugs at your supposed moral heart strings. so you have no memory but you find a souless husk in a room with a soul in a fire place and apparently its your daughter. now you have to create little girls that will gain feelings and make money and then kill them in horrific ways to feed there acquired essence to your daughters soul to bring her back. like if you grow attached to virtual creatures well one you probably shouldnt play this and two thats kinda sad. im not saying im hollow and heartless but at the same time i dont really have any emotional attachment to binary code. i would recommend a play but i like the fact you create a bunch of different creatures.

i mean its a good concept right personal sacrifice for a greater goal. but i just dont think its done well with this. for one you have to kill way to many of the little people if you actually wanna make good money or get the really go essence like i can compare this to really making hats in tf2 from scrap right. 3 scrap or low quality ingredients makes 1 medium quality or 1 reclaimed and then 3 reclaimed makes 1 refined or 1 high quality basically if you want to make a decent creature that will be worth anything you need to basically murder 27 low quality creatures to make 1 high quality creature which takes way to long to do and plus isnt worth doing because it would probably fill the bar by the time you actually got it.

tl;dr basically very interesting concept but not much of a game you make people send them to places and then kill said people. personally i rather invest a lot time into one of the creatures and live happily with them and let the daughter die.. Grim Dragons is a unique casting of Dragons as they really are. Too often we don't get the dragon's point of view when we humans get nice and comfy near their nests. And it follows that a dragon would indeed have something to say about all the noise that we make! (Can't say much about how we smell though.)

You play as one such lovely creature for once. A dragon, named Cyril, who has had a nap disrupted by humans.

I enjoy the relationship the author of this game has done with Cyril. He isn't the bad guy in his own mind, he's just protecting his roaming grounds and doing what any normal dragon would. And that kind of thinking is surprisingly provoking! It makes it very enjoyable despite what many others would say it lacks in graphical content.

Well, I got a dragon game worth playing now!

EDIT: But, this game has likely been abandoned, therefore I do not recommend purchasing this unless the creator fulfills his dream and finishes it. By then, we might have a better game to buy anyway! (Unless more dragon games continue to flop that is. Any hints where a good one may be?). My Dad loves this game.. I'll be honest, I only got this to see if it really gave me that many achievements. LOL. I enjoy HO games, but this , personally, lost it's fun value about 10 "missions" in. Then it was just a lot of redundancy. I don't mind redundancy, if it's challenging. This game really isn't a challenge at all for me. About half of the time spent "playing" this game was me minimizing it to do other things because I grew bored of it at the moment, then coming back to it later.

Pros:

- Great way to spend some free time, especially if you enjoy HO puzzle games
- Simple to play
- Music is not that bad. (I personally mute it to listen to my music, but the game soundtrack isn't bad.)
- Use of hints for finding those tricky (and poorly) named objects.

Cons:

- Game loosed it challenge about a third of the way into it.
- Puzzles become VERY redundant.
- Many of the items you had to find in the later HO challenges were rather vague at what the object could be. It would say one thing and mean something completely different. (Example is it would want you to find a tool. A hand saw is a tool, but it's not the tool it wants you to find.)
- Graphics could be better, but for the age of this game, I'm not going to complain too much.

Everyone has their own opinion, but I personally lost my appeal for this game. It was a nice time waster, that was about it.

Ku:SOTM is a point and click action and puzzle game in which you control Ku, a 12 year old troublesome boy who is sent on a quest to retrieve a ring of power to keep your village sustained with energy. Filled with puzzles, combat and set in a unique world it's surely a winning recipe, right?

When you first emerge from the tunnels you are greeted with a colourful, friendly village full of interactive characters (make sure you speak to them all and you will be rewarded with an achievement). Speaking to them provides you with information about the main protagonist Ku who is an unruly youth constantly getting himself into trouble. Your first mission is to head out to find the leader of the village. Once you speak with him about the ring that went missing, he explains that it is the main energy source for the village and without it they are doomed. That is where your quest begins, you are ordered to head into the wilderness and hunt down a replacement ring from the North.

As you travel through the lands you are pitted against a variety of enemies and puzzles that block your path. You must hack and slash your way through your foes and chain together combos in order to do more damage and finish them off quicker.

The combat system actually turned out to be a lot of fun as it involved quickly stunning enemies, getting as many hits in as possible and then diving back out before you get hit. This can lead to some very tense albeit short battles that involve you having to be brave and tactical. The Combat Arena takes the combat to the next level pitting you against constant hordes of enemies to win score based on the number of enemies you defeat and rounds you clear. There are 4 levels to be played within the Combat Arena, each of which gets progressively more difficult. There is a leaderboard function on the game also, for you to compare your standing in the world however it was not working at the time of writing.

As I mentioned the game does not revolve entirely around the combat, there are in fact puzzles to solve in order to progress through the game. Although incredibly simple to solve they do offer a well needed variety to the game. They usually involved dragging an item with your mouse, or hitting certain posts to open a door, nothing too challenging but fun all the same.

The whole game is controlled by only the mouse which in fairness was all the game needed. You left click to move and attack, right click to roll/dodge and hit the middle button to fire your stun laser. Unfortunately the controls do feel clunky at times, especially when you are in the middle of combat and you really need to react quickly!

Musically the game felt very vacant and desolate. The music that was playing in the background was generally quiet and didn't really create much of an atmosphere. A large portion of the time I found myself concentrating more on the sounds of my own footsteps than the music itself. The only real exception to this is when you are in the village and you stand near someone playing an instrument.

Artistically is where the game really shows it's true potential. The artwork in this game is brilliant with some very interesting character designs, however the graphics really don't do them justice. It's a shame really as the game shows some true artistic potential which really hasn't been utilised.

Overall I think the game had a lot of potential but unfortunately it wasn't able to capitalise on it's strengths. The price at time of writing is £33.99 on Steam which isn't too steep but it could do with being longer. Taking only around 2 hours complete you barely feel as though the game has begun when the end credits begin to roll.

5/10 - Fun to play while it lasted but could do with polishing.. "Think To Die" feels like something made at a game-jam and finished at home afterwards.

The concept is simple, the graphics are simple, and the controls and collision physics a dodgy.

That being said, many of the puzzles are well thought out, and there is a lot of them (is at puzzle 55 at time of writing).

Also, although the graphics are simple, the style is well made and fit the game well.

Besides, this game is free, so all you have to invest is your time and in this case it is well worth it.. good game 9/11. Alright, so I got this on sale for about \$2. I'll be going off of that price and not the games ACTUAL price.

Now, I eat up everything having to do with the game industry or characters coming to live/real life characters getting inside a video game. I picked up Celestial Crossing on sale a couple of days ago and after finishing the VN I was working on, decided to start this one.

The art is nice. I quite like the style of the character sprites, albeit if the fanservice on some characters (the teacher) were a tad

out of place. The music is pretty good too. Unfortunately, that's about where my praise for this game ends.

It only took me an hour and a half to 100% this game. Granted, visual novels aren't hard to 100%. You just read the story and try to get all of the endings. However, I feel that had this game been longer and more fleshed out, it would be worth its full price. For \$2, sure, it was okay.

The voice acting wasn't exactly my favorite. I understand Nerith would sound gruff and intimidating in real life, however, her voice really set me on edge most of the time, and not in a good way. The teacher baffled me. This is set in modern Japan, but she's British? I don't know. It confused me more than it probably should have. Mika's voice was quite nice. It fit the character well. But due to the fact that I couldn't get over Nerith and the teacher's voices, I had all voices muted for the rest of the game. Felt like a waste of potential.

With this modern Japan setting, I get the use of honorifics. But sadly, they just kind of came off as...cringy. It felt too forced when Mika would call me -kun, or the use of sensei in normal conversation. All the frequent use of kami got to be much. I'm a Japanophile as much as the next guy, but sometimes it's just too much. Between this and the voice acting, I considered returning this game within the first half hour (which is 1/3 the gameplay so not exactly a good thing).

The writing overall was okay. Nothing special. I genuinely liked where Nerith Wing-mans for you, but otherwise, it didn't seem to be anything special.

I hate giving negative reviews. I really do. But I don't feel any accomplishment by finishing this game. I don't feel like my time or money was well spent. I don't feel like I wasted an hour and a half of time (and more to idle for the rest of my card drops), but I feel like I could have played something else in that time. I don't recommend Celestial Crossing.. Nobody expects the tropican inquisition!. Bought this game for \$0.49 some time ago before refunds on Steam were a thing. Can't return this game because of the 2 week return policy and that makes me sad.

My advice? Use your money on something way more worthwhile, at this point the game is abandonware and the developer's promises of a full engine switch from Flash to UE4 is a complete lie at this point, with him stringing along promises of an update soon (no updates in the last 3-4 years, lul). As a huge fan of rogue-like and indie games, I bought this game the moment I saw it on Steam.

While the premise of the game is great (random levels, random loot, perma-death) the game has a low value. It is not polished enough to be recommended.

As you can see, I have played for a very short time. You should probably know how the progress in this game works: Each 10 levels you fight a boss and open a door, from where you can start your next game if you want to.

In my third run I died at level 3 and the game bugged, opening all doors up to level 60. While this is not game breaking, it ruins the "progression" and work you should do to get there, it is like cheating without wanting to cheat. It felt very cheap.

While I spent 100's of hours in other rogue-likes like Bindind of Isaac, Dungeons of Dreadmor, Spelunky, Hero Siege, Rogue Legacy, etc, I could not keep playing this game. Even some Early Alpha games are better polished and have better value than this. I do not recommend buying this game.

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