
CRIMSON METAL REDUX Ativador

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About This Game

CRIMSON METAL

Is an experimental game made with FPS Creator that's trying to bring back the atmosphere of old school, hardcore, dynamic, brutal, and 5d3b920ae0

Title: CRIMSON METAL REDUX
Genre: Action, Adventure, Indie, Simulation
Developer:
Madbox Entertainment
Publisher:
Madbox Entertainment
Release Date: 5 May, 2017

Minimum:

OS: Windows® XP 32/64 or better

Processor: Dual core 2.4 GHz processor or better

Memory: 4

English

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What a pleasant surprise! Can't believe this was made with FPS Creator! This game is retro breeze from the past but in a positive meaning. Pros: + Old school feel + Good lvl Design + Awesome Soundtrack + Brutal enemies + Challenging situations + Nice weapons + Interesting secret areas. Cons (for some people but not for me): - No rebind key - 15 30 sec per load game I wholeheartedly encourage anyone who are interested to buy it right away, especially if it's on sale.. CRIMSON METAL feels like a 90s game it has a lot of similarites to DOOM and Quake but it has its own identity. Exciting gunplay, intense soundtrack, and great levels.. All weapons in the game.. This game is horendous. The controls and gunplay are awkward, the weapons feel broken and unresponsive, but my main complaint is actually how hard it is. The game gives you 1000 health, and about 100 bullets to start out with, but in a single encounter, you're probably going to loose about 200 health, and 40 bullets. I like challenging games, but this game is so unbalanced that the only challenge is keeping your sanity long enough to hit 20 headshots in a row with an automatic weapon with zero accuracy. The levels have minor exploration, but for the most part is just really linear with almost no depth. I can't recomend this game to anyone.. The Redux version of CRIMSON METAL met all my expectations! Now it's almost a new game. CRIMSON METAL is simple but a really fun FPS game. Atmospheric, brutal and challenging. Is worthy of respect when devs puts work into their games, not just make a game and abandon it but try to improve every time.. This game is horendous. The controls and gunplay are awkward, the weapons feel broken and unresponsive, but my main complaint is actually how hard it is. The game gives you 1000 health, and about 100 bullets to start out with, but in a single encounter, you're probably going to loose about 200 health, and 40 bullets. I like challenging games, but this game is so unbalanced that the only challenge is keeping your sanity long enough to hit 20 headshots in a row with an automatic weapon with zero accuracy. The levels have minor exploration, but for the most part is just really linear with almost no depth. I can't recomend this game to anyone.. What on earth did I just play. The lighting is darker than my soul. I don't know how to recommend this game really.. Controls are terrible, gameplay is meh, and the overall sound, art, and design of the game sucks. Definetly not worth any money, and worth even less time.. Terrible sound. Enemies look cheap. Player constantly gets stuck. Feels and plays like an alpha.. WHY? Why so less people buy and play this?!?!? Yeah, the movement-system,keycontroles are not so good,sure. But: Its better then i thought, and it deserves many more players. I mean it is the 4th day since release, and with new patches and of course WORKSHOP-Content, multiplayer-mode etc. should it work for real!! Good SOUNDTRACK by the way! The rest is up to US and the DEVS.

CRIMSON METAL UPDATE to v.1.2 : Hey! PATCH 1 is Here! PATCH 1 NOTES: Redesign of some levels for better performance Fixed checkpoint system Improved F6/F9 - Quick Save and Load Improved lighting Improved automatic aspect ratio system Smoother AIM DOWN SIGHTS Added big medkits New Secret Areas New awesome soundtracks P.S. Because of the redesign all your progress will be lost. If you run into any additional problems please send us details to madboxgamestudiogmail.com Thank you guys for your support!. CRIMSON METAL - EPISODE 3 IS AVAILABLE NOW! : For all who was waiting! CRIMSON METAL - EPISODE 3 is here! New 8 Levels New Enemies New Challenges Thank you guys for your support! Hope you enjoy!. CRIMSON METAL - COMING SOON : Hello everyone! We apologize for the delayed release of CRIMSON METAL. We wish that you'll have the best experience from our game, that why now we are working on some additions. CRIMSON METAL will be available soon.. CRIMSON METAL - EPISODE 2 IS AVAILABLE NOW! : Hey! CRIMSON METAL - EPISODE 2 is FINALLY HERE! New 8 Levels New Enemies New Challenges Thank you guys for your support! Hope you enjoy!. BIG PATCH COMING!!! : Hello guys! In the next few days will came a BIG PATCH. Please bear with us and continue emailing us the issues you run into. PATCH 1 Fixes: Redesign of some levels for better performance Fixed checkpoint system Improved F6/F9 - Quick Save and Load Improved lighting Improved automatic aspect ratio system Smoother AIM DOWN SIGHTS New Secret Areas New awesome soundtracks If you run into any issues or bugs please email us at madboxgamestudiogmail.com Thanks!. CRIMSON METAL UPDATE to v.1.3 : Hey! PATCH 2 is Here! PATCH 2 NOTES: Performance tweaks Improved key controls Improved textures Smoother AIM DOWN SIGHTS Rebalanced game difficulty in the next few weeks Episode 2 will rise! If you run into any additional problems please send us details to madboxgamestudiogmail.com Thank you guys for your support!. CRIMSON METAL REDUX COMING SOON : Good news everyone! Next month you will get a CRIMSON METAL REDUX - a complete redesign of episode 1. Here we are not talking about the change of the engine, since there has already been a lot of work done and there is not enough ressources for this, but thanks to your support guys we were able to fix many glitches make the game more stable and enjoyable. Absolutely new levels, better textures, performance and many other goody's. The current episode 2 and 3 will be removed from the store, but do not worry they will come back updated and shiny, and of course they will be free.. CRIMSON METAL REDUX is Live Now! : COME GET SOME! Now the best thing you can do to support our project is to leave a review about the changes in the game and share your general impressions. We want to resume the release of free episodes, but this will be possible only by your feedback and support. CRIMSON METAL itself was a start point/experimental project - We have learned a lot and want to create great projects. Step by step we are looking forward to bring to live CRIMSON METAL 2.

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