Iso-Sphere Activation Fix



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About This Game

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Description

A simple and colorful ball-rolling platformer with elements of puzzle game. Complete all five unique worlds and beat time records on all 68 levels.

Features:

- 68 levels spread over 5 themed worlds.
- Stars to collect and time records to set.
- Ball skins to choose from.
- Partial gamepad support.

• Original soundtrack.

Title: iso-Sphere Genre: Casual, Indie

Developer:

Mighty Fox Studio

Publisher:

Mighty Fox Studio

Release Date: 13 Nov, 2015

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Minimum:

OS: Windows XP/Vista/7/8 or 10

Processor: 2.3 GHz Intel Core 2 Duo or better

Memory: 1024 MB RAM

Graphics: DirectX 9 compatible video card with at least 256MB of VRAM.

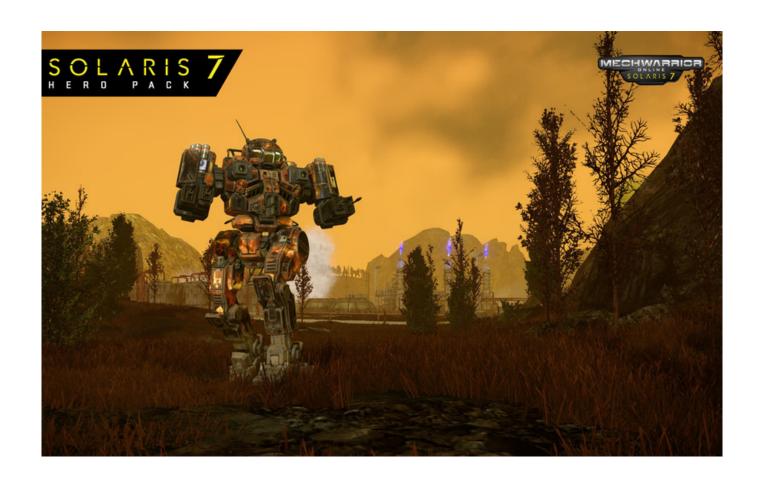
DirectX: Version 9.0

Storage: 60 MB available space

English







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1V10 Rating

Great concept but it is the same as \u201cNo man\u2019s Sky\u201d to be honest.

This game is horrible in terms of menu function and game play in general. You have no idea what you are doing and you have to play almost an entire day to unlock the achievements which is insane.

If you are a casual gamer looking to have fun in low budget space then this is the game for you.

If you want something more serious and detailed then \u201cNo man\u2019s Sky\u201d is the game for you.

. This was a fun one... a few really good puzzles, only a handfull of actual hidden object screens though so that's different from other games of this type. Story was actually really good I thought and the voice acting was well above par. Easily worth it on sale and maybe even worth full price if you're really jones'ing for a new hidden object game. I remember looking at Mutant Storm when it first came out and being absolutely blown away by how it looked, how things moved in it. It was a genuine and very real inspiration for me thinking "one day, I want to do something like that" and well, I do now.

It wasn't just the game, it was that there was this really small team making arcade games at a point where it's generally accepted that the arcade is dead. Well, that's fairly good right?

And sure, looks wise even despite a couple of makeovers it looks sort of less inspirational now than it did in the early 2000's and we're in a post Geometry Wars world where everything subscribes to a similar sort of neon-particle explosion sort of thing and I like that, I really really like that but Mutant Storm looks like Mutant Storm and nothing else. It's clearly got Minter-spirations but it's very very "looks like a Pompom game" and that's the kind of thing we can all aspire to. Not necessarily looking like Pompom but making a game that's ours and unmistakably ours too.

The gameplay seems, now, rather tame considering. It's not easy but there's a rigidity to the waves and patterns that compared to a lot of what we see now is very much more considered. And that's fine, absolutely fine because it still remains a very good little game of shooting things. And what's a game like this if not about shooting things, right? Right.

So yeah, Mutant Storm. A classic and an inspiration to me. Still, after all these years. An essential, no doubt.. My first VR jumpscare game I played. Pretty good considering that it is free. Made me scream a few times: D However, Its easier to get motion sick in this game.. I've played this game for a short time, and I fell in love almost instantly. The combination of turn based gameplay to prevent a complete wipe in one turn like I've seen tabletop wise, and the overwelming power of commanding titans to the front just makes the game for me, whilst it's still missing a lot, that all seems to be coming in the future and I can't wait for it. One of my few problems stems from this however, winning games by capturing points is okay and all, but it gets very repetative when you felt like ruinining the tratior warmachines, to be cut short by an unstatisfying victory screen. Overall I feel like this game is worth the money that is asked for it, even now.. Very simple mission, not worth paying for.. good tower defense game can't say but the music in the game is AWESOMEEEEEEEEEE I wish they add more songs

though the graphics did not impress me and I licked it simple tower defense !!!!

;-)

A sweet, short, wonderful game. I was having a grumpy day but this game made me smile. 10/10. What is definition of insanity. This is one of the best DLC packs available for Max Payne 3. If you get any DLC you should probably get this one.

The M24 is a bolt-action sniper rifle and in effect comes across as considerably weaker than either the FMP or the M82, but with this pack the M24 is available from level 0 in multiplayer, as opposed to FMP needing lvl 20 and M82 requiring lvl 40. This gives lower ranked players loadout options to fight back against other snipers. In addition, at rank 9, the M24 becomes the only sniper rifle in the game that you can equip a silencer on, giving it a bit more usefulness and a unique niche in the Max Payne 3 arsenal.

The IA2 is a heavy-hitting assault rifle that most reminds me of the FAL, altho it seems better in most categories, trading small amount of damage for rate of fire and mag size. IA2 has become one of my most-used assault rifles due to it's availability from level 0, where others unlock mostly much later.

The Explosives Burst is one of the most overlooked (and possibly cheapest) bursts in the game. At lvl 1 it boobytraps every body on the battlefield, so anyone looting any corpse anywhere in the game has a good chance of winding up your victim just like that. This makes the lvl 1 burst very good for basic kill padding for your score, earning you enemy kills without even being in combat. It's always amusing when someone loses their vendetta to a boobytrap creative by lvl 1 explosives burst. Lvl 2 and 3 I have a harder time distinguishing, but in a nutshell (in addition to the effect from lvl 1) it also makes all your shots explode, dealing splash damage. The bullets themselves I find deal slightly less damage than they would regularly, but its amazing for nuking people in cover, or just for shock-and-awe attacks as I find most people have a hard time shooting back right away when there's explosions going off all around them XD. Ultimate\u2665

Bomb Suit is the most valuable piece of this DLC and gives you a way to survive insta-death by normal explosions, such as grenades, RPGs and boobytraps. All damage from explosives wearing the bomb suit is reduced by 50%. This has created some false rumors in multiplayer that bomb suit is overpowered or has higher protection than body armor (which is false, it offers no more protection against bullets than when you wear no body armor). Mostly I find its cause kids get mad and tend to resort to explosives to kill you if you best them with guns. So this is a way of being able to survive those sort of cheap tactics which might otherwise hamper your awesome KVD ratio, because you are of course, an awesome player (like me). The G18 handgun opts for the spray and pray tactic with its relatively low damage but insane fire rate and magazine size. These specifications could make it ideal for a newcomer in the campaign, but there is a small problem: the earliest point to unlock it is right before the final boss.

Unless you buy this DLC, which gives you a special version in Episode 2.

In Raid mode, the special G18 is kind of a mixed bag. Its four custom part slots and zero recoil can turn it into a good fake machinegun, but even with its bonus part slots, it will never reach the damage\second value of a real one.

The Raid-exclusive gun part is a mixture of life siphoning and money drop bonus, both of which are normally earned on the latest stages. Since players can have access to them at the start with this DLC, they can get a small but still considerable edge in the first two level sets, especially while learning the individual levels.. The game seems conceptually interesting and full of rich potential however it's a surprisingly flat management sim with not a whole lot actually going on. At least in terms of what the player can practically influence the game feels fairly inconsequential. There was a whole lot of potential for the concept and the devs clearly have shown the chops for it in their previous titles. It's not that I wouldn't recommend the game but it's a hard sell for \$15 because while the atmosphere and general immersive nature of the game are top notch it's certainly surprisingly dry and lacks much variety. A wishlist and buy on sale kinda game.

Also the trailer has camera angles/movements that don't exist in the game, which is kind of a bit crap. You can barely see some of the horrors effects in game.

I personally did a pretty extended look at how the game actually plays out here if you're kind of on the fence. https://www.youtube.com/watch?v=mViqk89YRVI. Maybe their 'desktop' engine is worth it but not their mobile engine. They ask for too much space of heap for the virtual machine it should be half that. Do not get this product enless you want to spend 10 hours fixing error codes and have about 16 GB of Ram. I can't talk about their desktop product as it may work but I would not recommend this one. They also have bad customer support which is almost impossible to get in touch with. 2V10 from a java developer.. I guess the game isnt that bad but for 5 dollars 9 levels of pure darkness i dont think its worth it! I bought the

game for 1,50 dollars and i still think its not worth it! It looks pretty fun on the trailer but when i started playing it i got dissapointed quickly! Its just way to dark and you just cant see what your doing in the game

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