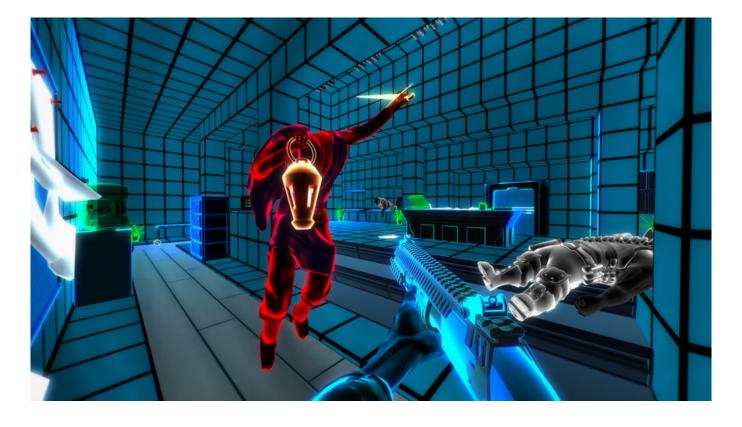
ROOT Full Crack [PC]



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About This Game



coffee, because today you're going to breach the networks of a mysterious and powerful corporation.

ROOT is a cyber espionage themed hardcore stealth FPS that lets you play it how you want: whether creeping along corridors undetected or bursting into rooms to blow away all adversaries. Cyber terrorism is a dangerous profession, and risks have real consequences. Damage sustained cannot be recovered, the slightest mistake will jeopardize your chances to reach the next level.

During this undertaking of corporate crypto-espionage you will face many hostile programs, but your most dangerous enemy is the man who designed them. The Systems Administrator built the System from the ground up and holds immense power within the network. He will use the limitless resources at his disposal to prevent you from achieving your goal: total ROOT access to the System.

FEATURES

/// Accurate Guns ///

Your crosshair is literally a dot. No reticule bloom, no accuracy cones, no B.S. Your shot lands where the cursor points.

/// Real Stealth ///

No "crouch for invisibility," you must tread softly and check your corners.

/// Boss Fights ///

Be prepared for tough, end of level fights. Only truly dangerous enemies are satisfying to defeat.

/// Interactive Environment ///

Objects can be moved, shot, shattered, picked up and thrown.

///Abstract Visuals ///

The inside of a computer is not what you expect.

/// Old School Mentality ///

This is a game, not a movie. You are in control of all your actions. No QTEs or long animated cut scenes.

/// Vaguely Witty Dialogue [On/Off] ///

Listen to your companion, SHELL, ramble on about various things, which may or may not pertain to the story arc. Don't care what he has to say? Just turn off dialogue in the options menu.

Title: ROOT

Genre: Action, Indie

Developer:

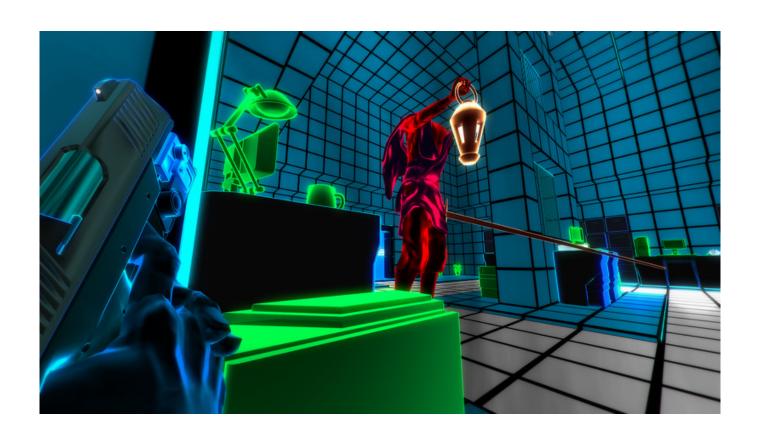
Skunkape Interactive

Publisher: Digital Tribe

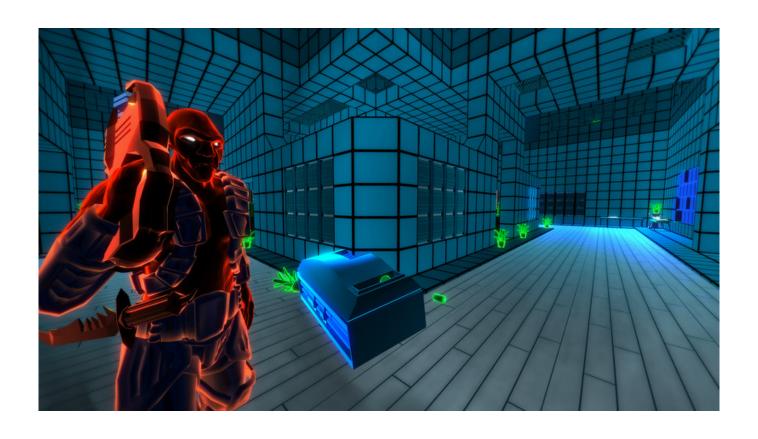
Release Date: 16 Nov, 2015

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English







A simple FPS with the trappings of techno-punk (loosely) and thief-style sneak mechanics. I keep trying to get into this game, and holding off on a review, but I just don't see the fun here. The initial good impressions don't last long: after the first minute, the neon-visuals become rather sparse and redundant. It turns into a rather bland gameplay experience.

The story is told through inter-level text-boxes, where the player is a "hacker" that works with the "root shell" of a mainframe, to defeat the "sysop" (who the shell doesn't like). I put all this in quotes, because none of that has to do with the actual shoot-or-stun the enemy gameplay. Anyway, after a long-winded visual novel type introduction, it's down to business.

The gameplay consists of shooting enemies - which will trigger an enemy respawn - or stunning enemies - which will not trigger a respawn. Obviously the game wants you to play sneaky, but there are a couple problems: First, the enemy alert mechanism seems hard to predict and has a weird timer that can go surprisingly fast. Additionally, stunning an enemy requires clubbing the back of their head, and here's the game's biggest problem: the front and back of enemies look the same. So, as I look down the hallway of an enemy standing still, I cannot tell whether they are facing me or away from me, until their alert status appears.

And maybe I could look past these interface issues, as an indie title, or just play this as a straight-up shooter, but there is not enough content for me to push through it. I did not connect with the characters or story goals, the FPS gameplay was not any better than other games, there were no upgrades or level or skills, and there was nothing in the level design that made me curious to see more.

Bottomline is that ROOT is a pass for me, even though it ran without issue, on my ubuntu linux desktop, with radeon mesa graphic drivers. I used the keyboard and mouse for controls. The game uses the Unity game engine, and it requires 1,300 MBs of diskspace.

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