Angry VS Android Ativador Download [Patch]



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## **About This Game**

Your name is Angry. Your world was captured by androids. You penetrate the planet of androids, but you have enough android police and jail. Save yourself and free your world from invaders.

A casual and plot 3D FPS first-person shooter, several weapons, many enemies, many levels and the world of androids.

WASD + mouse control

Title: Angry VS Android

Genre: Action, Adventure, Casual, Indie

Developer: Manif Publisher: alexeibelih

Release Date: 28 Feb, 2018

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Minimum:

**OS:** Windows 7 / 8 / 10

**Processor:** Core 2 Duo or higher

Memory: 1 GB RAM

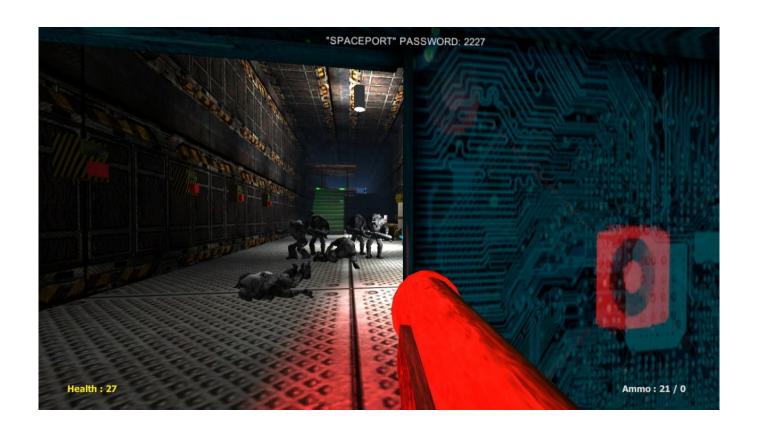
Graphics: DirectX11 Compatible GPU with 512 MB Video RAM

Storage: 200 MB available space

Sound Card: DirectX compatible sound card

English







man's angry vs android. angry vs android

I can\u2019t deny that there is some sort of weird b movie charm with Angry VS Android, but at the end of the day it\u2019s a very basic, asset ridden mess.

https:\//www.voutube.com\/watch?v=Iw8DGqEUV70

Angry VS Android is an FPS which tasks you as a robot (I think) named \u201cAngry\u201d and you need to shoot all the androids. I feel like I just wrote one of those terrible game descriptions I see incredibly often.

The weird part about this game is that it seems to be available for free online in the form of a Unity web client. I managed to find a working version at this link developed by who I think is the same guy.

http:\//apps.id.net\/manif s angry vs android

It\u2019s so weird though because the web version has a much higher quality main menu and what seems to be better English translation. The web version has different font that doesn\u2019t look disgustingly pixelated and the options on the main menu make more sense.

I have no idea how this version of Angry VS Android came to Steam because it looks and feels like it\u2019s at least two versions out of date. At least it runs better on my PC than through my web client while playing the game though.

The gameplay is extremely basic to the point that I simply got bored and started watching the enemies get stuck in fences. The weapons have no kick or feedback when firing and the androids simply drop after a few shots. They have pinpoint accuracy though and will often shoot you from angles where they shouldn\u2019t even be able to see you.

The pathfinding is atrocious. I\u2019m pretty sure every single enemy had issues getting stuck or floating above objects during my brief playtime. I had enemies constantly stuck on walls, fences, objects and at least two of them were literally floating in the air above me.

Many of the objects in the game are Unity assets, including the primary enemies. They just used those Unity robots I\u2019ve seen in at least seven games but stripped the textures off and made them poo brown coloured for some reason.

The textures in general look awful. This is either because they were free or grabbed from random places online, or because the developer\u2019s computer couldn\u2019t handle anything more advanced. If you want evidence of this watch the Steam trailer and see their framerate jog at 14 FPS.

I don\u2019t think this game is the worst thing I\u2019ve ever played to be honest. The music is so corny and awful that I dig it. Some of the NPCs in the game look and sound extremely goofy which made me laugh. I even think the developer actually tried to make a real game here. It\u2019s still not a good game, but it has this weird tone that almost reminds me of a no-budget sci-fi movie from the late 80s when everyone and their grandma had a video camera in the house.

I wish I knew why the game seems to be a pixelated mess when the web version looks so much better. It\u2019s a very weird case that I\u2019ve never seen before.

I can\u2019t recommend this game, but it\u2019s not so atrocious that I downright despise it. It\u2019s the video game equivalent of a kid trying to make the best with Mega Bloks when all he wants is Lego. It just feels wrong.

If you found this review helpful, follow my curator page to see everything I cover.
http:\/\store.steampowered.com\/curator\/29029552\/. It's a game?. Pros
- Good to make fun of

Cons -----

- Awful music loops every 10 seconds

- Terrible sound effects will make your ears bleed
- Very little animations, what little there is, is awful
- Platforming is terrible (why would that even be a thing)
- No direction to where you need to go
- "Last level" is same as the first level
- You run out of ammo and have to run from enemies
- The game looks awful
- The text is rendered so bad, it looks like a 100p youtube video
- The game runs at around 15-20fps at ALL TIMES

Overall - If Santa's Big Adventure's was 3d 0V10

Buy Recommendation - They should pay you to play this game.

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