
Combat Tested Cheat Code For Pc



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About This Game

At some point in your life you've tried to move objects around with your mind, right? Some of you may even still be keeping the dream alive hoping that some day you can do just that.

The wait is almost over, in *Combat Tested* you can fully realize that dream, and more. Playing the game you'll have full control over a range of special abilities designed to make you feel like a badass. You have telekinesis, allowing you to pick up and throw objects and enemies. There's stasis, a power that lets you freeze objects in mid-air for a short period of time. You can freely teleport around for fast movement. Then there's 3 super abilities, these can only be used when your Infusion stage is at 1 or higher. To increase your Infusion stage or I.F. stage for short, you drain I.F. containers that can be found throughout the lab.

If you like super powers, you probably like swords as well. So you'll get those too, two actually. These are no regular swords though, they have been infused with *something*, and as a result they can cut through anything. These swords are linked to your being, allowing you to materialize and dematerialize them at will. This means that you could throw them at an enemy to cut them in half from far away, and then materialize them back in your hands.

These tools will come in handy working your way out of the underground research lab you are being held in, but you must figure out how to utilize them to their maximum potential, or things may not end well for you.

Title: Combat Tested
Genre: Action
Developer:
Buckethead Entertainment
Publisher:
Buckethead Entertainment
Release Date: 23 Mar, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel® Core™ i5-4590/AMD FX™ 8350 or equivalent

Memory: 4 GB RAM

Graphics: NVIDIA® GeForce® GTX 970, AMD Radeon™ R9 290 or equivalent

Storage: 5 GB available space

Sound Card: -

English



Welcome Commander. It is regrettable that we've had to pull you out of retirement but trust me, had we any other choice, we would have taken it.

Press "E" to continue

sup FRIENDS!





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Tried to sink the Bismarck using only 6 sardines 10/10. played it once and couldn't get myself to start it up again. Edited Review:

Initial Review Negative:

Bugs, Crashes, Game stopping

A relatively easy point and click hidden object game that suffers from low resolution and game ending bugs. The first encountered was in the first hidden object scene. It could not be played around and the game stopped due to the bug. Even on sale, it's not worth buying this until the bugs are fixed.

Revised Review:

The scenes are lovely and detailed. It is a pleasure to have a hidden object game that is not solely about horror. Although the game does not support wide screen resolution or larger resolutions well, it can be played in the windows 7 operating system with modified settings. (It still crashes at unexpected times. I missed a mirror shard quite deep into the game. As I followed the hints back to it, the game crashed predictably before I could get back to the shard. This made the game unplayable.) Please see other forum posts for details of Windows 7 bug fixes.

Having Started a new profile in order to play through from the beginning, and perhaps not miss the mirror shard that caused the last game-ending crash, I find the angel-wing bug back. The game crashes again, despite the fixes.

It looks like it would be fun to play if not for the bugs.. I was so impressed with this game. I saw a few negative reviews with complaints about bugs, but I had absolutely no problems. My only complaint is that I do not want to have to wait for part 3. Excellent job. I love this game so much its great for people which wanna chill and and see your guy grow its lots of fun i do wish they was a 2 player mod because i have a few friends which play this but its not my game and its still prety good. I bought this (without paying much attention) expecting it to be a pixelated first-person shooter, which it kinda was, but also so much more; and it was a plesant surprise since it's one of the few games that i'll come across that feels very fresh. The story kept me interested the whole time and loved how its connections to the levels were woven together. Not only the variety of the environments in each level, but also the mechanics and kinds of tasks kept everything interesting throughout the game since you never knew what to expect next. All the NPCs were also entertaining and fun characters to interact with during the game.

The only negative about the game was some of the dialog, which overall I really enjoyed as the game discusses particular views on the universe, life/death, and the mind. There were times that seemed like the text was using lots of redundant synonyms and/or overly verbose explanations (which ultimately added confusion) in order to seem deeper in thought in a way blatant enough to break the experience for me. I felt it some of the dialog could have been more concise and presented by the NPC a little differently so it wouldn't feel like reading a book sometimes verus conversing with a person. This was all minor though clearly.

Definitely worth checking it out.. Nice sidescrolling dungeon crawler!

I have got thru about 5 or 6 levels so far, and I may come to regret saying this, but I don't find it as hard as some of the other reviewers, and I am no Platforming Master. Many platformers, like Cuphead, Hallow Knight or SuperMeatboy are too hard for me. I would call Azuran Tales a Platformer-Lite, but the combat is challenging enough.

Some of the bosses are very tough; one in particular is a Mage who kept throwing ranged spells. I tried to dodge them and then get in my whacks when I could, but the spells just kept stacking up. After probably 15 failures, I tried a new tactic and that was go toe to toe with him. He could still throw spells but not as many and after another 10 tries I beat him. That may sound like a lot of deaths but not that crazy for a Souls-like game. In this game there is a save point right before the bosses, who may wipe me out in less than a minute, but I can go right back at em in a few seconds.

. If you buy this game you expect a ridiculous game for laughs. And that is what you get.

I had fun playing it for a little while.. It looks stupid, units and buildings have bright neon strips on them, rather than doing something smart and using brown/beige vs black/grey vs green/olive green, or camo patterns, it lacks any immersion, even by world ending b-movie action games.

Frankly, I have no use for it, a shame, but otherwise I have nothing to do there, it just looks silly, it also has perfectly visually semetrical maps and basebuilding, both of which are illogical.

It might be mechanically funtional, but stylisticly and visually, it's rubbish.. A good game.

There are not so many games in that genre and I'm happy to see that indie developers are working on that.

Best luck to that game :)

I've had this in my library for ages, and never thought of playing it until now. Such a fun innovative shooter! i would go as far as to say its more fun than playing the serious sam fps games! i love the mommys best art style and violence/humour, such a great game!. To be honest I've only played one skirmish map so far and though the graphics look good and the mechanics suited well enough so far as getting things done but the problem is that the AI builds a HUGE force compared to what you will have time to build no matter how diligently you keep tabs on your production. Maybe there's some obscure plan to increase unit production but I got totalled before I could field an army of more than 20. Since rumor is that this game is considered a "done deal" I have little hope this gets sorted out to make the RTS skirmish maps playable. Maybe the campaign is good. I don't know. Might or might not bother playing it. . Is this stop updating?. very good game lolz. Well, it was fun to play again. Always liked this game, more so in the past though because of the age of it. The most frustrating part of it is the missing save ability and the relative non-existence of checkpoints. So basically you do parts over and over and over....which hurts the overall fun. Graphics are relative to the time period in which it was made, and is glitchy with some things disappearing depending on your point of view.. I bought this game for the trading cards, and it was on sale for .99. It reminded me of a game I used to love, and this apparnelty tries to emulate that game...Dope Wars...but imo this game falls far short. It's just not what I expected for a game on PC, it's a bit lacking on imagination. I guess I was just expecting a bit more. I only recommend this cause its cheap and it has trading cards... the emoticons are cooler than the game imo.. Awesome game i go reach all achievements!!!!

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