Download E.T. Armies .exe



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About This Game



E.T. Armies is an action-packed, fast-paced, science-fiction first person shooter. The game takes place in a dystopian future in which Earth's resources have been depleted. Abandoning the planet seemed to be the only avenue for survival but not all could leave. Those left behind have become united in their struggle. It's just the beginning for the Forsaken and the start of their

devastating plan for vengeance. The Forsaken hungers for supremacy and power in equal measures and war is its lifeblood.

As a Parsis soldier you are charged to resist this new power and defend the fragile landscape against the Forsaken's ruthless onslaught. Along the way you'll face more strife than you could have possibly expected, together with your allies you must fight to cleanse the land from the Forsaken's brutality.

Main Features

- Experience challenging combat against a variety of enemies.
- Three detailed and unique environments from old historical looking ruins to an abandoned factory
- Test your skills against your friends in the online multiplayer mode
- Complete Brutal mode to prove your FPS skills.
- High quality, polished and unique indie visuals.
- Epic scores to immerse you in the battle experience.



Story

In a distant future, mankind has located and inhabited new planets. As the new world begins to expand, humanity's hunger for power and new resources intensifies. Although many new planets are found, our mother Earth is fallen and has been left uninhabitable. Abandoning our homeland seemed to be the only avenue for survival. However, not all can leave. Those left behind became united and formed a nation to fight for their survival on the doomed planet. But it's all just a beginning for these forsaken, a beginning to their devastating plan for vengeance. A massive onslaught that must be stopped, by all means necessary.



Title: E.T. Armies Genre: Action Developer: Raspina Studio Publisher: Merge Games

Release Date: 3 Mar, 2016

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Minimum:

OS: Windows XP

Processor: 2Ghz Dual Core

Memory: 4 GB RAM

Graphics: 512 MB Graphics Card Supporting DirectX 9.0c and Shader Model 3.0 (NVIDIA 9800 GTX or AMD HD 5670)

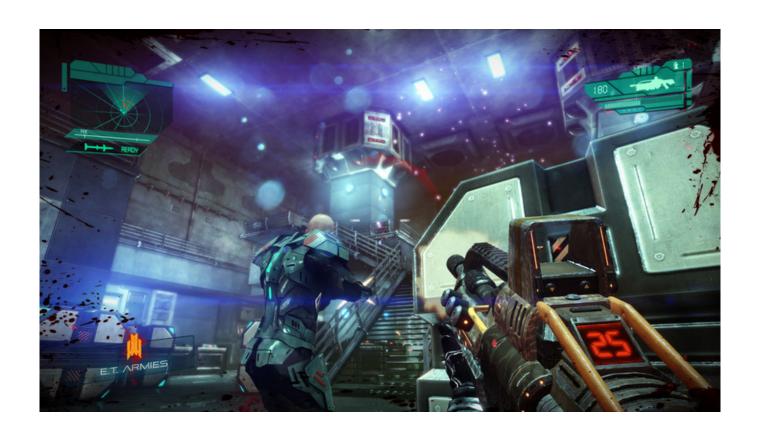
DirectX: Version 9.0c

Storage: 4 GB available space

Additional Notes: Broadband Internet connection (for Online Multiplayer)

English, French, German, Russian







I know I know. I only played for about half an hour. So I won't be too harsh and I expect to come back to this review. HOWEVER from my initial playthrough I felt almost let down. I thought I was looking at a low budget Gears of War with a whole new love for the sci-fi story line of post-apoc earth from an extraterrestrial invasion. Yet this plays like an old school Medal of Honor game. There seems to be very basic features and limited capabilities as far as character movement and environment design.

What really bothered me initially was the environment was non-destructible which sucks, but not a total killer. But then I cant jump over some basic obstacles and I can't move through small spots that seems like you would be able to manage going through.

Then bugs... I mean come on. This was on that damn first level. I go to destroy an antenna and I go for the right one first. I can't blow the damn thing up. I try to put a charge, but I then think to myself "Maybe I need to find some?" So I go looking around for some charges until I get to the left antenna. I just go up to it and place the charge with no problems: "Ok, so I just got to do it from left to right?" So I go back to the right antenna and still can't do anything. Won't budge. So I am just messing around and begin to get frustrated and show it by humping and clicking the "Use\Place" button until something happens. As I am humping this antenna I all of a sudden go into this quick animation of placing the charge on the antenna and LO AND BEHOLD it blows up.

After meeting up with our "Boss" and killing off some waves of baddies I begin to feel like this game isn't worth playing. I think about the other games I got on the Winter Sale and how I would rather play those. So that is what I am going to do.

I will definitely come back to this game to give this review justice and hopefully complete the game. But for now I just feel uncomfortable playing. It's like getting a a bunch of great toys as a kid and then getting a pink bunny onsie from your aunt and just sitting in the onsie and thinking "Why am I sitting in this? I have \u2665\u

Even tho I bought it cheap and it looks good, its stability leaves something to be desired, in 22 minuts of play crashed two times exactly in the same spot in the first level and even tho I love to support indie teams, specially from countries where game developement is almost non existent, on this day and age I have no patience to be a bug tester anymore. I was ready to forgive the simplistic gameplay, simplistic story and even bad voice acting, if that was the case that is not but I just can't forgive a unstable crash prone game. So unfortunatly i will have to not recomend this game.

Sorry for the bad english not my mother language.

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