
BIOS Download Uptodown



Download -->>>>>> <http://bit.ly/2I29kqh>

About This Game

BIOS comes from the acronym Basic Input Output System. BIOS is a fast pace First Person Shooter. The player needs to complete the different simulated hostile environment the fastest way possible, combining skills and strategy. The Early Access of BIOS, includes 3 games modes: STRIKE (SP) - ANOMALY (SP) - COOP (2-3 Players). It also includes a total of 8 environments and 34 map challenges. BIOS is a fast paced, high octane asynchronous competitive game. Your goal is simple, make it to the end alive and the fastest way possible. The players will develop strategies and refine their skills to make better times and compete in the leaderboards.

Title: BIOS
Genre: Action, Indie
Developer:
PIXYUL
Publisher:
PIXYUL
Release Date: 13 Dec, 2016

7ad7b8b382

English,French,German,Polish,Russian,Swedish







I'm really surprised by this game. I was hesitant because of it being EA even with the sale price of \$12, but I'm definitely glad I picked it up.

Pros

- + Solid Gunplay. In the way they handle, sound, and the shots feel like they've got a good amount of weight to them.
- + Graphics are really well done and I would say look to be fairly on par with most AAA shooters.
- + Music fits the frantic nature of the game style.
- + Quick reset when you complete a match or die is great when you're powering through trying to get the fastest time.
- + The levels are very well designed and thought out. Also, the variety of the level themes is very nice and makes each one very distinct and have its own feel.

Cons (with this being EA, most of these are suggestions that could be fixed before the actual release)

- The name... BIOS? More like, "hardest to Google game title EVER!" Searching for this online is near impossible and brings up almost entirely unrelated results. Obviously they can't change it at this point, but geez, whose idea was this?
- The menu. I don't know, it just looks ugly to me. Having all of the options up at the top is something I've mostly only seen in F2P games. Needs to be rearranged and polished.
- No option to change the color of your crosshair. Seeing how it's white and all the enemies are white as well, it's a bit hard to keep track of sometimes.
- Your character sometimes slides when you're trying to stop or change direction, usually when strafing. I've noticed this only seems to happen in some levels, like the one with all the freight containers.

There are other things I could mention (would be nice to have a rewards/progression system, story, extra content, etc...)but from what I've heard they're working on it. Overall though, great job guys! I look forward to playing more and seeing what is in the future for this refreshing twist to a genre that really needed something new.. -The game doesnt have a left/right STRAFING OPTION. When ingame, you become nauseous by hitting left or right, just to find the screen actually TURNS to that direction, instead of strafing accordingly. Didnt know the gaming industry went back to 1993.

-Took me 10 mins to set the keys to my liking, why?The game kept on setting the keys the way it wanted.

+Good concept, graphics and sound, but completely destroyed by minute details such as the above. Asked for a refund without even completing the 1st level.

Avoid!. Great, if I could get past a certain point. Having issues with AMD 15.7.1 drivers (i5 4440 & R9 390 runs it at 1080p/60fps). If you made speedrunning into its own game, it would be BIOS. The game is punishing, yet fair and has nearly flawless level design. You're forced to make choices like "Do I run through the lasers to save time, sacrificing half my health in the process?" or "Do I slowly clear this room of turrets, or do I make a break for it, hoping none of them finish me off?". The game is even fair when you die, there's no annoying death animation, you just get a game over screen and a slow-mo first person view of your death so you can see exactly how you screwed up, and it only takes 3 seconds to go from death to retrying the level. The levels don't have any BS like hidden turrets or enemies that can hit you but not vice versa, it's designed for you to go as fast as possible while killing as fast as possible. Currently, there's only about a dozen or so people on the leaderboards on the harder levels, which is a shame. The amount of content already available for such an early in development game is astonishing, and the music is fantastic. The best way for me to describe this game is as if Super Meat Boy were an FPS.. INSANELY fun. In my opinion, this game deserves a better fanbase. A nice deathmatch like gamemode would be frickn' sweet too. :D

8.6/10. BIOS is a fast paced, first person running-shooter game, where you run in different areas and shoot machines on walls, or AI's running agens you while getting to the finish line in a short amount of time.

The game is fast, but heavy. Beautiful with UE4 engine, but brutal. The whole goal and idea behind this is to get pass the hard develop strategi maps and get to the finish line in a short amount of time. We have from normal to extreme mode, where the maps are different with different weapons. It gives a decent challenge to the player to remember the AI's spot in the maps while running with a different weapon the moste of the time.

I have to admit, that this is not my cup of tea because i miss the shoot-a-player feeling, but comparing it to other time-based

games, then it's just different with a FPS mode. So if you like singleplayer time-based fps games, AI's and machines on walls with either machineguns, laser, rockets, with the hardcore UE4 engine that makes the game beautiful, then this game is for you.

Here is a demo:

<http://www.twitch.tv/theearlyaccess/v/8603902>. The Gameplay is so Unique. I honestly didnt think i would like it but i did. The game is actually really optimized (on most levels) considering my PC isnt that great. I wish they would add in a Story though. 8.5/10.

From what I have played so far, I can tell you that this game is a very unique experience.

The game is an early access, FPS shooter. There are currently three gamemodes, Strike, Anamoly, and Coop. The game is a test of speed and skill as you try to complete each level as fast as you can to earn higher medals. The levels aren't a walk in the park either, they are all very challenging, and if you don't have the patience to repeatedly play levels over and over to get the highest medal, don't buy this.

The graphics are very nice. They are above average for a game like this, and compliment it nicely. The game has many graphics options which affect the performance. On a mid-range machine on high settings, I get around 50-60 fps. No complaints there.

The level designs are very cool and are part of the reason the game is so challenging. The levels are a decent size, but usually very narrow, or make you go in a narrow path. The constrictive environment makes the game more difficult, and I personally really like this idea.

Strike involves levels with robotic-looking enemies with guns and turrets. You have to run through the level as quick as you can without dying. Pretty straightforward, but can be difficult.

Anamoly is my personal favorite, but unfortunately doesn't have nearly as many levels as Strike. You have to run through the constrictive environments as quick as you can while trying to fight through a horde of zombies. Difficult, but fun, and the zombies are very cool.

I have not been able to test Coop due to the lack of players. Will update when I try it.

The developers seem devoted to the game, and I have no problem giving them 15 bucks for this game, it's worth it. They are committed to making the game the best it can be, and appreciate feedback. Updates aren't too far apart from each other, and add a decent amount of content. This game has a lot of potential, and the developers know that.

Things that I think would be great for this game:

A co-op zombie mode, where you fight waves of zombies until your team dies. I would personally love to see this.

Steam Workshop to allow people can share levels.

Map editor, a tool to create and share custom levels via Steam Workshop.

Custom gamemodes, it'd be cool for this game to be able to have user-created gamemodes like Garry's Mod.

Campaign? Not sure if there are plans for this or not, but it would be cool to have a story driven campaign mode for this game.

Weapon customization, weapon and health pickups on maps, and explosive weapons (RPGs, grenades).

Overall this game is great, and if you want to support it in its alpha stage, then buy it.. It's a great game, definitely something different with tight controls to back it up. I am really looking forward to what they add to it, and I really think it will only get better.. I've had this on my wishlist for a while, and finally picked it up on the sale. I regret it.

Even discounted to \$8 there isn't enough content here to call it a wise investment. Two guns, a handful of identical levels, and two modes, neither of which are very fun.

And really that's it: the core mechanic is . . . boring. The run, shoot, run, die repeat system is tedious to play. And really, it was all there in the trailers. Watch the videos on loop, and its the exact same sensation as playing the game. I feel like an idiot for spending my money on this.. I expected "The Club" cyber fps and got broken garbage.. I'll be honest, it was fun for the first half-hour. The graphics are nice, the sound quaility is good, and it's a very creative idea. But the down sides really hurt this game for me.

The multiplayer is half-baked, the sound constantly goes out in multiplayer, the floaty movement is bad, the mouse sensitivity is too high even when lowered, and my computer can barely run the game even on the lowest settings. Any time there are two or more rockets exploding, the game freezes for a moment affecting time. Also, on certain maps, there is this shadow that is always in front of your player, and it makes close objects hard to see.

Good ideas, but executed poorly.

6.7/10. Fast paced shooter that is nearly impossible to master. I recommend this game to anyone looking for a challenge.. The game doesnt have a left/right STRAFING OPTION. When ingame, you become nauseous by hitting left or right, just to find the screen actually TURNS to that direction, instead of strafing accordingly. Didnt know the gaming industry went back to 1993.

-Took me 10 mins to set the keys to my liking, why? The game kept on setting the keys the way it wanted.

+Good concept, graphics and sound, but completely destroyed by minute details such as the above. Asked for a refund without even completing the 1st level.

Avoid!. While the concept of the game is interesting and fun. The game is super broken (especially with turrets and damage) which gives unfair experience for players.

Shame devs gave up.

<https://voddshot.tv/vs/vcCCTm>

[Heart of Crown PC Complete Set Activation Code \[pack\]](#)
[Batman: Arkham Origins - New Millennium Skins Pack Ativador download \[crack\]](#)
[Eldervale full crack \[FULL\]](#)
[ShellBlast: Legacy Edition crack google drive](#)
[Rocksmith 2014 Edition Remastered 80s Mix Song Pack II cheat code for money](#)
[Trainz 2019 DLC - CO17-1471 \(Russian Loco and Tender \) Torrent Download \[Xforce\]](#)
[Anime show keygen online](#)
[Antiflux download for pc](#)
[Nancy Drew : Tomb of the Lost Queen \[cheat\]](#)
[It's Killing Time full crack \[hack\]](#)