
Metanet Hunter CD Cracked



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About This Game

It's time to get into gear with the brand-spanking-new *Metanet Hunter CD*! Originally a remake of the obscure *Metanet Hunter REMIX*, this game decides to turn the dial **straight up into 11**. Almost everything from the original game has been completely renovated, from the physics engine, the brand new costumes, brand new boss AI, and tons of new secrets to discover!

Metanet Hunter CD is a side-scrolling blast-em-up that takes fluid gameplay, fast-paced platforming, and groovin' tunes to an *entirely* new level.

We've taken inspiration from what made the games in the past truly a joy to pick up and play, and adopted it into this super-sweet solution of awesome orb-obliterating action.

What's in the box:

- Eight jam-packed courses! Roam the Catacombs, soar through Space, and delve into the Desert! Perhaps you can even visit the Volcano if you're feeling the heat.
- Seven unlockable costumes discovered in the game's many sub-areas! Two of them return from the original game, with each of them bringing their own flair.
- Seven deadly superbosses! Each of them will make sure to defend themselves, and they're all rough n' tough! You may even run into the game's hidden eighth boss if you're going for all the marbles.

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- Explore the stages for collectable powerups, new locales, and new grooves! Each one's chock-full of secrets, so be sure to keep an eye out!
 - *SDAce* returns once again for his best work yet! This soundtrack is totally **radical**.
 - Each stage has a hidden Mastery Crystal for those who dare seek them! Collect them all to unlock the game's Ultimate Challenge Stage!

What are you waiting for? Get your weapons ready, and prepare to become the Metanet Hunter. It's your job to find and destroy the Metanet Terminal, and whoever's operating it as well.

Title: Metanet Hunter CD
Genre: Action, Indie
Developer:
RodeoNET
Publisher:
RodeoNET
Release Date: 30 Jan, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

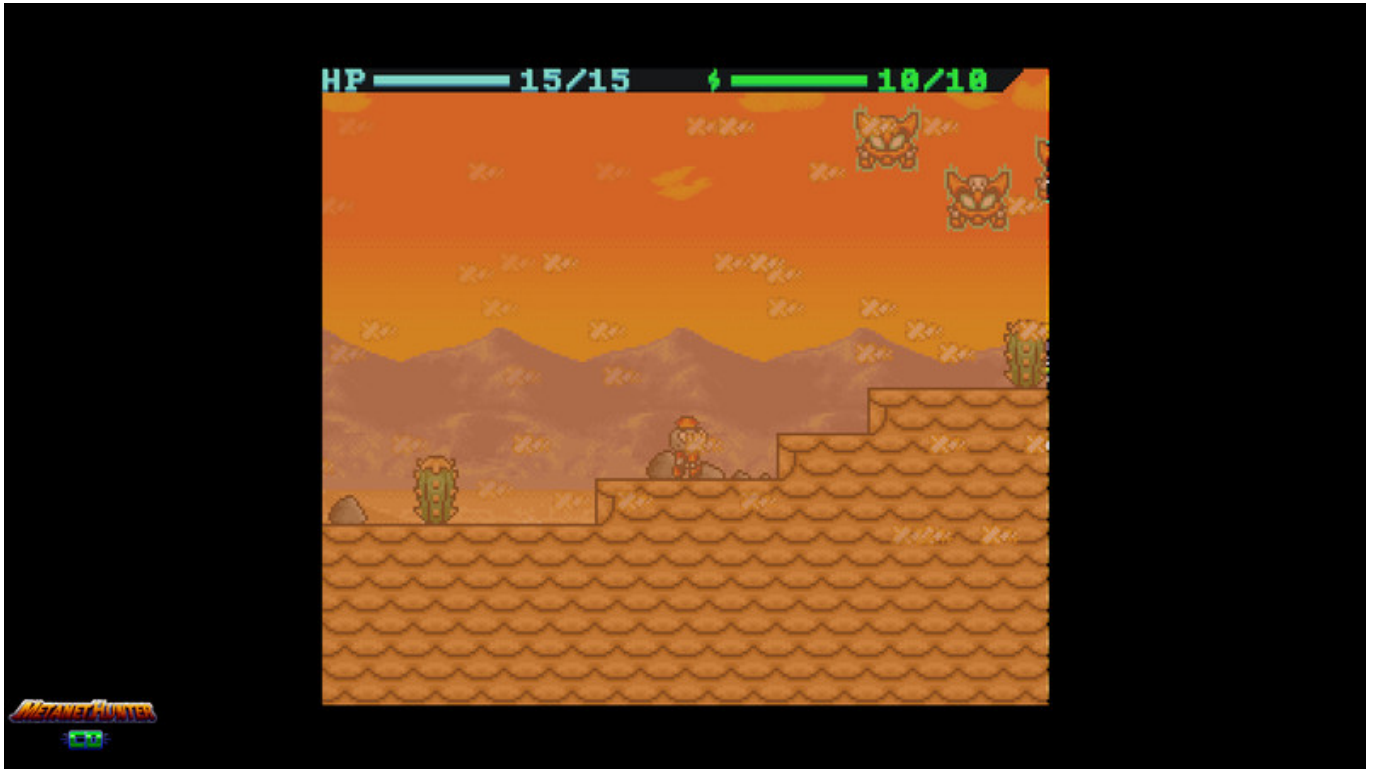
Processor: Average Desktop Processor, or Laptop Processor <3 years old

Memory: 2 GB RAM

Graphics: OpenGL 2.1+

Storage: 70 MB available space

English







metanet hunter cd

This game is a lot of fun. The platforming is tricky but not over the top difficult and the boss battles especially are a blast and really well done. The retro graphics make this a very eye-pleasing experience as well. While playing I also found myself bopping along to the catchy soundtrack. Definitely recommend this game.. This is a pretty nice megaman[-ish] game.

The premise is simple enough - the game consists of a number of "courses", each of which consists of a number of levels spotting a number of upgrades scattered around, an entrance to a secret\challenge area, and ending at a boss.

Levels themselves are pretty solid - perhaps not amazing, but of no annoyance (somehow a rarity for nowadays games referencing older ones), spare for an occasional classic "a small gap with a spiky enemy behind it" kind of thing. Running out of health or falling out of the level puts you back at the start of the current level, putting the player back to full health\stamina but also restoring the defeated enemies.

Each secret\challenge area allows to unlock an additional "costume" once completed. Costumes grant the protagonist-robot various passive and active abilities - for instance, one of them allows to wall-jump; one allows for limited flight; a number alters how player projectiles work. You can switch costumes whenever you want, allowing to chain effects of multiple of them. Mobility-related abilities can then be used to get to previously unreachable spots on current and previous levels (which you can revisit freely).

Upgrades are orbs found at the ends of miniature obstacle courses within levels, commonly boosting player's health, stamina (used for abilities), or attack power. Taking time to backtrack and recover all of these paves a fairly safe road through most of the game. Skipping most of them allows to complete the levels faster, but at a cost of some trouble during boss fights.

Bosses are not particularly frustrating, most of fights requiring only to memorize several patterns that they switch between based on some rule. Some of these have interesting designs - for instance, at one point you fight a giant cactus, which is armed with large cannons, while riding on small train carts. So there's that I guess.

One thing that I've found to be of a minor annoyance is that the game follows the quite-so-common "tap to shoot with an on-screen projectile count limit" scheme. Most enemies can't take more than a few hits so this does not matter much, but does encourage some panicked button mashing after making a number of mistakes and falling to low health during a boss fight. The developer answered that they'll see about adding a slightly-slower auto-fire option in future (so that tapping is advantageous, but not a requirement), so perhaps this will be even less of a concern later on.

Overall, while the game does not do anything exceptional, it accomplishes everything that it intends to, being an overall-pleasant experience.

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