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## About This Game

### Introduction:

Low poly FPS Shooter/Survival meme game where player character mission is to find 5 keys in every level to complete level. Player needs to avoid different kind of traps and also dummy Patrol Police Army. Player hasn't any weapons when game started. You need to find weapons. Game contains 4 weapons: Rifle, Grenade, Launcher, Shotgun. There are also health pick-ups and ammo pick-ups. So kill enemies and find missing keys. [This game is low poly FPS meme shooter](#)

### Features:

- 4 Weapons
- 9 different themed levels
- Traps and police army

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Title: Battle Of Keys  
Genre: Action, Adventure, Indie  
Developer:  
Tero Lunkka  
Publisher:  
Tero Lunkka  
Release Date: 21 Mar, 2018

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**Minimum:**

**OS:** windows 8

**Processor:** i5

**Memory:** 4 GB RAM

**Graphics:** NVidia GeForce 800 series

**DirectX:** Version 9.0

**Storage:** 1 GB available space

**Sound Card:** Direct x9

English







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Greetings,

I do not want my money back, I just want this review to stay at game's store page forever as a "don't buy" warning to all who are at same situation as mine.

I have lost my legs because of a car accident. That's why, I can play games with only controller because reaching mouse and keyboard is a true pain for me. All I can do this is laying at my couch and playing games at my tv...

Today I installed your game (which says it has 100% controller support) and I realized controller is not supported and %100 controller support was a lie. You can only do right, left, top, bottom but no button is working in the game. After starting the game, you cannot even quit because no buttons are working. It took me half hour to reach my keyboard and mouse to close the game.

I cannot imagine why such a game developer or sales manager or whoever responsible for the game, would want to do this to a crippled person. Shame on you. I wish all of you will experience the same situation to understand me trully.

Regards,. I have waited for a decent MotoGP game. I did not buy the 2013 version when I read of the problems. This year, even though people were reporting similar issues, I caved in and bought MotoGP2014, hoping I could sort the controls out for myself.

Well, the game is FANTASTIC, but it is ruined by a few problems.

I cannot exit from the game - Can a game developer seriously forget to put in an exit button? Or if there is one, make sure it actually works? I have to CtrlAltTab. Even then I have to restart my pc every time, as the app continues to run in the background and cannot be closed from task manager.

I cannot map my G27 buttons. It simply will not recognise them properly, no matter what I do. I have plenty of experience in mapping keys and buttons & can usually find a way with these things, but this has severe problems - it MUST be fixed by developers.

I cannot get my mapped keys to save for next time.

So overall, I am trying to play a really promising game using keyboard, which makes precise leaning of the bike extremely difficult.

I DO NOT recommend buying this UNTIL these issues are fixed. Sorry Milestone, but I really hope I can return and change this to a positive review very soon if a patch fixes these basic errors.

EDIT: 4 mnths later I have decided to change it to a thumbs up. I stand by my review and I am disappointed in the lack of proper fixes by Milestone - they have let themselves down as there are lots of unhappy customers because of this.

But the truth is, I enjoy the game, and I use a workaround to get race v qual pace working correctly.

I just have to put up with the annoying ctrl Alt Del & retsart pc every time I want to end the game.

And I am using an xbox controller which is ok as long as I follow a set method to avoid losing my bindings.

So for the fact that it's enjoyable and unlike other games I will actually come back to this game from time to time, I have decided to give a thumbs up.. Nice game but difficulty difference is too bad.

3X took me 30mins to learn but 4X takes only 2 tries. \u2665\u2665\u2665\u2665gun anything can outshoot it dont waste your money only 3 reviews because only 3 people stupid enough to buy it. Gameplay is great.

BUT, there are a myriad of bugs and poor design choices that causes my attitude to swing from glee to irritation, then to reality-warping rage.

The university of trials is a great idea, and I love Fatshady's soothing aussie voice whispering to me that I'm doing a good job.

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However, the contracts are a pain, specifically because you need to manually end the session before the timer runs out, and that can require \u2665\u2665\u2665\u2665ing femtosecond reaction speeds.

The levelling process, as you might guess, is an absolute\u2665\u2665\u2665\u2665\u2665ache, a total waste of precious fapping time, and is really unworthy of anyone's patience.

If the contracts were fun and levelling was sped up I wouldn't be so salt and vinegar, but they're not fun, and half of them require hours of seeing red and resisting the urge to rip your dog's head off; all with no satisfying pay off.

By the way, it'll take you upwards of 12 hours just to unlock the extreme tracks.

The camera for replays is\u2665\u2665\u2665\u2665\u2665faced and just randomly starts looking at the rider from various nonsensical angles. It also requires an F-14 licence to manually move it around, so unless your Maverick or Rey, good luck.

Speaking of which, there are many tracks where the replays just don't work, which is a nice feature.

You have to pay with in game currency to unlock the Helium (BMX) and the Donkey, which is just a way to encourage you to buy the premium currency. Thanks Ubisoft.

A problem many people have, myself include, is that you are flipping a coin around level 80 where if you land tails you get \u2665\u2665\u2665\u2665ed out of your rewards, loot boxes specifically. That loot box you were promised after every level up? \u2665\u2665\u2665\u2665 you. The stuff you wanted that you can only get from loot boxes? LOL, no. Don't expect any reply from Ubisoft if you bring this up to them either, they've got your money now, so you can just go deal with your issues somewhere out of their purview.

Track central is finicky, sometimes the tracks don't work, and often when you finish or quit a track you are just sent back to the main track central screen, thus losing your place 5 minutes down track menu you were in. Track central in Fusion was perfect, so it boggles the minds of the world's best scientists to try to explain why the \u2665\u2665\u2665\u2665 they would change it.

This game is a gleaming diamond covered in cat\u2665\u2665\u2665\u2665\u2665 If you can get passed the crap it's definitely worth the pennies. But I recommend waiting a few months for when its been polished, if its polished. At that point I'll give it the thumbs up I know Ubisoft and Redlynx desperately want from me.. Alchemist + The City = ez game. not bad for \$0.11 ;D. Simple multiplayer shooter\brawler. Not a lot of players, but you can fight boots if not enough players are on.





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