Containment Protocol Activation Key Generator

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About This Game

A top-secret military research facility has gone dark. Their last communication only had two words in it: "Containment Protocol"

Your task is to infiltrate the facility using a prototype remote control drone and work out what has happened to the facility and more importantly - what has happened to the weapon they were working on.

THIS IS AN EARLY ACCESS GAME!

This means that it's not the full game, in fact the version that is currently uploaded is about 80% of what was available to play at Rezzed and on my Website. A large section of it has been re-designed.

You can play using WSAD or cursor keys to move around or even a JoyPad. Make sure the joypad is attached before you start the game as there is a bug where it won't be recognised if you plug it in after starting the game.

Title: Containment Protocol
Genre: Action, Adventure, Indie, Early Access
Developer:
Xiotex Studios Ltd
Publisher:
Xiotex Studios Ltd
Release Date: 31 Aug, 2015

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English

Bland route. MMA and card game fan here. Overall this is a good game and if you're a fan of both genres, this is worth checking out.

1-liner - Designed to give you a casino-like drip of content, with a unique and engaging combat system, and multiple MMA disciplines AKA card archetypes.

Pros:
- Unlock cards via grinding, not paying
- multiple combat disciplines and strategies within disciplines.
- easy to learn, long campaign with ramping difficulty, you will need to tweak your deck in later stages.
- lot's of ways to focus, create your own challenges
- turns are on timers, so there's a real-time element that forces quick decisions and maintains pacing
- good for casual players
- each discipline feels unique so far
- grindy in a satisfying way, almost angry birds-esq
- character creation is nice, i have bonded with my fighter.

Cons:
- feels like a mobile port (is it a mobile port?)
- pacing could be faster, maybe a fast-combat mode a-la slay the spire, or tightening up the animations. That said, i usually play while watching TV so pacing is fine.
- the knock out mechanic is pretty lame, basically clicking fast to recover. I'd prefer this mechanic to stay within the cards somehow, or reworked otherwise.
- takes a long time to unlock cards for even a single discipline, which is fine for single player but I predict will be a challenge for matchmaking (when added). People with
- AI could be better, but difficulty does ramp up.
- needs PVP - but matchmaking could be difficult as card unlocks require a good amount of grinding - higher belt level cards will always destroy newer players but take hours to unlock. Maybe all cards are unlocked for matchmaking?. I've had a lot of fun playing this game. Though I have to admit, allowing in a few migrants and having my entire population die off is very annoying. Mods for sure make this game a lot more fun.. Alright, after not even 2 hours in i cant talk about what happens after 50hours or more played obvisiously.

But, i definately can say this game is fun. Its a mix of RPG (ur getting quests and move on world map), Real time strategy (while u cant control units anymore once spawned) and Card Game (ur collecting cards which u can summon in fights).

Its running very smooth, no server problems till now (at launch day!!).

The graphics are nice, i like em, while their kinda "cute" they still dont look outdated.

The Dev seems nice and tries to help you asap if u got problems.. this game was created for gopniks who have laptops and are using track pads to play while they spray, sprint and try to hit you until he runs into you and teleports above your head before getting stabbed from behind.
zombie mode, where zombies have 5000 hp and 10 hp life regen per second and the game gives you max money so you can try to fight them until you realise all you can do is hide and run.
regular games consist of buying armor or either blood stealing or deagling the enemy until you can afford a machine gun and then spawn trap the enemy team.
and also sub machune guns

Did this series almost just make me cry again with comic books? Why yes it did. Good example that more is not always better. The controls are annoying, the visuals are overwhelming and its generally a very stressing experience.. Well advertised game, but the advertisement is essiantly the entire game. It took 40 seconds to 2 minutes to beat each of 16 outcomes.. Okay, how the hell did this slip past my radar.

For everyone wondering what happened to the old point-and-click adventure games, here's your answer.

This has so far given me very strong vibes of Shadows Over Innsmouth, which makes me love the game even more. Some of the puzzles aren't overly difficult, but then again, for a genre where you have to knock the moustache off the Washington monument with a \/broom\/, not the \/bamboo stick\/, because that's for the giant panda three levels from now...

Still, don't let the 'hidden object game' fool you; this is little like the old I Spy games from yesteryear. This is a proper point-and-click adventure game geared towards a more grown up audience, with intriguing plot, interesting puzzles, and a couple nice bonus achievements for the eagle-eyed completionists out there. Hell, it opens with a kraken crushing a ship as a sailor watches in terror.

If you've been missing point-and-click adventure games, now's your chance to find them again.. Really unique look, story, and gameplay! Some good puzzles!. First and the best strategy game I`m ever play!. Pack does not download.. Very good game, interesting and hard levels. Good game, with a lot of flaws. Would only recommend this to Ace Combat fans for now.

The Good:

- The aircraft handle very well

- Classic Ace Combat mission progression

- Introduction of new gameplay mechanics (clouds, wind currents and storms) that don't change the whole identity of the game

- The OST

- Aircraft Tree and upgrade system

- Story and dialogues are cheesy, with plenty of fanservice, following into the footsteps of previous games

- Game runs well

The Bad:

- Lacking SP content, besides different difficulties (which are less in number than AC6), there's no extra modes after you finish the campaign

- Lacking MP content, there's only two modes (DM and TDM), no co-op

- MP is very meta-driven and imbalanced. Furthermore, bombers and multi-role aircraft are essentially rendered obsolete, due to the MP modes being only about dogfights

- Graphics are good, but not breathtaking. Especially in the texture departement

- S-Rank criterias are unclear

- Low-tier aircraft will always be low-tier (even with the best parts equipped; #BuffF4-E)

The campaign is good, but I was dissapointed by the game in the MP departement.
I was hoping for co-op missions in a similar style to AC Infinity, but instead we only got two basic modes with no reason to ever use any kind of planes besides fighters.

. very nice game, easy controls, fun to play,.

multiplayer shall be super fun :))