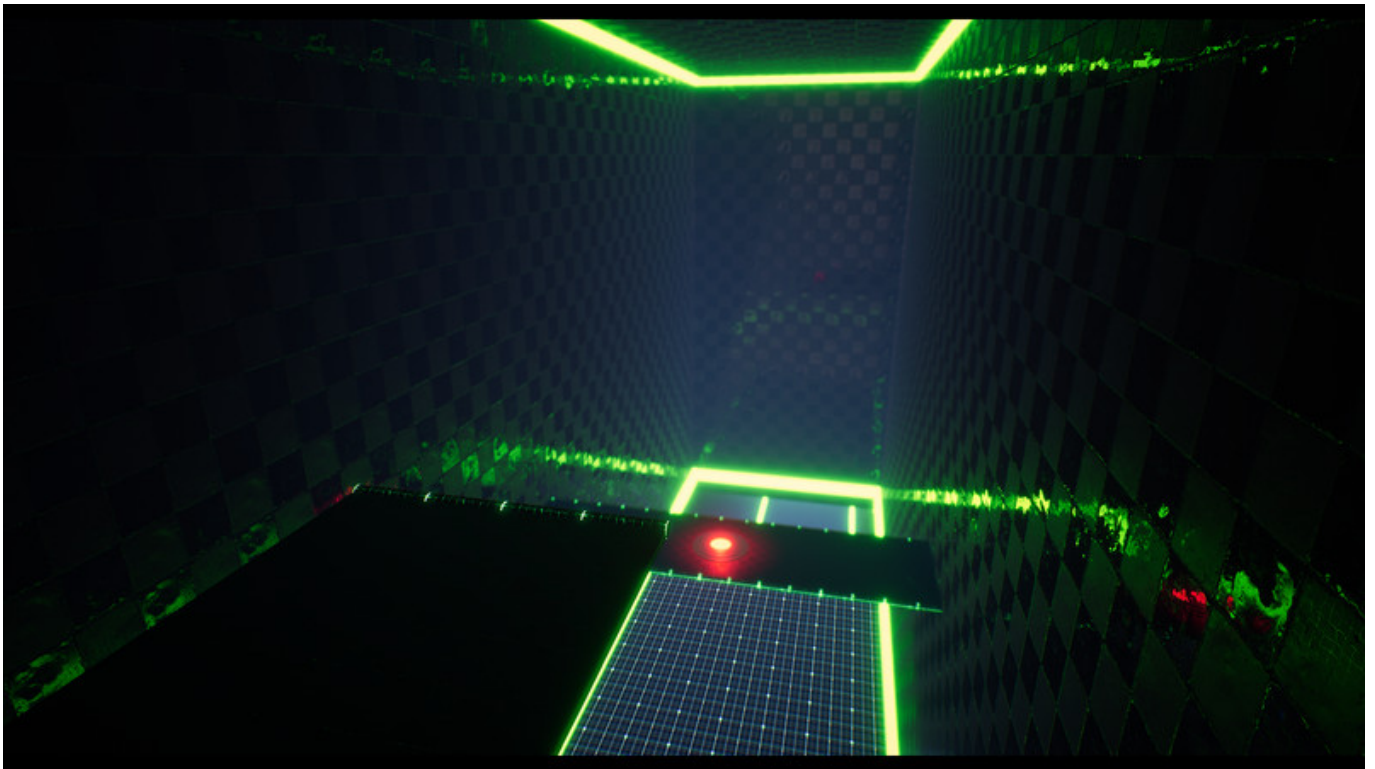

Inertia Activation Code And Serial Number



Download ->>>>>> <http://bit.ly/2SGI5PK>

About This Game

Inertia is a first-person platformer with free-running aspects developed in Unreal Engine 4.

Inspired by various other free-running and movement based games/game-modes.

Features:

48+ levels with varying difficulties

Play 48+ original levels, with increasing difficulties.

Fluid free-running *inspired* movement

Inertia is built around fluid free-running based core movement mechanics.

Controller support

These kinds of games are a lot of fun keyboard/mouse, but they can also be great with controllers, luckily Inertia supports both and you can pick and choose between the two on the fly.

Global Leaderboards

Competitive person? Attempt to top the global community leaderboards on each level.

Level editor/creator

Create new levels from scratch in-game, write them to a file ready to distribute to friends.

Workshop support

Support for Steam's workshop which will be used for distributing new community made levels.

Title: Inertia
Genre: Action, Casual, Indie
Developer:
Loneminded
Publisher:
Loneminded
Release Date: 1 Dec, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or newer (64 bit)

Processor: 2.2 GHz Dual Core CPU

Memory: 2 GB RAM

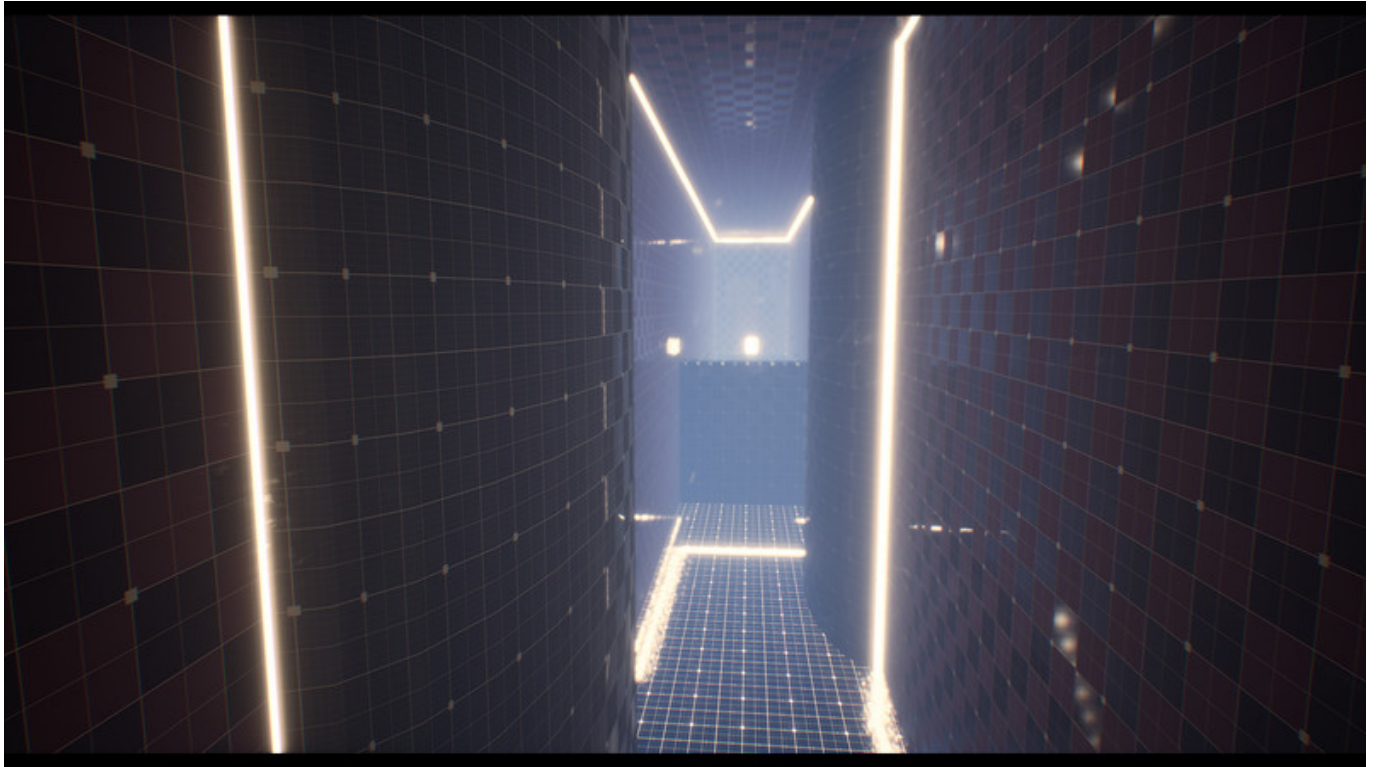
Graphics: NVIDIA GTX 460 / ATI Radeon HD 6850 or better (1GB VRAM)

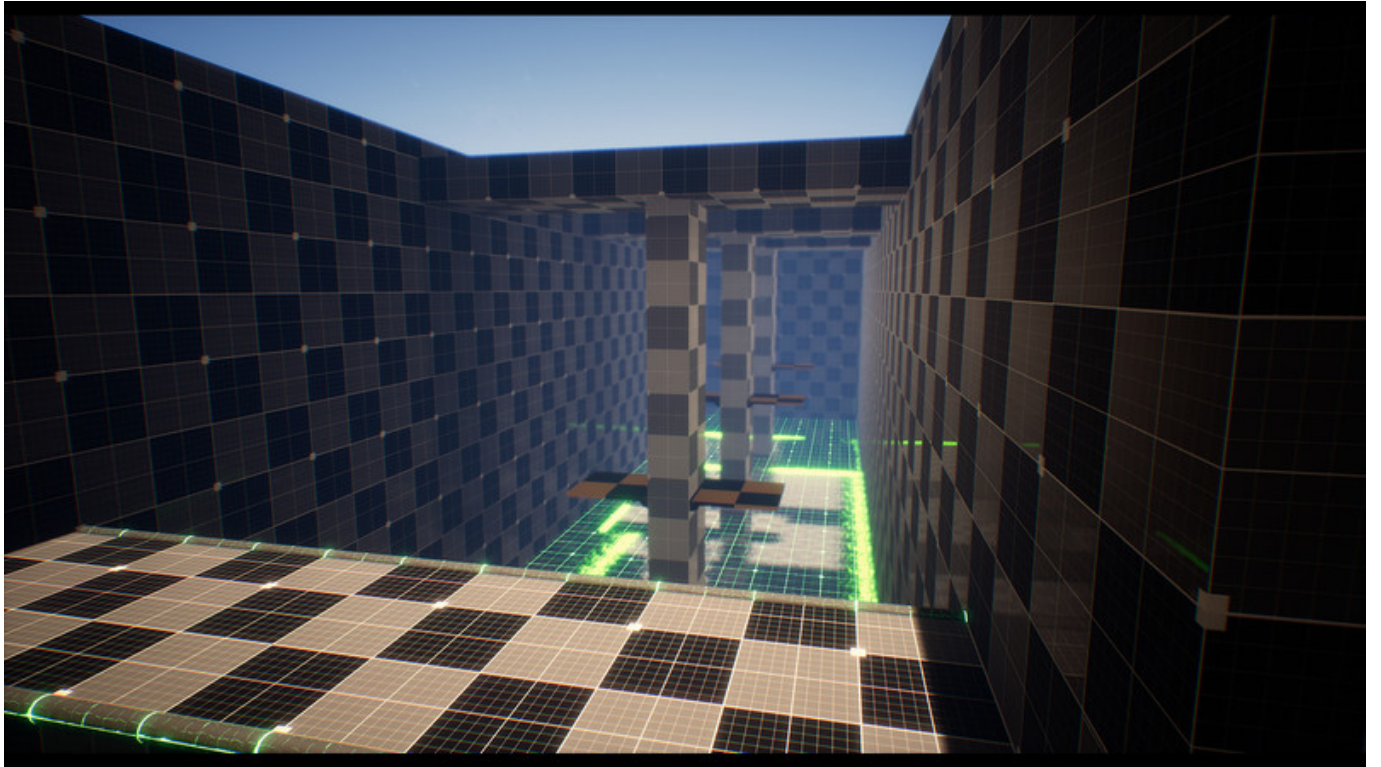
DirectX: Version 11

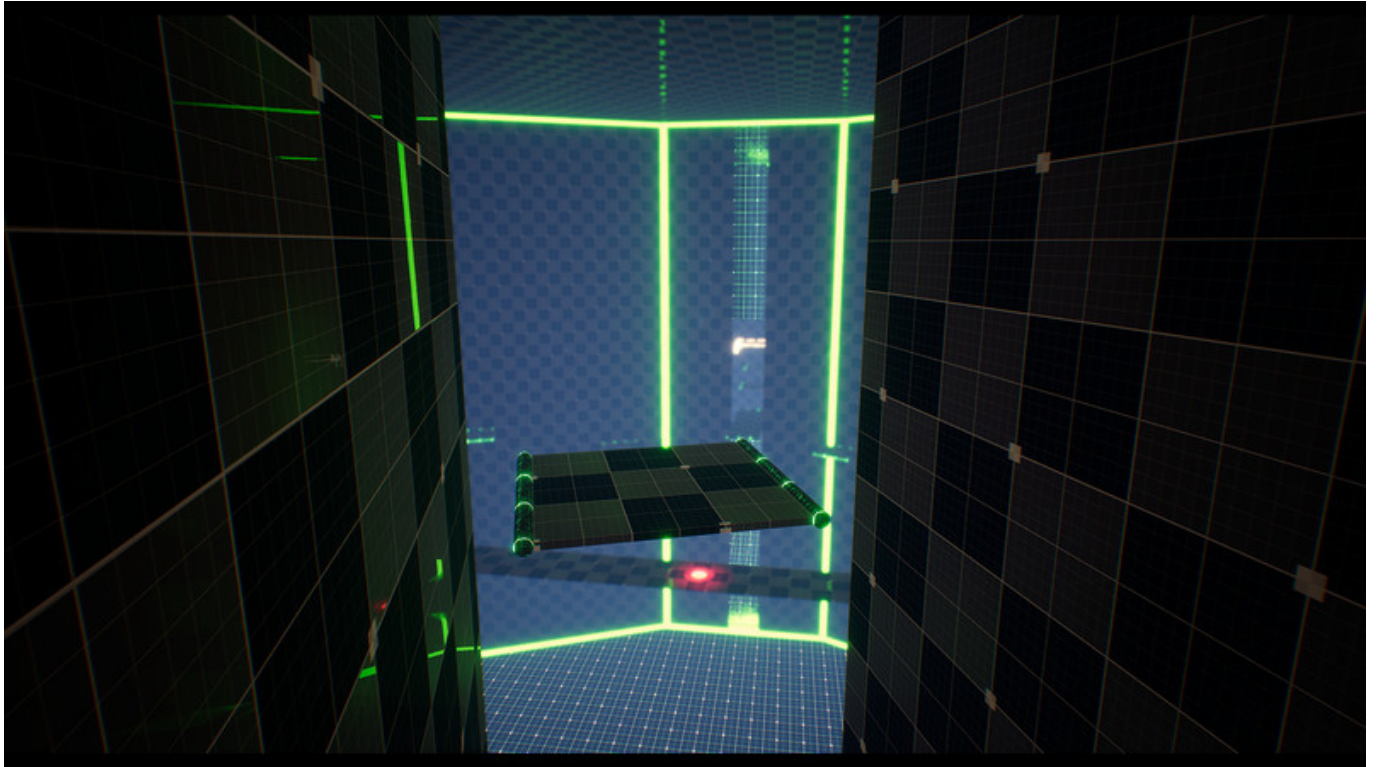
Storage: 2 GB available space

Additional Notes: Targeting 60 frames per second at 1920x1080 with Low to Medium graphics settings.

English







i am kinda new to race games and i just find the first map way "to hard" (mainly way to long the eversame music does make my angry btw). Gosta de Mirror's Edge?

Gosta de Portal?

Ta esperando o que?

Compra logo seu pobre!. This game is really great, I love the lighting.

The parkour isn't hard but it's hard to distinguish between walls that you can run on and walls that you can't run on.. its bad its just a mirrors edge spinoff whoever made this game clearly wanted it to be better than mirrors edge there just a dumb

♥♥♥♥♥♥♥♥♥♥ for making this♥♥♥♥♥♥♥♥♥♥game. Hey, that's pretty good. Best game ever!!!!!!.. CONS---

= double jumping/jumping is inconsistent, always at different height

= cant see the parkour if there is a wall you have to slide bellow

= some of the levels are dark enough to cant see a thing (I thought i got a black screen on one level)

= wall you can wallrun and cant wallrun are similar (most of the narrow paths have walls that you can run but it would have been better if it differentiable easily)

+++PROS+++

=cheap

=easy to kill 1-2 hours if you dont care how fast you gonna finish the level

=community levels are available

=more classic levels future (what i heard)

Overall 2/5 for making the dark levels unplayable and inconsistent jumping mechanics. Since it s parkour game jumping/running mechanic should always with same height and same velocity. This game has not bad velocity mechanics but jumping is awful. Other then that price and time that you will spend on this game is decent.

I wont gonna recommend this game if you have nothing to play. if havent played the clustertruck, prince of persia or speedruners its better to buy those games

also modded games like css, csgo, gmod etc. has parkour servers called "kz".That means if you have any of those games just search for kz and you will find it

that she very good

. Not for the faint of heart, all pun intended.

Game dynamics are simply yet the way each consecutive level is laid out, the games title plays a key role in how I think you should really play each level. Hint: Go as fast as you can without stopping!

The game controls took a bit to get the feel of it as it felt to me the faster you went the harder it was for you to stop which is rather the point of forward inertia. Once the feel and desire to not slow down you start thinking differently about how to look at each level. Just because a platform is there doesn't mean you have to jump on each one.

The world art design is also very eye catching in its beauty and also in its simple design which to me makes it even more impressive. Reminds me of Deadcore a bit with the time element and world texture.

Just getting into each level but very impressed so far in knowing how the devs created the levels for both the timid and for the heart pumping "Am I going to make this platform?" jump.

11/10 as Devs added key binding arrow keys just for yours truly. Many, many thanks again Devs!. Great game! Mechanics are simple, graphics are amazing and gameplay is fun. The game in itself looks mad, the lighting from the neon beams in the levels are a great touch and make the atmosphere really welcoming. The gameplay is fun and a good way to relax. There are some things with the mechanics which I believe are quite buggy if im not being a retard. One of them is wall-running around corners. Whenever I am on a linear wall and come to a corner, rather than my character running the corner, he stops and I die. The second is on the zipline, where at the end, atleast 50% of the time, I drop and die rather than it following through. However, the music in this game is ♥♥♥♥ing sexy! The music in the background of the game is simply the best thing. I don't think my review would be this positive if it weren't for the music. It seems to me that there is a large variety of tracks that go along with the levels. All having different tones and tunes suited to the complexity of the level. This game is great and I recommend it to many people, especially now since it is only 0.72 dollars.. quote;**Inspired** in part by other free-running movement based games, as well as game modes from various Source titles such as **surf, kreedz and bhop.**"

AND YOU CANNOT BIND MOUSE BUTTONS OR EVEN THE WHEELDown/WHEELUp TO JUMP, F*****
BRILLIANT, Devs...

Double jump and the combination of Sprint-Slide-Jump (to achieve maximum speed) doesn't works properly most of the times, even in flat surfaces. When you need to do it again (specially the SprintSlideJump) on landings, or to try to bhop without losing speed, the character doesn't respond correctly, and most of the times you will fall or miss the better time for leaderboards.

Air Control is a joke, seriously (Kreedz, Surf and Bhop Players from CS know what i mean)

Wanna Bhop just using A-D like CS Servers? Forget it. And in a game that 85% of it forces you to bhop (if you want to achieve better times btw or even have some fun jumping on each block), it's a pain in the♥♥♥♥♥the combination of the mediocre air control with the bhop poorly implemented. It's pretty neat, it's got a pleasing asthetic, it's cheap, it supports controllers, it's nice. Controls are a bit wonky though but nothing too offensive.. its ok i guess

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