
Free Download Containment Protocol .zip



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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







I was going to recommend this game. Until I realized I was permanently stuck on level 1. And I couldn't equip anything besides a sword. Even at level 1.

And there was a weird crinckly sound that accompanied the music.

Not really worth it.

Edit: Ok, thanks to a very nice person's comment (thanks Kloodge) I found out how to level up. I can now recommend this game. It's a fun hack and slash.. Excellent experience. Really put a smile on my face. Look forward to seeing other experiences from the devs like this. My only gripe is the credits need to be untethered to the HMD. They need to be fixed so you can look up and down and read without them moving about all over the place when you move your head. Apart from that very good. Was a bit sad when it all ended tbh Definiately something worth playing multiple times.. Fencer, why don't you get a hobby and leave me alone for a while?. Just played the first 20 levels so far and the graphics are amazing... especially the bloom is one of my favorite visual effects and in this game the parcouir and graphics are just the best combination i've ever seen.. pretty good game. 10/10 Wooden Animal Spinning and Painting Simulator 2015, I mean 2016*. going to be completely honest with you guys...

im kinda disapointed seen the dlc i was thinking hell yeah this is going to be awesome im going to be able to turbo cars and all that super charge cars and yeah

turns out theres only like 1 motor with a turbo..

theres no super charge upgraded

no changable pullys for said super charger

hardly anything for the i6 motor

like come on guys... cant you just go all out for once... would be really really nice...

if u guys by any chance need some help hell message me... i have a tone of ideas for you guys that would make your game 110% better i can promise you that

on another note

yes i do like this it dose change the game up abit

im just disapointed on how little was in this pack really

. 10V10 built a tiny blimp and destroyed a house with it, would ruin innocent lives again

Great game. It reminds me of a modern game take on Advanced Wars. I would highly recommend this game, if you enjoy turn based war games.. Nice game and seems to have some more features compared to the Amiga or iPhone version.. Good video editor, but crashes very often.. Doesn't actually unlock the weapons.. In the first and second games the mechanism was a standard search-and-find, where you look for the named object and that's that. A lot of people were displeased that it changes to a game where you have to search for objects that shift in shape instead of objects on a list. I suppose some don't like change, but this did not bother me. I will admit it does get slightly easier than it was before, but they do attempt to raise the difficulty by replacing still, picture environments to search in, with moving backgrounds. Twitching leaves, running water; things that catch your eye more than the shifting objects. If you're really bothered about that I would stay away from the game, because the search and finds are less prominent in this game. As before mentioned, it made no difference to me, because in the Ravenhearst story, it's not really the gameplay, but the storyline, that's the main feature of the game.

If you've ever played the original MCF: Ravenhearst, you will know this to be true. The entire point of the first game is finding out the story behind Charles and Emma's relationship, and their affiliation with Rose and her two daughters. The second game is mostly the story of Charles' crimes; the story of how you find the mansion, find out what Charles has really been doing with the place, and attempt to stop him and save what's left of the poor Rose and her daughters.

This game is Charles' story. As with any criminal, the backstory has a lot to do with their actions, and this game gives you a nice walk through Charles' memory lane (against your own wishes). I won't lie. It's messed up. But if you know what his crimes are, you'll probably expect that. If you don't know, then good luck. The game lives up to its name by the fact that you have to escape from Charles' meticulous trap and save Emma, Rose, and her two daughters. Again.

The art is fantastic, and I must give credit to Charles' actor. He really catches the sadistic and tormented side of Charles, and seeing as he appears to torment you quite often, you always have that cruel voice waiting for you wherever you go. I can't even fault any of the other actors, though Victor's dancing is the best comedy aspect of the game. That is just... wonderful. The story is a good level of creepy and shocking, and amongst all the puzzles and problems to solve, you get to do fun things like blow up Charles' mom with a pie.

All in all I don't think this game deserves the hate it's got, but maybe I'm biased because I'm not too bothered by the search mechanism. Sure it's a short game, but most search-and-find's are. The art is great, the actors are good, the storyline is really interesting, and the puzzles are challenging in a good way.

My rating: 7 mannequin heads in a bathtub/10. Fun, retro-feel game. Only played a little bit and have to say it is pretty awesome. Paired with a solid soundtrack, this is an action-packed game worth the \$5 price tag. 8/10

[-http://youtu.be/y6fxPa53ZVY](http://youtu.be/y6fxPa53ZVY). Had a ton of fun playing with a few friends in it's early access state- still needs some work but it is definately promising. Looking forward to future updates!. I enjoyed the experience Into Blue Valley crafts and this isn't a straight-up "No" to recommending it, however the game takes all of about a half an hour to see everything, ends abruptly (the game just closes at the end? No credits or anything, just back to desktop?) and at 4.99\$ that is quite a costly, brief experience.

[Into Blue Valley is an immersive, at-times spooky V at-times relaxing, VERY brief \(30 min maybe??\) experience. The game does a good job of crafting an immersive environment via its weather effects \(snow V wind breezing throughout the outdoor areas..\) and its orchestral music is very well-done and fitting to the enviroments. The gameplay itself is nothing revolutionary for the Walking Simulator genre, you slowly plod your way along to read various notes scattered throughout the desolate city, search for a handful of items to be "used" \(placed\) at a later location near the game's finale, while occassionally seeing creepy, dark silhouettes of figures in the distance who will always disappear before you get too close to them with the same "flash of white" effect. This is cool and unsettling the first several times it happens, but as the game reaches its climax it begins to do the same effect every few steps, and with each repeated use of the same shtick it begins to lessen the impact of each time it's used.](#)

[Into Blue Valley isn't a bad game per se, it effectively crafts a range of player reactions during its brief storyline ranging from introspection to unsettled via its foreboding atmosphere, and \(if you are familiar with the slower pace of Walking Simulator games\) you will likely want to see it through to its end to unravel more of its ambiguous, surreal setting. Unfortunately, its price of 4.99\\$ seems very high considering what little content it offers. I would recommend Into Blue Valley to Walking Simulator enthusiasts, and people who don't mind short but memorable experiences, but at a sparse 30 minutes to see nearly all of the experience, you may be better off seeking out another game or waiting until this is on sale.](#)

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