Aztecalypse Download Ubuntu

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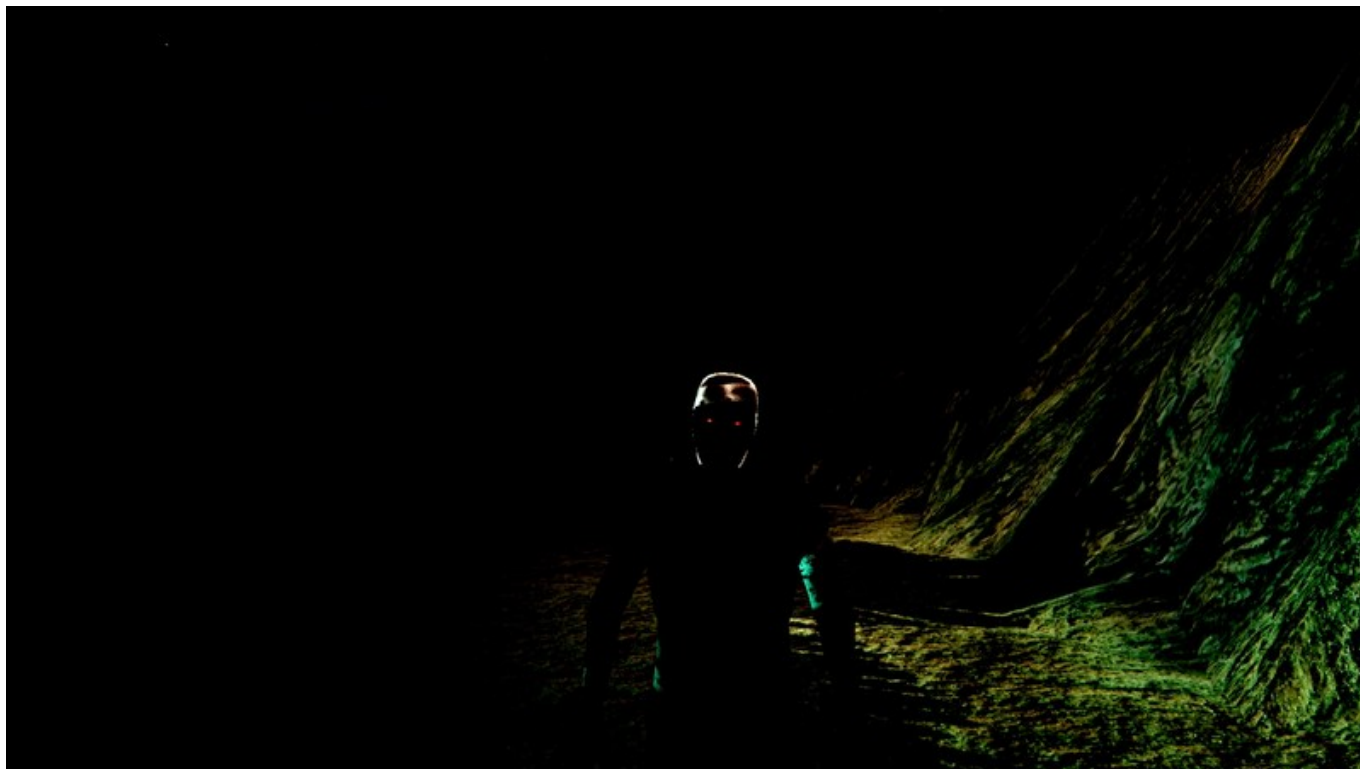
About This Game

Action adventure with an apocalyptic touch.

In *Aztecalypse* you explore a newly discovered area with remnants of an ancient culture. As a leading scientist from the National Institute of Mystery you volunteer to investigate the disappearance of archeologists which had been examining the site. Dropped off near an abandoned camp, you have to discover what happened to the mercenary.
If you like **First Person Action** games set in mystic places, in an **Open World** with neat places to visit aside the story, you will definitely love this game!

Title: Aztecalypse
Genre: Action, Adventure, Indie
Developer:
Displacement Studios
Publisher:
Displacement Studios
Release Date: 11 Nov, 2016

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Minimum:

OS: Windows XP, Vista, 7, 8 or 10

Processor: 2.5 Ghz or faster processor (Intel) **/** 3.5 Ghz or faster processor (AMD)

Memory: 2 GB RAM

Graphics: 1 GB RAM **/** Widescreen

Storage: 1 GB available space

Sound Card: optional

Additional Notes: These specifications might cause a slow loading time.

English

Single map (I hesitate to refer to these as open world) GameGuru games haven't really been good, Father's Island is the best example; this could be a good example but it really lacks any objectives, the only real puzzle is getting a note which isn't identified by the game which makes a bridge appear & the rest of the time you are basically running around zombies in a too dark area with poor path guidance.

It could turn out okay, I have yet to see a GameGuru game get truly fixed (save for I guess Alone K.W. which launched with a bug where most of the walls were missing) but if more objectives & notes are added & the lighting completely overhauled then it could be passable (for GameGuru games on Steam).

Basically more detailed ramblings of the above points:

- Too dark, because it is too dark, you wander off the path frequently & either get jagged in geometry or slide into instant kill water. So it needs better path design.
- The ambient sound isn't cutting it, there is music in the trailer; at this stage there are too many zombie GameGuru games out there to have the players hearing the same groaning effects.
- The 1 note that I did pick up, didn't have any interact text pop-up in front of that green skull statue; I just luckily noticed there was a bridge over the chasm.
- There doesn't seem to be a reason to do anything, I've critiscised GameGuru games for just being 'you pick up the keys' before but this doesn't even have that; for all the 'you are there to solve the mystery', that seemed to just involve finding random corpses or walking over areas where there'd be a text pop-up like '???' & then run past zombies.
- Zombies can't animate fast enough to be of any point, you can just run past them (this is a problem with all the GameGuru zombie games not just this one).
. I got $2.19 worth of comedy out of this game. The human mind is indeed quite fascinating. On one side, it is capable of elevating the human race to its greatest heights. On the other hand, it is capable of bringing the human race to its lowest. Since the dawn of Steam Greenlight, PC gaming has turned into a mass grave of shovelwares, to the point that it is now impossible to keep track of every bad games being released in a year. Here, bear in my mind that I use the word "games" very loosely...

Developped by Displacement Studios and released in 2016, Aztecalypse is an adventure-horror game in first person perspective made with GameGuru. Set on an historical site in Mexico, you play a scientist who must investigate on the disappearance of an excavation team. While this sounds cliché, keep in mind that the real issue with the game is not the story itself but the fact that it has been made with GameGuru...

Born from the unhealthy minds behind FPS Creator, GameGuru is a gamemaking tool that spawned many abysmal titles since its official release in 2016. Like its GameGuru counterparts, Aztecalypse is an amateurish project at best, plagued by bad game design, poor optimization and bugs. The game starts with a 20 seconds theme music featuring harmonica. Then we are greeted with a 3 minutes loading screen. Just enough to give us a bad impression already. But the worst is yet to come...

Aztecalypse features one huge open map made with blocky mountains, stretched textures, glitchy lighting and shadow effects, poor level design, as well as uninspired sound effects. Due to the sheer amount of elements displayed onscreen, the framerates dip below 30fps most of the time. As for the gameplay, Aztecalypse feels more like a walking simulator than an actual adventure-horror game...

Since you play a pacifist scientist, you cannot carry any weapon, except for a knife. You won't need it anyway! The zombies do very little to harm you and can be outrun easily. Not to mention the fact that the models have no lighting and shadow effect, hence why they uncannily look so dark. That being said, your worst enemy is not the poorly implemented AI and horrendous visuals, but the map as it can be really easy to get lost during your journey.

The finale itself is notheworthy as it pins you against a horde of Regenerators from Resident Evil 4, that can be avoided easily by running to the chopper and... THE END... rolling credits...

Considering that Aztecalypse had undergone through an intensive phase of playtesting, it is incomprehensible how it got released in this state. While the video game industry leaves room for newcomers and experimentation, it is certainly not a place for high school project, especially not GameGuru games!

https:\/\/www.youtube.com\/watch?v=SWr9xbHGL1A

Rating:

0.1 \/ 10. Even though the game is currently going for $1.79 from $1.99, I cannot in good faith recommend something so broken. It has the standard Game Guru interface, with that annoying heartbeat when you take any amount of damage. There are many weapons in the game including pistols, hatchets, axes, and rifles, but when you try to pick them up a message appears that says "I'm a peaceful person." and you're only allowed to use the knife. It really doesn't matter too much, as enemies die in one to two hits. The "zombie" enemy has the worst AI I have ever seen, and I have played many Unity and Game Guru asset flips and broken cash-grabs, but this is one of the worst. Enemies give up, walk continuously into walls, and do not seem to interact with the enviornment at all. When you take any damage, be prepared for the never-ending heartbeat and the screen to light up bright red. The sad thing is that it actually helps with visability since the game is too dark, and the flashlight is your standard Steam Greenlight horror game quality type. There was nothing good or enjoyable about this game....absolutely nothing. Would not recommend.

https:\/\/www.youtube.com\/watch?v=jlEqtpMIRXg. Ugh. I knew better when I spent the $1.79 on this game right after it launched, but I was hoping that somehow, someway the game would provide enough fun to make it worth the low asking price.

Here is my overly patient "First Play on Launch Day" Impressions and Review Video:
https:\/\/www.youtube.com\/watch?v=s2fjgFBNEGs

Instead, I found a game almost void of graphics options, NO lighting options, and a world extremely dark and not fun at all to try to move though. The world is also very sloppily created without any clear indication of where you should go next. The zombies in the game look like assets either purchased or stolen from the game guru engine or perhaps the Unity store, and the AI is beyond laughable. Zombies will try and walk through walls and trees even after you've moved in a big circle and snuck up behind them.. and they still will not change their direction and still try and walk through walls to get where you were two minutes ago. It's ridiculously bad.

The only way this game is even close to being worth it's asking price is to laugh or make fun of how awful a game can be. Even Digital Homicides "The Slaughtering Grounds" is made with better AI and perhaps even more fun then this mess of a game.

I tried to be as generous as I could when I scored this game in my usual "First Play on Launch Day" youtube impresions video, but a 2% score was the best I could give to this, and that is taking into account the under $2 price tag of this game. As of the time of this review, with over 200 other reviews of other Steam games at this point, this game has my lowest score ever.

Not recommended unless you just want to throw money are something to laugh at. I predict another Jim Sterling "slaughtering [grounds]" of this horrid mess of a game in the near future. ..Let's hope that he can avoid another lawsuit.

Message to the developers... Don't let my or anyones bad reviews make you stop trying, but this should NEVER have been put up on Steam for ANY price. You Know better then this. Give gamers a good value and a decent game if you're going to ask for any amount of money, not try and sell buggy, mindless garbage like this. Shame on you. I believe you can do better, and I also believe you know better then to try and sell this to any human. Maybe zombies with AI as bad as they have been programmed in this game should be your next target audience. Anyone smarter will just request an immediate refund on Steam.

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