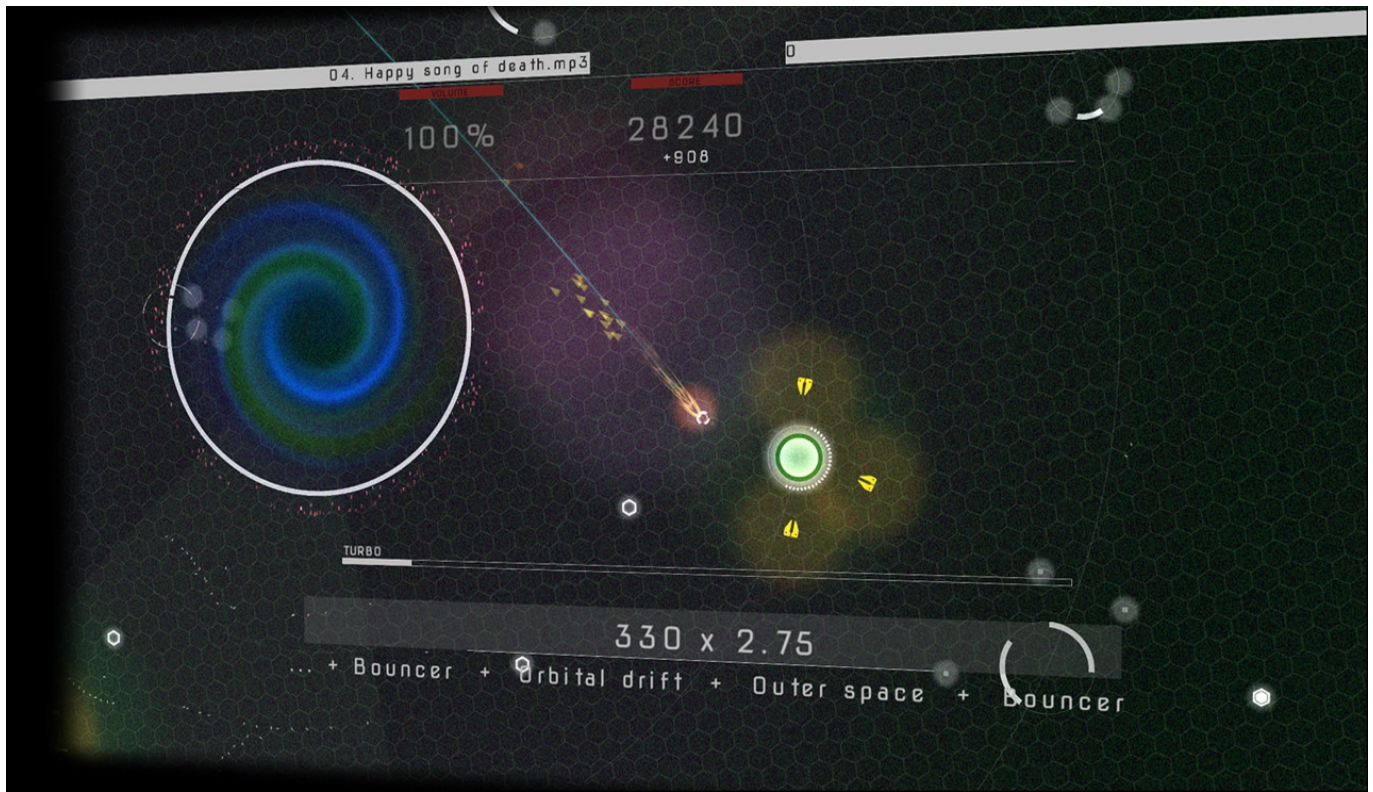

Mayhem Above Download For Pc Highly Compressed



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About This Game

Description

Mayhem Above is a Music Gravity Score Attack game. You are an **International Space Speaker**. Musical impulses are analyzed from the songs you select. Each Music impulse will give you a turbo boost that will allow you to perform more tricks and gain more score. But beware! The more musical intensity, the more enemy activity. And they will try to shut you up.

Features

- Music Reactive environment.
- Procedural levels. Each song has a different layout.
- Play songs from YOUR library.
- Mesmerizing ecosystems.
- Local Multiplayer.
- Experience System with stats. The more you play, the more powerful your space ship will be.

Title: Mayhem Above
Genre: Action
Developer:
Spinal Games
Publisher:
Spinal Games
Release Date: 14 Aug, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Memory: 1 GB RAM

Storage: 100 MB available space

English







EDIT : Changing my review to recommended, as the dev is active and already fixed a few problems. That's a "cautious recommendation" though, and for people who enjoy playing with their music.

It could be a good game, but :

- 3 crashes in not even 2 hours => FIXED after first update it seems
- unclear about how to score (or lose) points (case in point : on the same song, playing the same way, I made 400 points once, 8000 another time)
- no remapping of keyboard inputs
- relationship between music and level not quite apparent (to me)
- moving your "ship" is pretty much a pain
- minor : strange white border around the screen => FIXED after 1st update
- overall, no real idea of what you're supposed to do
- no answer from devs about all the above in 2 days (granted, that's just 2 days, but still ...)

For these reasons, I can't recommend this game at the moment. It feels more like an early access title than a finished product, honestly. It could become interesting with a few updates, though.. A fun music game. Maybe first time will be confusing. Second time will feel a little more comfy. Third time you'll be getting into it. And you probably will like it.

This game concept is unique and unusual but it feels fun and challenging. The idea is to "grind" and "gravitate" planetoids to rise the volume and earn points. Each song and each time is different.

You can add your own mp3 files to the game and play with it. Split screen is fun as hell to play with friends while you listen to your fav music.

If you like odd music beat game gems, this is for you.. Maybe first time will be confusing. Second time will feel a little more comfy. Third time you'll be getting into it. And you probably will like it.

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If you like odd music beat game gems, this is for you.. \u2665\u2665\u2665\u2665ing awesome!

Songs related: All of Initial D OST. It's drifting time! ^^

A multiplayer online would be funny!

Interesting game - I enjoyed it for the small amount of time I played it. The achievements sorta give you a realistic set of goals when playing, as sometimes you're only goal is a higher score.

Although fair warning, the "Friend or Foe" achievement will require another player who's using a controller - If you haven't got that, download an emulator. Worked for me!. A fun music game. EDIT : Changing my review to recommended, as the dev is active and already fixed a few problems. That's a "cautious recommendation" though, and for people who enjoy playing with their music.

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