Capsule Force Download Nosteam

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About This Game

Battle head-to-head for control of the galaxies in this frantic multiplayer action game straight out of a 1980s space anime! Blast shots, dodge energy beams, and deflect projectiles as you race your tram into the opposing team's base! Grab the capsule to capture the galaxy before your enemy captures theirs!

Test your skills with over 30 single player missions! Shoot targets, avoid projectiles, and race to the finish!

Features:
● 1 - 4 Players
● Fast-Paced Back-and-Forth Competitive Gameplay
● 8 Engaging Arenas
● Over 30 Challenging Single Player Missions

Indie Cade 2014 Official Selection

Title: Capsule Force
Genre: Action, Indie
Developer:
klobit LLC
Publisher:
Iron Galaxy
Release Date: 25 Aug, 2015

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English

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Overall its a great game , there is some bad and good stuff
Good:
-No real tanky classes , except Warrior that means you have to think about what you do.
-Many awesome looking maps.
-Gender change.
-No need to pay real money for classes.
-Timing is the Key to success.

Bad:
-Price is a bit high,but i think the content may be worth it after some time (its still early access)
-Bots get stuck sometimes.

I would recommend buying this game , it is really fun to play with friends or even with randoms or bots.
It´s still in Early-Access so you can see the progress of the game and you would help the Developers (Hydrant Games) with their awesome project , they are updating the game every 2-7 days.. Brings back fond memories for me when I was a child. My Dad and I use to play this on his Quadra and B&W monitor. Very fun! I thought I would be mucher better now, but the game is still very challenging.. Noplace near as good or entertaining as Sparkle 1 or 2. It lacks anything that makes it entertaining past swimming really. Its slow, tedious, and will make you fall asleep very fast, to be honest. Its pretty to look at but when it take ten seconds between eating each element, its very boring. I even went "blue" which is supposedly going to make you eat faster, which it was un-noticable to be honest, even after level 30.

I dont reccomend this unless you like very very boring moody casuals.. I enjoyed this game very much.

. The game works for me. Steam should give you a 16-digit alpha-numeric code when you purchase. Put that in the Securom (grey pop up) box in the blank line. Don't worry about the other long code (25 or 30 chars), it's generated by them to verify the game. After successfully going through this process once, you should be good. It won't happen every time you launch.

The Gamespy servers are off, so there's no multiplayer, leaderboards, or map generator, which does suck, but you'll be able to get a dollar's worth from the 21 pre-built scenarios.

If Steam could somehow separate the Gamespy servers from the game, even just to open the map generator, that would add a lot. Single players could generate their own maps and choose the number of AI players and win conditions. Is that remotely possible from a programming standpoint?. this game is so frustrating and broken as all hell you play as a machine with a diver following you and I swear the moment you stop he doesn't he glides and in some cases glides to his death. which is so common that you will die over and over and it keeps getting frustrating everytime. when you try to collect oxygen good luck keeping it up because you lose it the moment you spend the entire time trying to figure out where you're going.
What's so frustrating is the fact that I would appreaciate it if there was plenty of oxygen tanks so you don't have to worry but unfortunatly there's levels that don't have any and you're\u2665\u2665\u2665\u2665\u2665\u2665out of luck, and good luck going back a few levels to get more because you'll start back with very little oxygen. This is nothing more than a cash grab that was trying to get Markiplier to play it and it's dissapointing that they've focused on getting a youtuber to play rather than fix their broken game.. nice

-but no people play it anymore.... This game is a great concept and is basically a cheap version of Hello Neighbour with its own story, however I would not reccomend it in it's current state as there are too many bugs and glitches within the game to make it worth while but as I said before is an awesome concept without the bugs and glitches. Pretty fun little game.
Not worth the 10$ though.

It's big issue is that it doesn't seem to get harder after 15 or so levels.

It's a pretty good game. Was able to get 100% achievements and story completed. Had to restart the game to get the last achievement though, but it didn't take long to complete chapter 2 again.

I do have a few complaints, but nothing serious or worthy of deterring anyone from buying this game, especially during a sale.

Voice acting is ok, but could be a bit better in places. Subtitles are near impossible to read at times because it blends in with the background too much. "Responsive" controls are terrible, I highly recommend just going with "normal" controls, otherwise, you'll constantly fight with the camera angles which ruins the immersion. Graphics are pretty nice, though not very optimized considering I was getting an average of 55fps on my 144hz monitor and high end custom gaming rig. I noticed I couldn't land in trees, pole lines, I did manage to land on a fence though. Of course, you can land on the ground and on top of most structures. Also, I did find it a bit disapointing that there was a lot of swearing (the word 5h*t was used a lot) in the game, had they removed the swearing, it could have been a pleasant game for little kids too. There's probably a few other minor flaws, but I won't spend more time writing this review than it took to complete the game.

Overall, for the price that I paid for it, no regrets at all.

For the record, I played with a Logitech F710 gamepad and it detected and worked without any issues.. Play this game in a room wich keeps the sound inside,
you will die, and scream because of it,
but you wanna beat the level you struggle with
Everything has bin placed very well in the maps, well enough to trick you over and over again XD

https://www.youtube.com/watch?v=xIv2ww330qA. MouseCraft is a very charming puzzler that could easily be described as some sort of Lemmings light with Tetris elements.

That being said, the game is not of the likes of Incredible Machine or its direct or indirect sequels, where you have to finish more or less insane constructs with switches, rockets, candels and what not, but instead you're exclusively working with Tetris-shaped blocks with different characteristics. Crumble blocks break as soon as two mice walked on them, TNT blocks explode after three seconds as soon as they're touched, goo blocks avoid your mice falling to death and so forth, while the goal is always the same: reach the cheese platter with as many mice - max 3 - as possible while trying to fetch all the Anima (blue, crystaline, floating thingies) scattered throughout the levels.

The levels are pretty short and to the point, the difficulty has a pleasant learning curve and the game has its very own charme from a graphics and sound perspective. The game is not overly difficult, but some of the puzzles will make you scratch your head more than once or twice nontheless.

Over all, I don't regret a cent spending on MouseCraft and am hoping that the devs will continue to build on this promising puzzle game and its odd, but loveable, characters.. I'm glad I waited to finally get into the game. New races are fantastic. Well voiced and full of charisma. I wish every game had the budget to voice characters as well as this. Get it in the multipack for $10 as opposed to individually to save money. I'm just going to cut and paste this review for all 3 since I really think they all go together.. Don't hesitate and get the game. It's super cheap, whereas fun-factor is very high.. Leonardo Da Vinci would cry out in both ecstasy and amazement if he saw the beauty that is this work of art.. One of many games that seem like something I could get into if more people played it. also playing the instant matches it seems like it's hard to know whats going on. it was hard tell what was going on, i wasnt even sure that anyone else was in the match.. Pretty funny 8bit game. Bought it for 0.43 Euro.. A small and charming game.

Pros:

- Art style is simple but consistent. Gets it's themes across.

- Difficulty is moderate - not easy enough to be boring, not hard enough to ragequit.
  Increases gradually, "croaktel" mode being a harder than "crowtel".

- Levels are very decently made, with no off-screen or instant-kill hazards.Neutral:

- Isn't a long game - 2-ish hours to complete, plus 1..3 hours to play through developer commentary and challenges.
  Neither does it cost much, though.
  Also means that even the harder achievements (speedrun \/ no deaths) aren't too frustrating since you aren't loosing hours per attempt as with many other games.Cons:

  - Firing requires button-mashing, with a on-screen projectile limit. This is by no means new and adds a risk-reward scheme where you can get dangerously close to things to quickly take them out, but personally I'm not a huge fan.
    ~15 minutes into "crowtel" mode you get a "charge up" attack which then becomes a preferred method of dealing with enemies but in "croaktel" there isn't anything like that.

  - The game could use a setting to separately adjust sound\/music volume.
    Overall the game's nice and pros outweight the cons in my opinion.. This game's graphics are stretched, looks like it was designede for 800x600. It scales badly to 1920x1080 let alone anything higher. The game is also synced to 30 fps which is slow even for old classic games. Better would be to track display redraw rates.

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