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MilitAnt Full Version Free

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## About This Game

MilitAnt™ is an action-packed side-scrolling platform/shooter. Set in a world ruled by insects, a lone soldier ant must defend his home colony at all costs from a brutal 5d3b920ae0

Title: MilitAnt  
Genre: Action, Indie  
Developer:  
Xibalba Studios  
Publisher:  
Xibalba Studios  
Release Date: 12 Jul, 2016

English,French,Italian,German,Arabic,Danish,Dutch,Finnish,Japanese,Norwegian,Polish,Portuguese,Russian,Swedish,Turkish

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Really bad game, I don't get why good run and gun games are so hard to find. The premise is cool, you are an ant fighting in a war against other bug species, but there are massive flaws that hold this game back from being fun. -Controls are unresponsive, you must have good controls in a game like this and this one does not. The controls feel slippery, jumping is incredibly imprecise, and the combat in general feels unresponsive. To me this is a fatal flaw and completely inexcusable. 2d controls were perfected 30 years ago, I can't see how trashy controls like this are still a thing. -Bad control scheme, the firing in this game is weird. It is like a twin stick in that the right analog stick aims, but unlike other games in this genre you don't have to constantly aim, instead you have to point the stick at an enemy and your character locks on to that enemy. While useful in fighting bosses it makes the regular combat feel clunky and awkward, a lock on button would have done the job far better. Also the lock on randomly breaks during boss battles which means you have to re aim randomly during the fight, so the one time the mechanic

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is actually useful, it barely works. -Broken/boring game mechanics. The melee attacks reflect bullets back at enemies, but most of the time the reflecting bullets miss the enemy you are reflecting back at, even when the enemy is just standing there. This problem is compounded by the fact that reflecting bullets back is necessary to beat some of the bosses which turn these battles into incredibly boring luckfests. -overheating guns, this goes with the topic of boring game mechanics. You have to guns which are switched with a button press, these guns overheat quickly and need to be switched when they do. So you shot like 6 shots then have to press y, shot 6 more, repeat. It is not needed and just adds to the clunkiness of the combat. Imagine playing contra and needing to reload every 2 seconds, sound like fun? Of course not and it adds absolutely nothing to the game play Overall this is one of the worst run and guns I have ever played, other than the aesthetics I can't think of a single positive thing to say about this piece of trash, avoid no matter how much it goes on sale for.. Militant is a really cool concept of a game, unfortunately ruined by harsh flaws. Only 45 minutes? Let me explain. To start, The game was obviously made for handheld (PS Vita) in mind. It has very high-res Pixar quality cut-scenes and then really bad texture work in the actual game. Level design really hearkens to the PS1 days, obstacles and such, it almost feels Crash Bandicoot-ish in a way. The character designs are well done, they are cool and make sense. The gameplay is more or less a 2D side-scrolling platformer with shooting elements. The thing that this game does differently is that you can shoot things in the background and they can shoot at you. The main character is pretty cool and there is a pretty cool way of upgrading your gun. Since you have 4 arms, you can switch out weapons. It's a pretty cool way of replacing the invisible backpack way of things we usually see in shooters. My first problem with the game is the process of changing resolution to 4K, the option is there but no matter how many times I tried, it would revert to 1080p or 1440p resolutions. It's frustrating to see it had to effects, as if the game was mocking me. The thing that really broke my experience is the save file bug that others are experiencing. My save file somehow got corrupted and the pre-game menu asks if you want to replace it. I hit yes and it says "replacing save file" then it says "Exiting game". Start the game back up and the save file is still corrupted. Ask the community for help "Go into your drive and delete the save file manually" so I go into the drive and there is nothing, no save file. I have tried everything from compatability settings to re-installing and verifying files, nothing works. So I can't recommend the game. I think if you own a Vita it would be okay on there but this is a very strange experience.. Excelent game! Very addictive and fun. Completely recommend it.. After playing a while and testing and trying to get into this game, the basic idea and level design is nice and definitely worth a look. But there are so many annoying beginner developer flaws - and not sure if they are going to be fixed soon. Those flaws make this game entirely annoying and completely unfair. I love challenging games, but this one here feels wobbly and has quite imprecise controls. Especially a game where you need to be in absoutely full control of your perfect double jumps and reactions. I play with a Razer Wildcat and never had any problem with other platformers (except the bad designed ones). Not with this game: Double Jumps are 100% random - and when your first jump turns out to be accidentally "double" and you jump into dangerous vines this is simply not fun. These frustrating experiences have a really bad taste. If I manage to finish a level it's not like I think I played good - but just had some luck in a series when the controls did not suck that much. It's more like a relief to hope when this game finally ends since I paid for it and did not want to quit quite early. Then another thing: this is obviously not a Rogue-like game, because it has several checkpoints. Why the hell you need to start from the beginning of the entire level when you exit and restart the game? I mean if I need to leave and want to come back at a later time I don't intend to play the entire level, but eventually just the boss where I stopped at the SAVE-mark. So the solution would be to pause the game, don't shut down computer and play the next day? Don't tell me this is intended. All those things made me stop this game at Behemoth-boss. I will surely never continue and delete it. That's why I would not recommend. Too many great games here on Steam to bother with something like that.. The game is not easy as we are used to play them nowadays, but if you like a challenger platfformer with guns get on this title.. Militant is a really cool concept of a game, unfortunately ruined by harsh flaws. Only 45 minutes? Let me explain. To start, The game was obviously made for handheld (PS Vita) in mind. It has very high-res Pixar quality cut-scenes and then really bad texture work in the actual game. Level design really hearkens to the PS1 days, obstacles and such, it almost feels Crash Bandicoot-ish in a way. The character designs are well done, they are cool and make sense. The gameplay is more or less a 2D side-scrolling platformer with shooting elements. 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