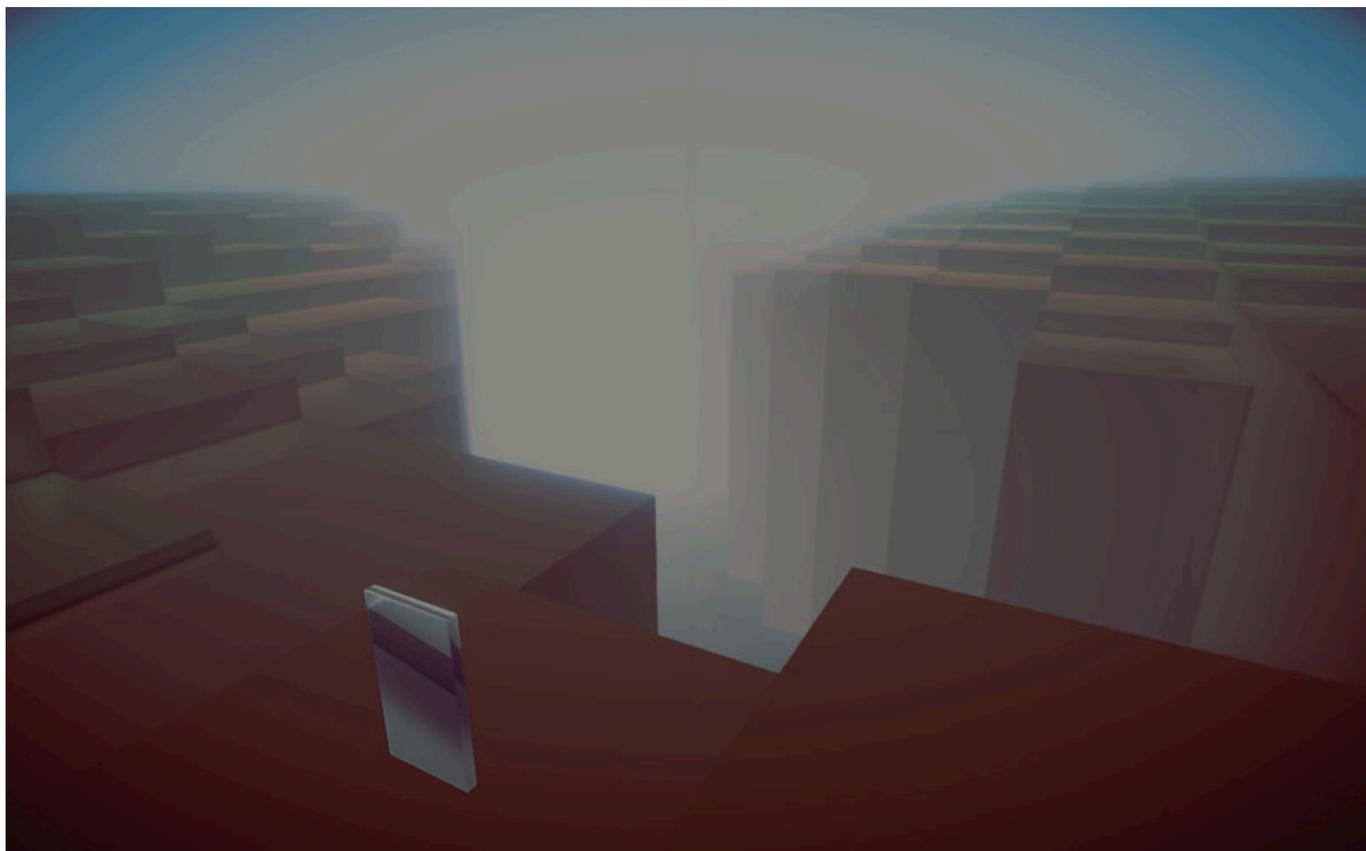


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Brutalism Full Crack [portable Edition]



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### **About This Game**

First-person platform puzzle game. Navigate an ever-changing world based on 579 vertigo-inducing rods by controlling their movement patterns forward or backward. Travel between the glittering surface world and the dark electric world, watch your step, use your sniper rifle wisely, and try to make it to the end.

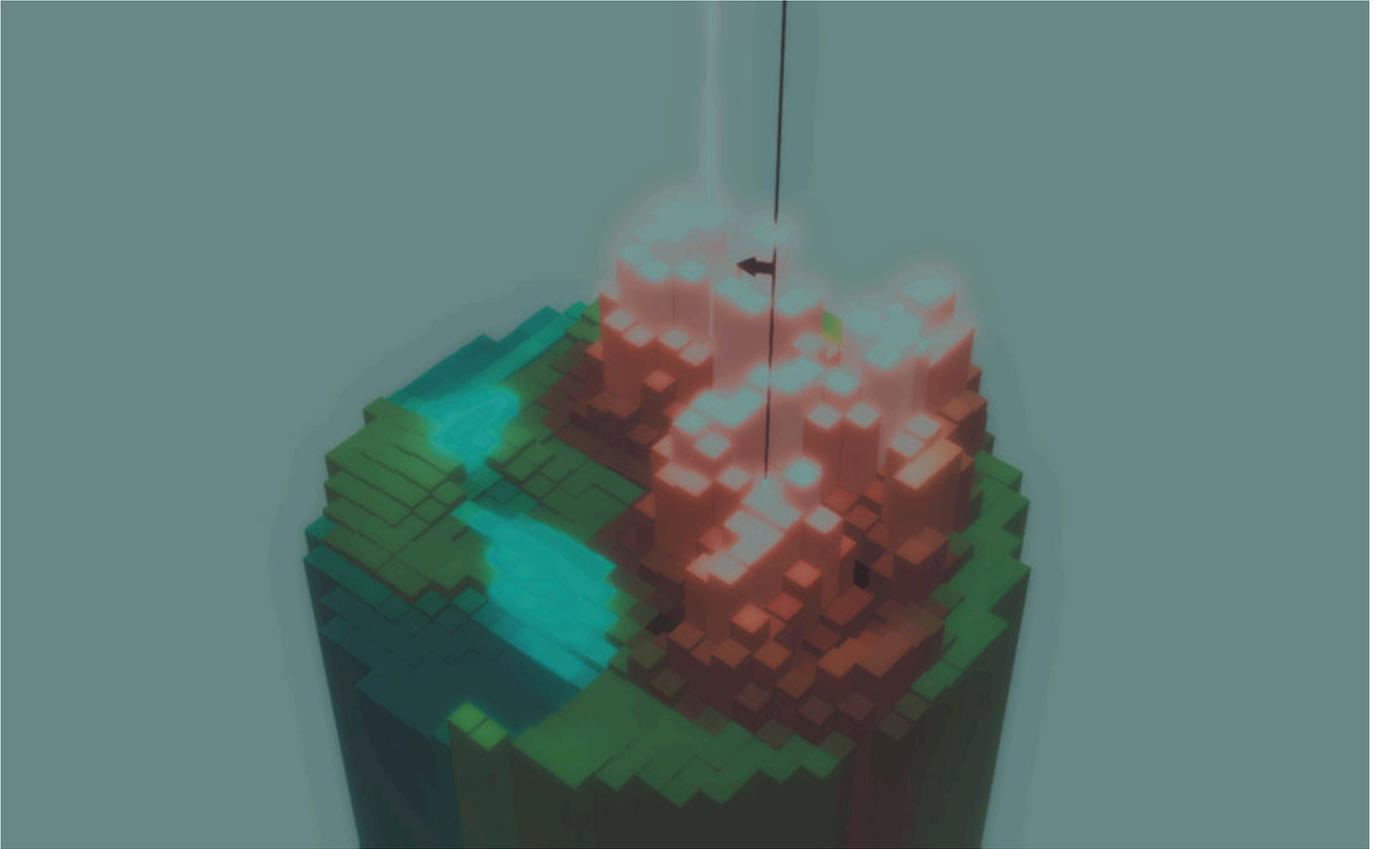
19 Levels, time to complete approx. 2-3 hours.

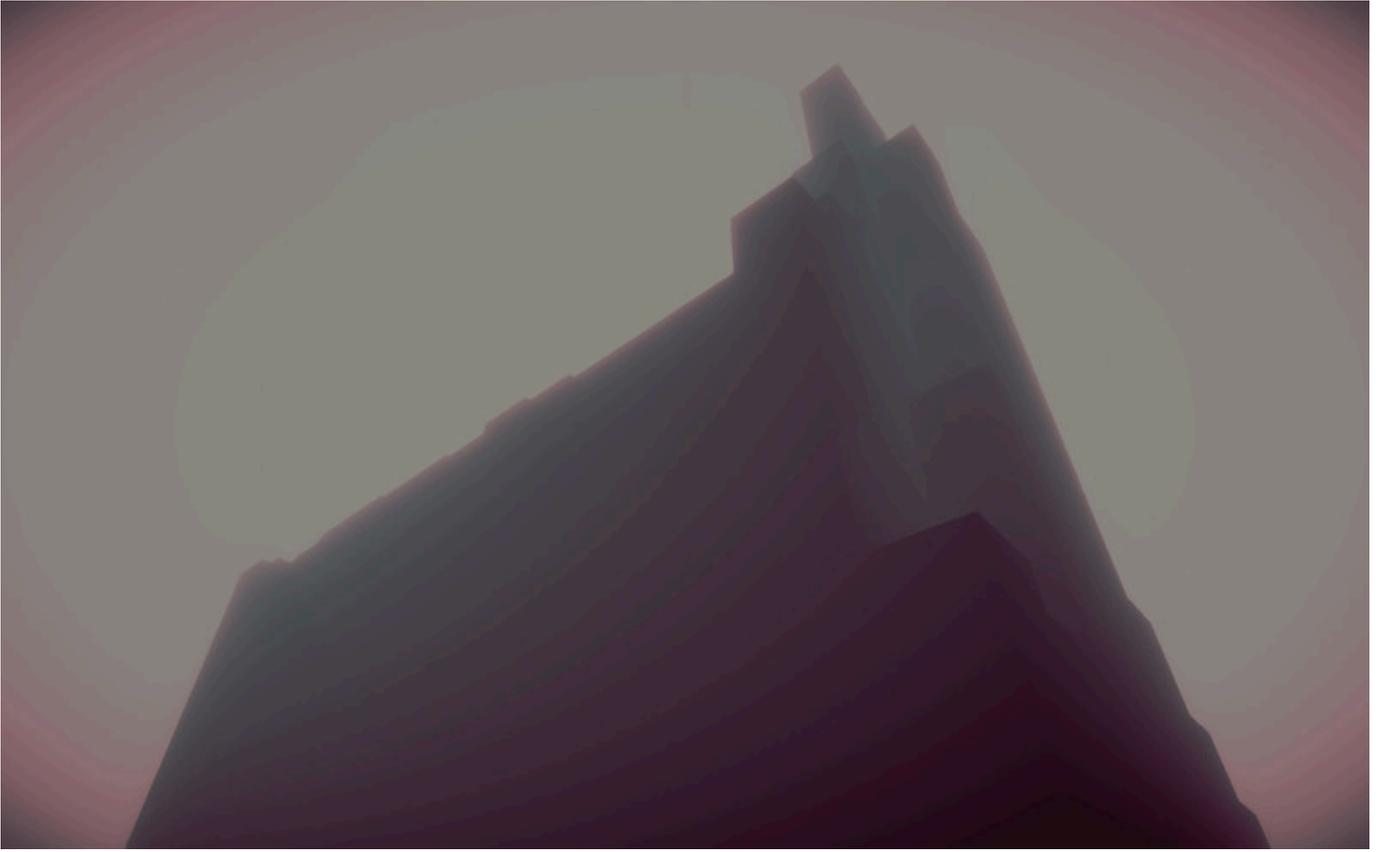
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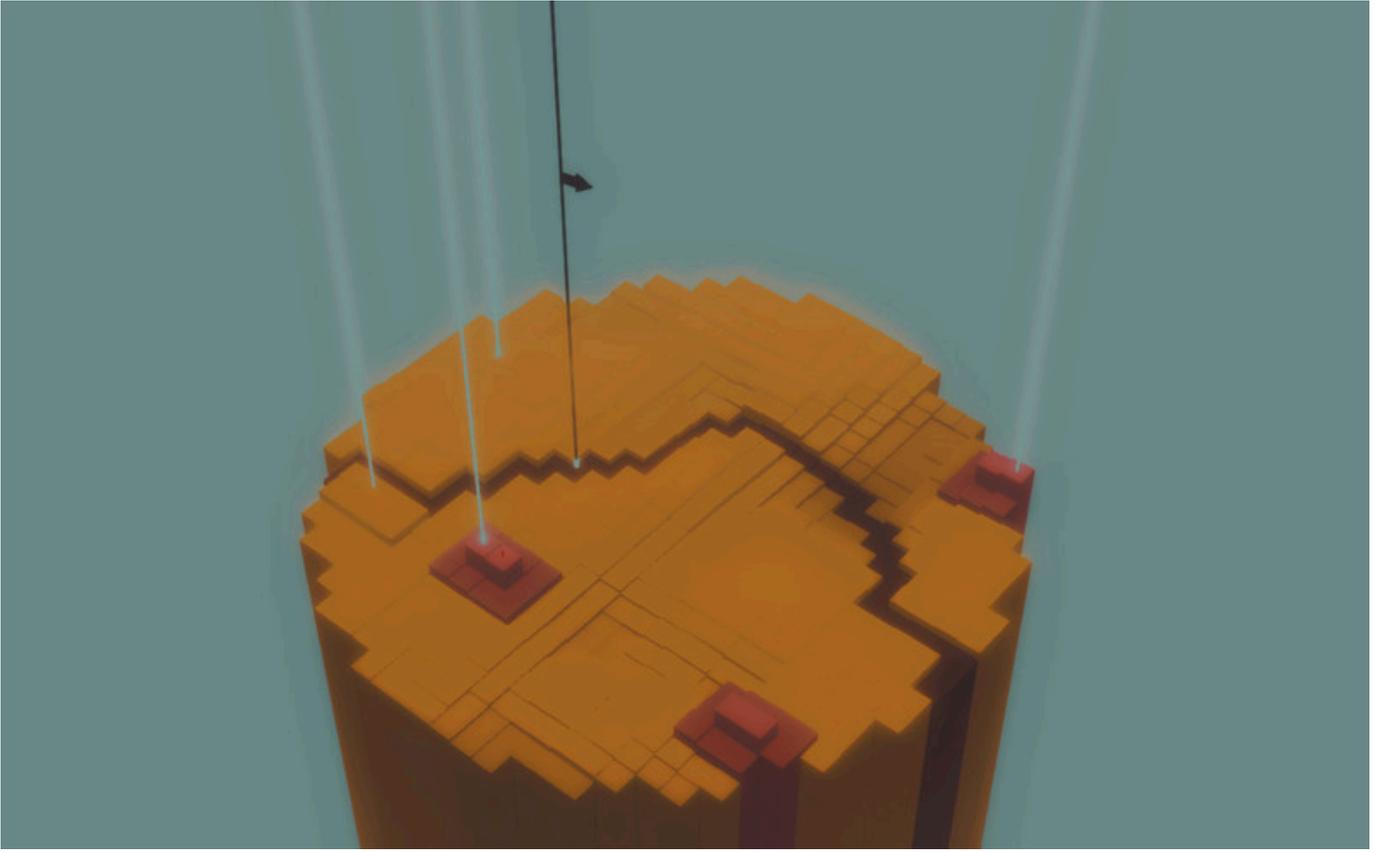
Title: Brutalism  
Genre: Action, Adventure, Casual, Indie  
Developer:  
Stroboskop  
Publisher:  
Stroboskop  
Release Date: 26 Mar, 2018

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English







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From what i've seen so far, this game is pretty weird and amazing at the same time,

The first 15 minutes I had to figure out what the heck I was doing, but after playing for a while and getting to know the controls, the game started becoming fun. You start to encounter weird faces in the maze, which you have to shoot down. I do not know what the faces are or do. Guess I will find out.

. I like this concept of this game, but I'm really frustrated. On game start you're immediately thrown into the first level with no instruction. After figuring out the controls (controller works far better than WASD or Run shift or Space Bar jump + mouse, as many of the jumps require running, and the default is set to walk speed with no auto-run available), I tried to complete the first maze. I assume I have to find a portal like the one I entered to get there, but...there's no portal visible, and only one upward vertical jump available; every other option (including after the first vertical leap) sends you down. Fine, I'll go down. After trying multiple directions, and dying multiple times from missing jumps, I have yet even to SEE another portal, and the moving pillars shown in the videos are not moving; everything is static, so there's no waiting for another path or a view of the portal to reveal itself.

The first level(s) should be easy, with short paths to reach easily visible portals while teaching mechanics and giving the player a chance to become accustomed to the controls. Falling should not end the game at this learning stage; it should just force you to retrace your steps to get back to the jump whose timing or speed you are learning. I gave up after at least 10 forced game restarts.

I also strongly suggest that "Run" speed be the default, and the Shift or Left Trigger key instead be used to move at walk speed -- or make this an option in the configuration menu.. maybe its something for you, but i didnt like it at all and uninstalled after the first level. it just feels cheap and unpolished. no story, no instruction and got boring fast. maybe i gave up too fast and after all its awesome, but i dont want to find out



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