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## Chaos Starter Trainer Download



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### About This Game

**Chaos Starter** is a fight simulator with realistic physics. You are going to find yourself in different life situations, and every time you will have to start a Chaos. No matter where are you and what you are doing, your only task is to spoil the event and initiate a brawl.

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Title: Chaos Starter  
Genre: Action, Adventure, Casual, Indie, Simulation  
Developer:  
Kiddy  
Publisher:  
Kiddy  
Release Date: 4 Apr, 2019

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**Minimum:**

**OS:** Windows XP, 7, 8, 10

**Processor:** Dual Core 2.4 GHz

**Memory:** 1 GB RAM

**Graphics:** GeForce GTX 550

**Storage:** 1 GB available space

English







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solid game for the 1.3\$ I paid for it. Feels like someone put some thought into it, but the overall lack of content and possibilities puts this game into a student project category.

. This is recommend but only if you are looking for a retro tactical shooter, if you want a game that has polish or plays like a modern game then this is not for you.

With guns that dont really move have recoil or look real, and most shoot outs taking over 100 Meters away you will hardly feel like you are in a battle.

But the gameplay is good, guns have real bullets that will fire and you can see them travel the game has 2 snipers 2 handguns and 3 full auto guns.

That being said the game is short and has only a handfull of levels that all take place in large boring fields.

If you want to play a good delta force game get 2 is has many many more levels and a handfull of more guns and now that you can only get 1, 2, task force dagger and land warrior together you have little reason to play this game because you have 3 other choices and they are all better.

But its retro and is so short that you might as well try it.

Works well on modern computers but has a few issues with starting up sometimes.

If it acts werid just restart your computer and try again, that being said if you cant play it then you wont be missing much because the second game is just all around better.

So if you want to get the boot camp for the other 3 games then play this one if the other ones get boring. But if you want to get the boot camp for this game, dont its not worth it.

. Cool sim. I don't understand the negative posts. Fun to play.. I'm mixed about this game. It's really, really short. This isn't a negative, just saying, you can play this on a 1hr flight, kinda nice. The graphics were pleasant, and the camera controls were hot garbage. It would be nice to soar up without the camera flipping around and loosing its collective♥♥♥♥♥♥ The point of the game is that you're a bird, and you collect things for your nest while a country undergoes regime change. The conversations/actions around you is kinda...irrelevant? Because, you're a bird. And nothing you do impacts the world, you just

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are there. I enjoy that aspect of the game, but really, really wish it had been better fleshed out. Wayyyy too short and the overall sub-action (regime change) wasn't really that enthralling.. I don't know what to say. I'm not a big fan of these types of games, but when I saw this game in the store page I thought, "I'll give it a try". I was wrong. This game has so much detail in it. It made me sad, but it taught me things, so I highly recommend this game :3. 10/10 5 stars or whatever the maximum is. (Ps) Make the game free and complete and then see how you can make money. :) :3. The regular game is better than the Steam version.. Nice to have some news from Semyon and the girls on winter time ! As I played in January : Happy New Year too to the creators of Frosty kiss : ). I've been ready for this game the moment I heard about it, and it has so far turned out better than I expected.

Currently, part 1, "I want to get out." is what's available, and it's a fantastic introduction into the game. I haven't finished everything there is to finish, because there's a variety of choices you can make to start piecing the lore together, but I love what I have played.

Overall, I give it an 8/10. My opinion may change as more stuff gets released but this is where I stand for now.

Pros:

- Excellent gameplay (It's not the gameplay itself, but rather how it plays out.)
- Spooky ambiance (Most of the music keeps you on edge the whole time.)
- Amazing mechanics
- Interesting setting
- Interesting characters
- Interesting lore to put together
- Greatly optimized
- Squeaky cell door
- Flying police car

Cons:

- More of a thriller/mystery than horror (When I first saw it I thought it was going to be 100% horror, but really a lot of elements fit into it. This isn't really a con, but just for people who expect horror. Not saying it isn't scary, because I did almost fall out of my chair more than once while playing the demo. This could change though since there are two more parts yet to be released.)
- Bland (To elaborate, everything is pretty much the same color. I mean, Mono, of course it's supposed to be like that, it's supposed to be a "broken" game. xD  
But there wasn't really variety in materials. That's probably more of a pet peeve and personal opinion than a con, but I thought I'd throw it out there.)

So far I don't really have anything to complain about, I love every game this developer has made, and this is so far his masterpiece. For what it is, he made it fairly quickly, so props on that.

I'm ready for part 2 and 3! :D. My\u2665\u2665\u2665\u2665\u2665 was hard during the entire gameplay start to finish. completely recommend, when I was stopping thier juices from flowing, mine were only beginning to flow. Amazing, short, recieved on sale for 10% of the total price, which was definitely worth for the gameplay being so short, seeing as almost every mission ends with 3 stars. Man, I must really be a good fake doctor. After playing this game, I am definitely putting it on my resume. 10/10 must finish with all achievements.

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Oh boy, I sure don't like writing reviews but after playing this game I think I might have to.

First of all do not buy this game if you dislike buggy and or short games.

If anything I'd recommend buying this game in sale as it took me 50 minutes to finish. With the survival mode being 'coming soon' I would say it's not worth the full price yet.

I'd like to start off the actual review by saying this game is bad. It's awful, to start the game I had a 2 minute loading screen and that might be an understatement. after the tutorial I got another loading screen where a voice said impact after 30 seconds. ~2 minutes later I got the loading screen to the next level. This game is filled with stupid bugs that the devs should have found by playtesting. For instance I fell through a platform that was supposed to open and release a type of enemy. There's an inventory for only 1 item and the menu is buggy like crazy. Area's are very dark to the point where I once fell off the platform because I couldn't see the floor. combat is easily broken by just slowing down time permanently and walking through the level without enemies being able to even hit you. In the final level it wasn't clear at all where I was supposed to go until I accidentally found it.

enough complaining about the game, I've given it a positive review so might aswell state why it's still fun rather than just bashing on and on about the problems it has.

During the tutorial I got bored and just ran through because with the limited controls the game has there was very little need for an actual tutorial. though I was running through the game said out loud what I was supposed to do so I still picked up on the mechanics.

If you don't abuse the slowdown the gameplay gets rather interesting. It's punishing but at the same time very easy to pick up. I'd say limit the slowdown of time to some counter that has to re-charge once used.

the levels were quite well designed. Though it wasn't very clear where to go, I managed to find everything. Maybe add a minimap for directions or see if the brightness alone will fix this problem.

As I'm turning this into a tell the dev what could be done better I'll write down the rest of the things I've got on my mind aswell.

A strong point of the game was the unforgiving gameplay. At points I got shot and died instantly. Rather than being upset I liked it, it meant I was being careless and I learned from my mistakes. I'd say use this to the game's advantage and make the game difficult. 1 shot maybe 2 shots to not make the medkids useless. talking about the medkids, as it's the only item in the game and the inventory being so buggy, why not make the Q-key a medkit hotkey, there's space on the HUD for a medkit counter aswell as the slow down time bar.

the space level was AMAZING I had a lot of fun just flying around but I wish there was more control in the air. Flying around felt very limited, though this is realistic, you're a robot in space... might aswell cut some realism for some fun. Also make the jump less high, it kinda broke the entire first part of the level by just pressing shift twice.

I also noticed in that level when you respawn, you respawn in the air. Probably to not get stuck in the floor but once I respawned it took a few seconds before I landed because of the gravity.

Another thing I noticed is that the orb enemies only showed up once. they came up through the platform which I fell through.

Damn that was a lot of typing... Hopefully that was helpful and dev if you need more playtesting done, just hit me up. I'm known to be good at breaking games ;). If you liked the first one this one is just as good, has the same humour and fun characters as the first!

if you havent played the first one, play it and then this, 2 fun little 1hr games that actually have a more replay value than 90% of games released these days 10/10. Unbelievable, this game is awesome. It's ART, and has some outstanding soundtracks!!! :p Thank you!. Useless game. It might help if it lets you get through the tutorials without crashing after every operation. Totally unplayable at the moment.. I can't get the cursor to show up on this game for the life of me, and you really need the cursor to be visible to click all those little menu buttons. I've tried trouble shooting. I got so frustrated and tired that I gave up after a few tries and a couple hours total of trouble shooting.

I have Windows 8; idk if thats the problem or what, but I wasted my money on a game I can't play.. I like RTS, but the game lacks any kind of direction for the player. If you're not already a blitzkrieg player, good luck.

archaic. Mega Man 11 is looking good in it's beta state.. The FOF series has been one of my favorites since it first came out in 1998 and FOF7 is by far the best of the series. Sure, there aren't any fancy graphics, but what beats in the heart of this game is the most realistic football simulator ever created. Believe me, I've looked. So if you're tired of simulating games of Madden



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where the AI gives your star RB only 3 carries and the final score is 15-6, this is the game for you.. A great little puzzle-platformer, akin to Portal where half the challenge is figuring out HOW to traverse the area and the other half is having the reflexes to do so.

A downside to the retro/simplistic art style is several areas in the beginning stages look so alike that it\u2019s easy to get lost or accidentally retread places and puzzles you don\u2019t need to.

If you\u2019re into hard as balls Puzzle Platformers and/or pretending to be Spider-man this is worth a buy.  
. I loaded an earlier gamesave to correct a mistake, but the save was 2 hours too early (no manual saving possible) and I loaded the last autosave... oops... It seems that it just saved again when loading the former save.  
Besides a lot of bugs, bad translation and the fact that ravens are the only thing you can kill within 3 hours, that is the reason why I will delete this game now and wait until they correct at least the autosave function.

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