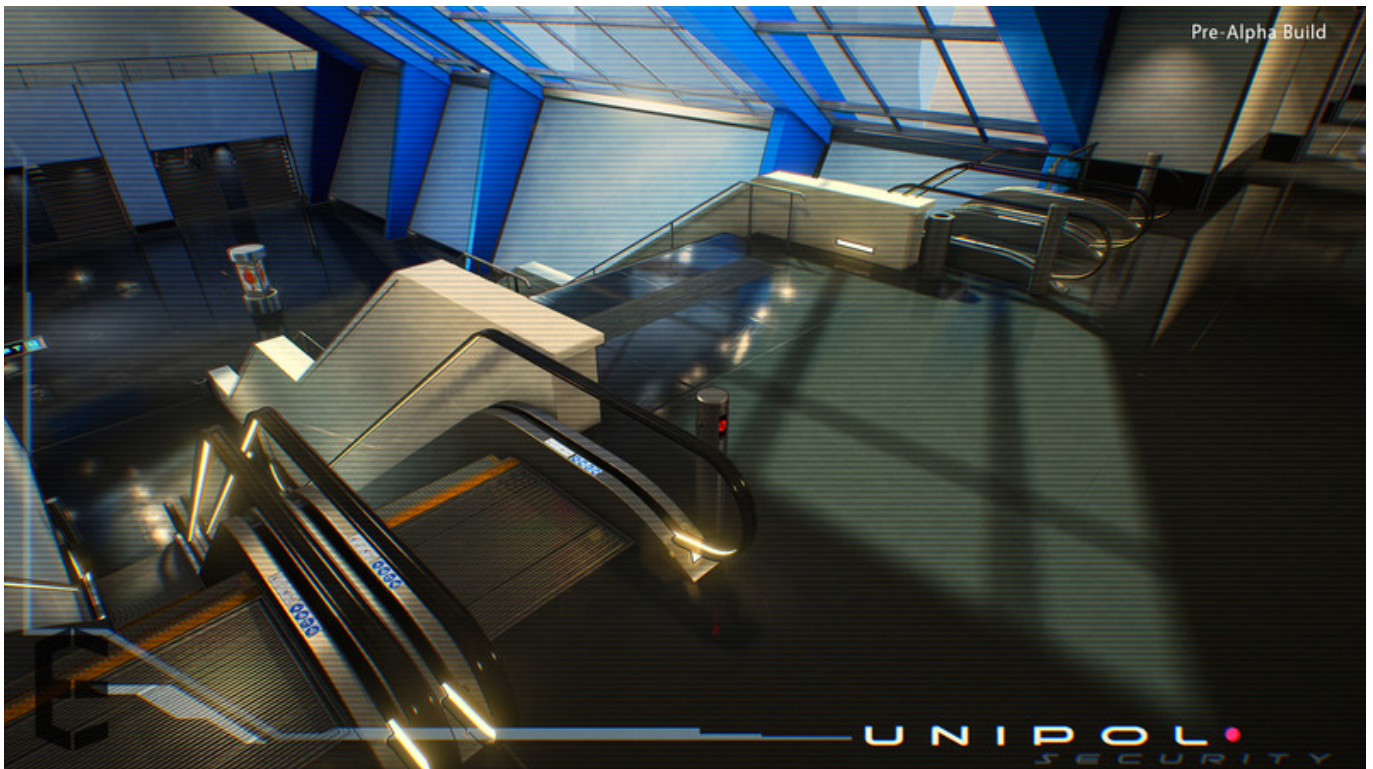

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About This Game

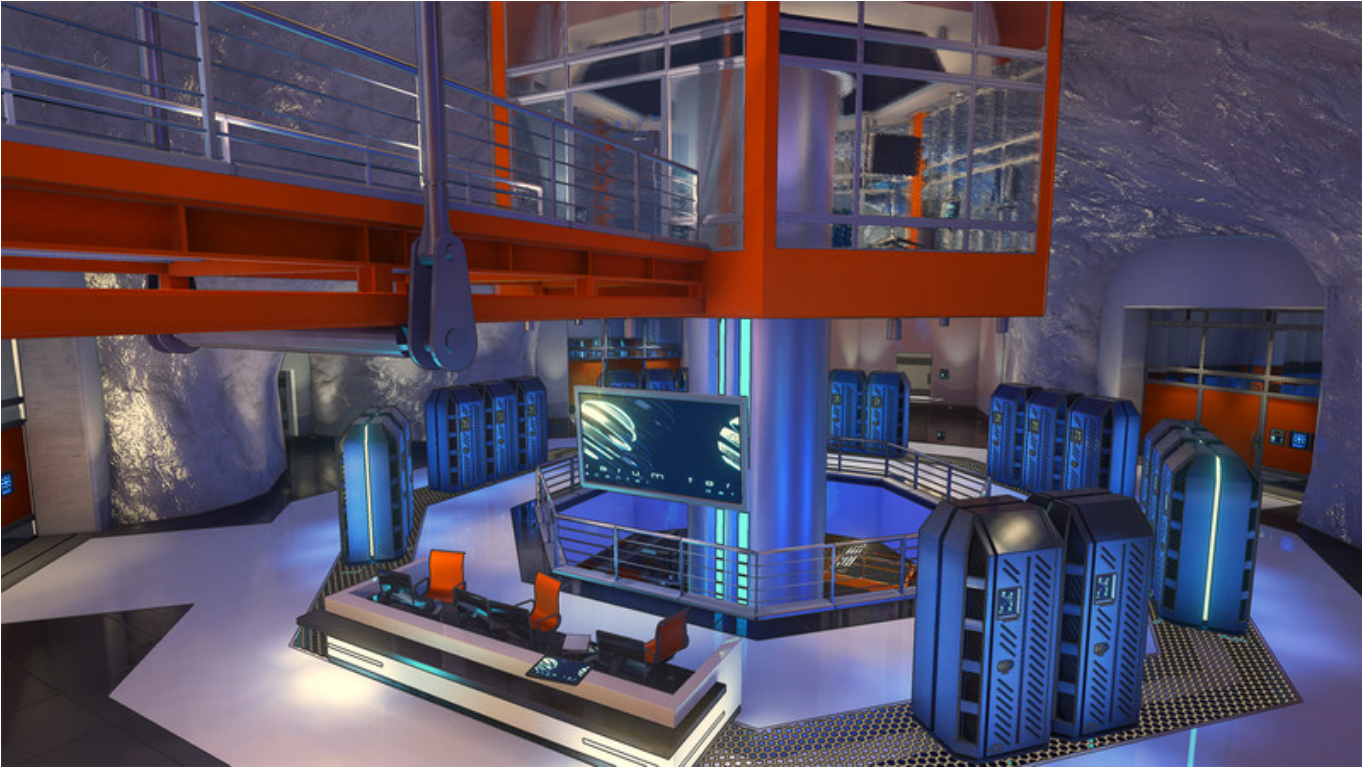
Epsilon is a hybrid stealth-action near-future tactical shooter where pre-planning and commanding your squad is essential for survival. Through high intensity kinetic operations, Epsilon is the unit tasked by Unipol to counter Eastern European militias engaged in human trafficking.

Title: Epsilon
Genre: Action, Indie, Strategy, Early Access
Developer:
Serellan LLC
Publisher:
Serellan LLC
Release Date: 1 Oct, 2015

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English







Fun game with an original idea and remarkable execution, especially for this early in the process. Looking forward to seeing this game grow.. Liked the game play, originality and graphics. Would love to see pvp make an entry but either way I will keep this one and keep my eye on it. Nice work!!. Although this game is early in its development, it plays very much like a Rainbow 6 title with a little extra. I'm looking forward to seeing what the developers will be able to add in the future. I think that the story element that they want to evolve is going to be really interesting and is something that a lot of games don't really tackle. I look forward to continued progress.. Only in Pre-Alpha and this game is a WHOLE LOT of fun. It's like Rainbow Six 3 in a sci-fi world. Can't wait for full alpha, then beta, then the full release. This game has a whole lot of promise to it and I can't wait to see where it ends up. Definitely worth getting in its current state!. Currently in "Development Purgatory."
Development is down to a crawl. Game is not good enough to release, not bad enough to throw away.. SWAT 4 IN SPACE!!

it's pretty bad now, but it has so much potential. From the short time I have played, this game feels VERY promising. However it is currently quite lackluster and many things need to be improved (hence the game being in early access and in pre-alpha). I trust that this will be a MASSIVE improvement on Takedown: Red Sabre.. Epsilon is not bad for what is being charged at the moment. Epsilon in it's current state (pre-alpha) performs surprisingly well on lower end systems and looks half decent aswell. Epsilon features a few of the game mechanics that made the old Tom Clancy games great such as being able to pre-plan your mission (Rainbow Six 3), the fiber optic camera to scout underneath doors (Splinter Cell and eventually Rainbow Six) and the ability to open doors incrementally to provide much more cover when scouting a room for enemies and making entry kills (Rainbow Six 3). Serellan LLC are known for the subpar game Takedown: Red Sabre but it appears that the devs have taken into consideration what was wrong with the game as a tactical shooter and fixes a few of the problems in Epsilon, however it does carry some of the problems over like the somewhat sluggish movement system and the insanely fast reaction times of the enemy AI at times. Epsilon for what it is worth at the moment is not bad but you may want to hold off buying the game until some of the bugs and gameplay features are ironed out. All in all I like where this game is heading and it is great to see tactical shooters like this and Ground Branch coming back into the gaming world.

Also a message to the devs if they end up reading this:

Don't be afraid to ask the community for suggestions on how to improve the game as we all want to see this become an amazing game and we are happy to help to make this game become better than it already is.

TL:DR Version:

Pros:

Follows old style of tactical shooters such as Rainbow Six 3 and SWAT 4

Runs decently on older systems as far as I know

Cons:

AI isn't that great (to be expected in a pre-alpha game)

Game has bugs (to be expected). Promising: its bare bones, i really can't stand the iron sights/red dot.

I'm not convinced i like the sci fi look of your and enemy troops. Much prefer realistic modern uniforms, vest and other current tactical gear.

But a few times, i do get flash backs from raven shield!

So currently promising

Update:

After 2ish hours of playing I can update the game to VERY promising. I just did a whole mission only killing 2 tangos my self, with ordering my team to do the rest, and they following my plan. This is a great thing! I got a serous SWATVR6 feel.

It's the successor to swat 4, or the R6 Siege campaign that we never got. In a very early state but highly promising. Planning mode, tactical gadgets, squad commands, fun gunplay. Highly recommended!!!]

NVM GAME'S DEAD.. Edit: The project is now officially on standby, check the news. Cannot recommend it until development restarts fully.

Original Review: This has the potential to become the SWAT5 I've been waiting for. However, it's still got quite a way to go. It needs a lot of polishing and a lot more content, but the basic structure seems to be there to hold it all.. I forgave Takedown and foolishly gave my money again to these developers hoping we would get a good Tactical Shooter. And now they gave up on this. I'm a fool in a fools shoes for trusting them.. Sadly I would recommend not picking up this game as the development has stopped. The concept was rather interesting and kind of reminds me of the old Rainbow Six games. Maybe down the road the developers will continue on with the development but in the mean time it seems like it's over.. This is in a "proof of concept" quality level, with updates being pretty rare (almost 5 months). There are some indications that it might pick up (from the developer's Twitter conversation with some other developers "we gotta reboot Epsilon" and "Finally admitting I can't do this all on my own"). Until then, it's not enough to play like a normal game. I played for 25 minutes and felt like that was enough for me to get a taste of everything. That being said, it does seem to have promise, there are a few things I'm not a huge fan of, but overall, it uniquely fills a void left by Rainbow Six 3 and its predecessors. I understand this games vision and I love that vision. Whether that vision is actualized remains to be seen. So, if you want to throw in some money on the hopes that that might help this project move forward, go for it. But right now, it's definitely uncertain whether this will get finished or not, so otherwise, you might want to add it to your watch list and come back in a year or two.. okey, somethings.

- 1- DEVS, PLEASE dont let this game die.
- 2- IMPROVE AI , too easy to kill them, maybe a bit more challenging (more accuracy or something like that)
- 3- MORE AI, feels a bit lonely =\
- 4- Much more maps
- 5- Random generated missions (and spawn zones too)
- 6- more equipment. AKA customization of u and ur team
- 7- More movement of your team (they can go to A or B or whatever place, maybe not in straight line all the time). AKA, improve AI in general
- 8- REALLY REALLY well done so far.

(extremely cool graphics btw, really really polished)

If you can improve this little things this could be an amazing game.A really really good one srsly.. Sorry I can't recommend it yet... the AI is just too dumb and the one level existing so far looks too squaky-clean... also there is no real challenge and the squad AI and command interface is REALY bad... I will update once it gets better... for a alpha I guess its ok but this is about "should I buy it or not" and on that front it's still a "no" unless you want to support the developer.. Ignore reviews that have not been recently updated. I bought this game in 2015, it hasn't changed since.

This game is in purgatory. What you have here is essentially a super early tech-demo. It is a vision of the game and nothing more, nor will it ever be.

Keep your \$7.99 and instead invest in older games such as SWAT and RS3, or check out Ground Branch. Just trust me on this one.. Reviewing the game in Pre-Alpha, version 1.07. As far as Early Access games go, this one is pretty solid. I also own Takedown: Red Sabre. Epsilon has very well kept some of the best qualities of Takedown and removed the worst qualities.

I like the futuristic setting and design work for Epsilon, it's just a bit futuristic but not to the point that you're using rayguns and fighting martians. It works really well with the new Unreal Engine 4 graphics, which look great, as always.

Epsilon has working squad commands! Your squad feels much more useful in Epsilon than in Takedown because of it. Enemy AI seems to be improved, as I haven't seen the glaring pathing issues that you would sometimes see in Takedown. The sniper and the planning phase mechanics are really fun!

Overall: Good replay value, nice graphics, plenty challenging.

I definitely recommend picking this one up! It's currently got 2 completed maps, no co-op yet, ragdolls, squad commands, It's worth the 8 bucks they're asking for now, and the price will only go up as they keep adding content. But yeah, it's a very fun pre-alpha that on its own, is already better than Takedown minus less maps currently available.. Early access on this game is going to be a gamble for anyone. There doesn't appear that there is much going on with communication here from the dev to the forums. I'm speculating that this isn't going anywhere further at this point. I could be wrong. It's been a while since the company has posted in the forums and has pushed new content. If you don't want to potentially lose your money, walk away. As is, it is buggy and AI is either too good or in a down right vegetative state. Levels don't have any gritty realism and look to much like a game show set (shiny and bright EVERYTHING) than an actual building.

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