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Possessed Keygen Free Download



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## About This Game

“Prophet!” said I, “thing of evil! — prophet still, if bird or devil! — Whether Tempter sent, or whether tempest tossed thee here ashore, Desolate, yet all undaunted, on this desert land enchanted — On this home by Horror Haunted ”  
- Edgar Allan Poe, The Raven

Possessed is a fast-paced story driven survival first person shooter spread across 3 action-packed regions. It features witty characters, terrifying creatures and a strong focus on physics and world interaction.

### **GAME**

- Over 25 blood-thirsty terrifying enemies
- Vast exciting regions to explore
- Powerful weapons to slice, blow holes, electrocute, blow up and set your enemies on fire
- Average 4-6 hours of playtime

### **INTERACTION**

- A large portion of the world is interactive. Shoot and destroy lights/glass objects, puncture pipes, blast doors off hinges. Explosive items such as fire extinguishers, oxygen tanks, barrels and lava pockets
- Physics are as real as it gets. Throw a stick of dynamite into a stack of boxes and watch them go flying. Force from bullets and explosions will knock plants off walls and send objects hanging from chains swinging

### **FEATURES**

- First Person Kick allowing you to move objects and knock back enemies
- Intelligent mini map that will identify places of interest to guide you in the right direction
- Full Menu with Save/LoadGame, Checkpoint system and Input configuration
- Full Length Feature Soundtrack

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Let The Massacre Begin

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Title: Possessed  
Genre: Action, Adventure  
Developer:  
Moonz Studioz  
Publisher:  
Moonz Studioz  
Release Date: 17 May, 2017

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**Minimum:**

**OS:** Windows Vista / 7 / 8 / 10

**Processor:** Intel Core i3 @2ghz

**Memory:** 2 GB RAM

**Graphics:** Nvidia Geforce 650 or equivalent

**DirectX:** Version 9.0

**Storage:** 4 GB available space

**Sound Card:** DirectX Compatible

English, French, Italian, German, Czech, Danish, Dutch, Finnish, Hungarian, Norwegian, Polish, Portuguese, Romanian, Swedish, Turkish







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i beg ye... just dont .... An old school shooter which makes a hell lot of fun. The downsides are: bad graphics, repetitive and bad performance.. I bought it, tried to play it for 46 minutes, even if it started it run like\u2665\u2665\u2665\u2665\u2665on the lowest settings, like a slideshow. I actually really liked the whole concept of this game. It looked like pure, mindless fun. I knew what kind of game this was, but I wasn't expecting it to barely work even on the lowest settings. I'm pretty sad because I wanted to kill some orphans... :( Very 90's, very good.

Campy old school horror shooter.. Would recommend:

+I feel possessed to kill myself. Pros:

Fun combat

Cool environments

Great gunplay (my favorite gun being the tommy gun)

Old School gameplay

Creative looking enemies

Great movement

Later levels are really well designed

Cons:

Awful voice acting

Laughably bad story

Poor framerate at even the lowest settings

Unlikeable characters (The description of the game says it has "witty characters" but all the characters say are stupid things like "Oh yes. Time to poke some holes in these \u2665\u2665\u2665\u2665\u2665es.) This combined with bad voice acting is agonizing

Bad companion AI (they spout one liners when nothing is even in the same room, and start shooting at enemies through walls)

All enemies feel exactly the same.

Parts of the 3D models bodies are disproportionate (For example, A monster's head bigger than its torso)

Death animations are long and drawn out

Some... odd design choices (like the fact that the firs enemies you kill are possessed orphans)

Linear level design in the first chapter (long boring corridors with no substance. Sometimes I got lost and kept on wondering I was going down the same hall over and over again.

Overall, this game is fun, but the flaws make this game lackluster in lots of areas. As of now, this game is not worth your time.. this game is \u2665\u2665\u2665\u2665ing awful. There's a lot of stuff to shoot, blow up, kick and shoot some more in this game! At first it starts with creepy possessed orphans (?) and then it spirals down from there. Increasingly bizarre hordes run at you like crazy and you just shoot'em up Duke Nukem style.

It's an old-school, all you can eat buffet of funny, gory, disgusting, frustrating and gun blazing moments.

Did I mention that you are going to shoot a lot of stuff? I mean A LOT!. Amazing modern Duke Nukem style shooter. I love the detailing and the feel of the gameplay is just amazing! The bonus of the dark comedy attached to the spectacular shooting feel with blood flying everywhere makes this a must play!

-5/5 unreal gameplay. +young orphan girls, barely clothed

+b-movie type feeling in the beginning, gory, stupid, self-ironic

- pretty much everything else

- and especially because of it's difficulty

I bought this game watching the swl tcher play it on the youtubes. And since it was on sale, I then decided to buy it for 2,50. Which is an acceptable price. The time invested not so much. It will take about 7h to beat this game.

In the first hour of this game, you see about everything that's actually worth seeing. Of course I knew it was a low-budget game, seemingly done buy 1 guy. And it shows pretty clearly. The Ai design is non-existant. The UI is horrendous, environment looks very samey. (In fact, you walk forth and back in the same area, while clearing mobs in the first areal).

But from a certain viewing angle, such things can add to the charme of a game. Like a bad b-movie you enjoy.

I will give a thumbs down, not for the technical mess this game is. After all... the human eye can't even perceive more then 8

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frames per second, so this is totally fine! :3

No... it's because this game not only overstays it's welcome, but is also ridiculously unfair. As if the second and third area were designed with a completely different mindset. You start out in an orphanage (of sorts) and find absurd characters, a story that seems to make fun of b-movies and itself, jokes written on the walls... it's stupid fun at that point.

But then you hit the second area, and wait for that tone to pick up again, which it never really does. Instead it becomes mind-bogglingly hard. Spawning enemies right on top of you, creating unavoidable damage, and so on. I only managed to beat the second area birds after many trial and error attempts. I could have walked away with a smile on my face, had the game not take such an ugly turn.

So let this be a lesson to all devs.





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