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BIOS Full Crack [hacked]



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## About This Game

BIOS comes from the acronym Basic Input Output System. BIOS is a fast pace First Person Shooter. The player needs to complete the different simulated hostile environment the fastest way possible, combining skills and strategy. The Early Access of BIOS, includes 3 games modes: STRIKE (SP) - ANOMALY (SP) - COOP (2-3 Players). It also includes a total of 8 environments and 34 map challenges. BIOS is a fast paced, high octane asynchronous competitive game. Your goal is simple, make it to the end alive and the fastest way possible. The players will develop strategies and refine their skills to make better times and compete in the leaderboards.

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Title: BIOS  
Genre: Action, Indie  
Developer:  
PIXYUL  
Publisher:  
PIXYUL  
Release Date: 13 Dec, 2016

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English,French,German,Polish,Russian,Swedish







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This is an interesting title.

Its in Early Access, but its kinda worth buying.

Its worth buying for:

- + The music. Its kick\u2665\u2665\u2665\u2665\u2665
- + Well put together visuals. With both style and purpose.
- + Gameplay. Its fast, its furious, its frantic, its 90s arena shooter in modern clothes.
- + A fun challenge.

The bad parts are:

- Some distracting visual elements. Such as the gun being way to big. And hazards blend too much in with the more organic maps, making it hard to spot dangers and avoid them.
- Bullets are either hitscan or very fast, dodging them is impossible (rockets and grenades are dodgable).

It has plenty of options in the options menu, but theres no clear indication to what does what.

Some options should not be clumped together, and some should have a "x2", "x4" and what not, instead of "low", "medium" and "high" option (such as the AntiAliasing option). And no Anisotropic filtering option? What?

Theres also no way of removing keybindings. But they allow alternative keybindings, so thats good.

All in all its on a good path, I think.

Recommended.

Cheers.

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Had to edit a few errors ;). Its a great game, definitely something different with tight controls to back it up. I am really looking forward to what they add to it, and I really think it will only get better.. BIOS is a game where the idea is to go fast. While there are a few obstacles that can be punishing at times, the level design is amazing. Stike is a gamemode with a path with turrets and AI controlled robots scattered around. It Anomaly (Zombies) is an amazing mode that offers a new challenge forcing players to either dodge or kill dozens of zombies. It is a game where you must decide to take it slow making sure the way is clear, or go guns blazing into the open hoping you arent killed. A very fun game and I would recommend to anyone thinking of getting it..

**i'm sad cause i can't run it in my native resolution or even at 720 :(**

**but nice game got the first two levels platinum medals other ones can't cause i felt the game laggy and freezed for 2 sec.**

**that's why i have bad lap. [ i hope developers make a good custom settings in option so i can play it perfectly]**

**\*i don't blame the game it's still in "EARLY ACCESS"**

**the game is recommended so far.:**)

EDIT : it worked with me well at windowed fullscreen mode .. -The game doesnt have a left/right STRAFING OPTION. When ingame, you become nauseous by hitting left or right, just to find the screen actually TURNS to that direction, instead of strafing accordingly. Didnt know the gaming industry went back to 1993.

-Took me 10 mins to set the keys to my liking, why?The game kept on setting the keys the way it wanted.

+Good concept, graphics and sound, but completely destroyed by minute details such as the above. Asked for a refund without even completing the 1st level.

Avoid!. I've had this on my wishlist for a while, and finally picked it up on the sale. I regret it.

Even discounted to \$8 there isn't enough content here to call it a wise investment. Two guns, a handful of identical levels, and

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two modes, neither of which are very fun.

And really that's it: the core mechanic is . . . boring. The run, shoot, run, die repeat system is tedious to play. And really, it was all there in the trailers. Watch the videos on loop, and its the exact same sensation as playing the game. I feel like an idiot for spending my money on this.. The Gameplay is so Unique. I honestly didnt think i would like it but i did. The game is actually really optimized (on most levels) considering my PC isnt that great. I wish they would add in a Story though. 8.5/10.. This game is a pure adrenaline rush as you try to fight your way through robots and tourets or mobs of zombies in the fastest possible time. There are 23 robot levels and 4 zombie levels as of release. I have had the occasional fps drops\stutters but mostly when I start a new map and most of the time it irons itself out during the run with the worst case scenario of me having to restart the map. The gunplay feels smooth and the hitboxes for the most part feel on. The devs are all over the forums replying and taking our feedback which is always good. So for me this is another indie gem with a low price tag with gameplay that is unique and interesting with a dash of rage simulator tossed in. Also the achievements are pretty easy to get if that's your thing. I would recommend giving it a try as you can always ask Gabe for your money back.

Edit:

I have gotten to play the co op finally and while it is a little buggyI had an absolute blast playing it. It iis a lot harder than the solo but it's worth it and a good way to grind out those units.. **i'm sad cause i can't run it in my native resolution or even at 720 :(**

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Fast paced shooter that is nearly impossible to master. I recommend this game to anyone looking for a challenge.. While the concept of the game is interesting and fun. The game is super broken(especially with turrets and damage) which gives unfair experience for players.

Shame devs gave up.

<https://vodshot.tv/vs/vycCCTm>. I'm really surprised by this game. I was hesitant because of it being EA even with the sale price of \$12, but I'm definitely glad I picked it up.

#### Pros

- + Solid Gunplay. In the way they handle, sound, and the shots feel like they've got a good amount of weight to them.
- + Graphics are really well done and I would say look to be fairly on par with most AAA shooters.
- + Music fits the frantic nature of the game style.
- + Quick reset when you complete a match or die is great when you're powering through trying to get the fastest time.
- + The levels are very well designed and thought out. Also, the variety of the level themes is very nice and makes each one very distinct and have its own feel.

#### Cons (with this being EA, most of these are suggestions that could be fixed before the actual release)

- The name... BIOS? More like, "hardest to Google game title EVER!" Searching for this online is near impossible and brings up almost entirely unrelated results. Obviously they can't change it at this point, but geez, whose idea was this?
- The menu. I don't know, it just looks ugly to me. Having all of the options up at the top is something I've mostly only seen in F2P games. Needs to be rearranged and polished.
- No option to change the color of your crosshair. Seeing how it's white and all the enemies are white as well, it's a bit hard to keep track of sometimes.
- Your character sometimes slides when you're trying to stop or change direction, usually when strafing. I've noticed this only seems to happen in some levels, like the one with all the freight containers.

There are other things I could mention (would be nice to have a rewards\progression system, story, extra content, etc...)but from what I've heard they're working on it. Overall though, great job guys! I look forward to playing more and seeing what is in the future for this refreshing twist to a genre that really needed something new.. From what I have played so far, I can tell you that this game is a very unique experience.

The game is an early access, FPS shooter. There are currently three gamemodes, Strike, Anamoly, and Coop. The game is a test of speed and skill as you try to complete each level as fast as you can to earn higher medals. The levels aren't a walk in the park either, they are all very challenging, and if you don't have the patience to repeatedly play levels over and over to get the highest medal, don't buy this.

The graphics are very nice. They are above average for a game like this, and compliment it nicely. The game has many graphics options which affect the performance. On a mid-range machine on high settings, I get around 50-60 fps. No complaints there.

The level designs are very cool and are part of the reason the game is so challenging. The levels are a decent size, but usually very narrow, or make you go in a narrow path. The constrictive environment makes the game more difficult, and I personally really like this idea.

Strike involves levels with robotic-looking enemies with guns and turrets. You have to run through the level as quick as you can without dying. Pretty straightforward, but can be difficult.

Anamoly is my personal favorite, but unfortunately doesn't have nearly as many levels as Strike. You have to run through the constrictive environments as quick as you can while trying to fight through a horde of zombies. Difficult, but fun, and the zombies are very cool.

I have not been able to test Coop due to the lack of players. Will update when I try it.

The developers seem devoted to the game, and I have no problem giving them 15 bucks for this game, it's worth it. They are committed to making the game the best it can be, and appreciate feedback. Updates aren't too far apart from each other, and add a decent amount of content. This game has a lot of potential, and the developers know that.

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Things that I think would be great for this game:

A co-op zombie mode, where you fight waves of zombies until your team dies. I would personally love to see this.

Steam Workshop to allow people can share levels.

Map editor, a tool to create and share custom levels via Steam Workshop.

Custom gamemodes, it'd be cool for this game to be able to have user-created gamemodes like Garry's Mod.

Campaign? Not sure if there are plans for this or not, but it would be cool to have a story driven campaign mode for this game.

Weapon customization, weapon and health pickups on maps, and explosive weapons (RPGs, grenades).

Overall this game is great, and if you want to support it in its alpha stage, then buy it.. If you made speedrunning into its own game, it would be BIOS. The game is punishing, yet fair and has nearly flawless level design. You're forced to make choices like "Do I run through the lasers to save time, sacrificing half my health in the process?" or "Do I slowly clear this room of turrets, or do I make a break for it, hoping none of them finish me off?". The game is even fair when you die, there's no annoying death animation, you just get a game over screen and a slow-mo first person view of your death so you can see exactly how you screwed up, and it only takes 3 seconds to go from death to retrying the level. The levels don't have any BS like hidden turrets or enemies that can hit you but not vice versa, it's designed for you to go as fast as possible while killing as fast as possible. Currently, there's only about a dozen or so people on the leaderboards on the harder levels, which is a shame. The amount of content already available for such an early in development game is astonishing, and the music is fantastic. The best way for me to describe this game is as if Super Meat Boy were an FPS.. Great, if I could get past a certain point. Having issues with AMD 15.7.1 drivers (i5 4440 & R9 390 runs it at 1080p/60fps). I expected "The Club" cyber fps and got broken garbage.. BIOS: BIOS is a faced paced racing-shooter which you will have countless hours into this game and still have fun! yes the main menu music gets a bit annoying after awhile but hey its an early access game and yes you will think u seen the same lvl think again it will change on harder diffuculties :D and there will be more guns, customization and stuff in the future but for now its a great game i got a friend of mine of a stream 2 check it out and he is having a ton of fun playin it.. also this game gets constant fluent updates and this game is very well optimized its funny how most games arent optimized but sum early access games are lol goodbye goodluck and all in all just have fun! :D Public Inception Signing Off.. I'll be honest, it was fun for the first half-hour. The graphics are nice, the sound quaility is good, and it's a very creative idea. But the down sides really hurt this game for me.

The multiplayer is half-baked, the sound constantly goes out in multiplayer, the floaty movement is bad, the mouse sensitivity is too high even when lowered, and my computer can barely run the game even on the lowest settings. Any time there are two or more rockets exploding, the game freezes for a moment affecting time. Also, on certain maps, there is this shadow that is always in front of your player, and it makes close objects hard to see.

Good ideas, but executed poorly.

6.7/10. Devs Ruined this masterpiece

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