

Frozen Cortex Ativador Download [cheat]



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About This Game

Frozen Cortex is a simultaneous turn-based strategy game from Mode 7, the creators of Frozen Synapse. Get a free key for a friend with every purchase!

Make a plan for your customised robots on a randomly-generated playfield. Positioning, timing and reading the terrain are all vital if you want to outwit your opponent.

Your moves, and those of your opponent, play out at the same time.

Taut, competitive multiplayer and a deep, complex single player with three different league modes (including large-scale randomly generated league) mean that you can experience your own brand of futuressporting glory!

“Another brilliant slice of strategy from Mode 7” (Eurogamer)

“I’ve been looking forward to this as much as almost any other game this year.” (Adam Smith, RockPaperShotgun)

Features

- Free key for a friend with every purchase

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- Four core single player modes: roguelike “Knockout” mode; Global Cortex League mode; Manager Mode; Randomly Generated Season Mode
 - Experience the intrigues of the Global Cortex League with a compelling story that spans the various modes - play how you want and keep up with the narrative!
 - 7 unique AI teams each with their own coach who responds dynamically to the play
 - Manager Mode - vast season mode featuring salary cap, roster management, free agent bidding, a college league, injuries and much more...
 - Multiplayer modes: Full Match and Duplicate; several variants of each; make your own custom mode!
 - Online rankings and fast matchmaking
 - Team Editor: name your players, customise their stats, armour, faces and more!
 - Further customisation options including Pitch Editor
 - Music from legendary indie game composer nervous_testpilot

This game was previously called Frozen Endzone and was renamed Frozen Cortex while in Early Access

Title: Frozen Cortex
Genre: Indie, Sports, Strategy
Developer:
Mode 7
Publisher:
Mode 7
Release Date: 19 Feb, 2015

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Minimum:

OS: Windows 7 64-bit

Processor: 1.2GHz

Memory: 4 GB RAM

Graphics: Shader Model 3.0 & at least 1GB VRAM

DirectX: Version 9.0c

Storage: 3 GB available space

Additional Notes: Soundtrack Tier requires extra 1GB disk space, Mega & Ultimate Tiers require extra 4GB disk space.

English

NEWSFLASH!

League has no plans to outlaw fusion bolts.

LEAGUE STANDINGS CHANGE LEAGUE

Rank	Team	W	L	D	PTS
1	The Armed Forces	3	0	0	9
2	Heavy Perspective	2	1	0	6
3	Defension	2	1	0	6
4	on	1	2	0	3
5	id Cartel	1	2	0	3
6	inists	1	2	0	3
7	rk Foundation	1	2	0	3
8	Automata	0	3	0	0
9	Automata	0	3	0	0

Player	W	L	D	PTS
Colonel Levine	3	0	0	9
Compartiot Kibe	2	1	0	6
Mentor Brack	2	1	0	6
Administrator Nomura	1	2	0	3
Moderator GoolPause	1	2	0	3
operator 103	1	2	0	3
Professor Turak	1	2	0	3

Date	Matchup	W	L	D	PTS
Sun Apr 29	Game Time: RED @ CC, wk 1	0	0	0	0
Sun Apr 29	Game Time: WIP @ CC, wk 1	0	0	0	0
Sun Apr 29	Game Time: BFM @ TE, wk 1	0	0	0	0
Sun Apr 29	All Sim matches for week 1	1	0	0	1
Sun Apr 29	Wrap-up for week 1	0	0	0	0
Sun Apr 29	Wrap-up for week 1	1	0	0	1
Mon May 1	start for week 2	0	0	0	0
Mon May 1	start for week 2	0	0	0	0

11 turns until end of game or overtime

Sporting Automata

1 - Rampart (Pickup)
(G: 0, Pz: 0, PASS: 0, INT: 0, TAK: 0)

2 - Xavier (Support R)
(G: 0, Pz: 0, PASS: 0, INT: 0, TAK: 0)

3 - Hwang S (Wildcard)
(G: 0, Pz: 0, PASS: 0, INT: 0, TAK: 0)

4 - Jihop (Wide R)
(G: 0, Pz: 0, PASS: 0, INT: 0, TAK: 0)

5 - Tont (Wide B)
(G: 0, Pz: 0, PASS: 0, INT: 0, TAK: 0)

SXT Vision

1 - Katana (Pickup)
(G: 0, Pz: 0, PASS: 0, INT: 0, TAK: 0)

2 - Monsoon (Support R)
(G: 0, Pz: 0, PASS: 0, INT: 0, TAK: 0)

3 - Denton (Wildcard)
(G: 0, Pz: 0, PASS: 0, INT: 0, TAK: 0)

4 - Ultrask (Wide R)
(G: 0, Pz: 0, PASS: 0, INT: 0, TAK: 0)

5 - Gorevico 4 (Wide B)
(G: 0, Pz: 0, PASS: 0, INT: 0, TAK: 0)

No active bets on this game

Closing line: SXT Vision by 9

Rampart with the pickup

MENU

NEXT EVENT





I wasn't sure about this game. I thought it may be very slow, basic and simple. How wrong was I.

Basically, this is a game in which you are trying to get the ball to one side of the 'field' to the other, while your opponent is trying to stop you and get the ball to the opposite side. Sounds simple enough. The way you do this is quite unique. The game is split into turns. Every turn, you tell your robots (which look stunning, just like the rest of the game) to run or throw the ball. Your opponent does the same. When both are finished, you hit the 'play' button and see what happens. This is a great way to structure a game. Personally, I am a big fan of having a more chilled out, relaxed approach to the game.

But there is more to the game.

When it comes down to it, this is a strategy game. You need to work out where you think your opponent will move, try to intercept their throws, tackle them, and just generally get in their way. There is an extraordinary depth to the game, and is very easy to spend hours at a time trying to fine tune your tactic.

There is only one very small issue I have with this game, and that is that even when you are playing against the computer, you have to wait for it to complete its turn. I don't know whether this is just to make the game seem like you are actually playing against another person or what, but I personally would prefer to not to have to wait. I want to see what happens next!

It is a game which is very easy to get into, but very hard to master.

A sports game on the surface, a strategy game at heart, an overall package that is, for me, very hard to beat. There is nothing like it, in a very good way.. Frozen Cortex is simple, clear, and yet infinitely complex. With the fantastic artificial intelligence system and randomized playing fields, even single player games are constantly keeping me on my toes and learning more and more about the game systems.

As someone who did not get very much into Frozen Synapse due to its complexity (facing V direction being vital elements), Cortex has instantly captured me by providing the same level of depth with simplified mechanics. As Ian Hardingham explained in a recent video, Cortex is based off a simple premise - "If you are standing still, you control the space around you. If you are moving, you are vulnerable." Mode 7 has done a fantastic job in creating a modern, fast-paced strategy game that keeps you guessing with every play.

In addition, the music is fantastic. But I'm pretty sure everyone on this page knew that already.

I would highly recommend this game to strategy lovers. It's an excellent take on the genre that provides a breath of clarity many modern strategy games seem to lack. Frozen Cortex is clearly a labor of love from all involved, and in my opinion, surpasses and improves upon Frozen Synapse in every way.. I want to recommend this game, but I can't. I want to LIKE this game, but I can't.

A deep, rich strategic experience in a novel format (i.e. future sportsball)? Practically auto-sold on this game. After playing through the tutorial, I get the basics of how to plan turns and such, so I move on to the Basic League.

Here's the thing, though: this game does a terrible job of explaining itself. I know how to move my bots, but not why I should. It takes me a couple games before I realize that the goal of the game is less "get the ball in the end zone," and more "figure out what your opponent isn't going to expect or counter, and do that," but I STILL don't know how to reliably gauge what are good options or plays. Half the time it feels like whatever I simulated during the Planning Phase doesn't work out -- bots don't block like I expect them to, or (more importantly) chase the ball carrier like I expect them to. The bots have half a dozen stats that aren't even mentioned in the game tutorial/help (nor shown in the tabular Free Agent view). I still don't know what the hell "Halt" does.

Undeterred, I move on to the regular League, hoping that will give me more options for managing my team between games. But then I discover that I have the worst bots in the GCL, and my salary cap goes up by a paltry few hundred dollars per win while the free agents' "expected" salary shoots up by over a thousand dollars per game week. So, I'm basically stuck with my starting lineup of losers and mostly-losers, facing off against teams with all green (positive) stats -- my bot tackled an enemy bot who literally shrugged it off and walked past because his RESIL was maxed. I'm playing a game that appears to be about outmaneuvering/out-thinking an enemy when I am unable to estimate the outcome of a play and don't even really know which plays are good ones, AND my guys are the worst bots in the League? The only way out appears to be to grind losses until I get

better at understanding how to make the best plays possible with my awful lineup, and after 15 losses I don't think I want to play anymore.

I think part of this could be made better if there was a better strategy guide to the game, but I didn't see anything like it online. There was a section of Mode7's forums devoted to Frozen Cortex, but there was nothing useful there. It's a shame, the game seems like it has a great depth of strategy to it, but it's too obfuscated and inaccessible to new players.. Super fun, super addictive. Graphics are enchanting, and the commentators are absolutely hilarious. Gameplay rules are pretty simple but lead to deep matches. Highly recommended for anyone who loves strategy or turn-based games or just having a good time.. This game had a huge start. There was over 100 people online at the same time. Now when the time has passed, there's barely 10 players online at the same time. I hope this game would get more active players.

Well, it's still a great game to play offline and especially if you have a friend to play with in multiplayer.. The movement of your players matters. Run or Pass the ball? Plan it out on your tactical board. How much time will you have in this turn? This is easier to determine as the possessing team since you have an advantage in dominating the course of the game, nonetheless the defending team may have good insight and read the game.

This is a simultaneous-turn game with an abstract play field. The geometry of the field is your playground. A plan worth 5 - 10 of your minutes thinking about it is compressed into a 5 - 10 second exchange that will reveal your success.

This is the tactical 1v1 game I have been looking for. On one hand, it has the benefits of being turn-based, like board games typically are. On the other hand, it's based on the advantages of being a computer game which is reflected in the wonderful UI as well as in the rules and in the mechanics. I enjoy the tactical depth of this game very much.. I greatly recommend this game. Its very accessible with tonnes of replayability. Customization of leagues, purchase of robots, smart AI. This game has many features that you'd certainly enjoy.

I bought this game without having a clue as to what I spent my money on. I got in, and played the tutorial which, I must add, was very intuitive and helpful. After completing the tutorial I went onto knockout mode and chose the easy AI. At first I couldn't beat them. But after 30mins of playing I was able to enjoy the thrill of murdering robots. The smell of oil is good.

This game is NOT about sports. Its strictly strategy. So if you like strategy, you'll love this.

Give it a go. :D

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Has a decent single-player if you dont mind some bugs, which really should have been fixed on release and it doesn't help that the devs have abandoned this game.

. Its like SpeedBall with robots at a rave, But British so everyone waits their turn.. Game seemed OK. Took a few hours til I mostly won easy standalone missions.

Tried single player campaign. Mostly won the first few. Then it seems impossible. Can't improve players stats. Cant figure out how to earn money to buy better players. The other teams are faster, tougher, stunned for less time etc. Then its not possible to win. The interface is confusing and no guides or docs exist. uninstalled.

Forums are dead. No support.. Fun with real opponents. There is literally nobody online for this game, so plan on only playing friends who also own it and are into this chess-like game.

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