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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
- Four core single player modes: roguelike “Knockout” mode; Global Cortex League mode; Manager Mode; Randomly Generated Season Mode

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- 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*

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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

Quota 10/10  
Power 21 %  
19457.82

Thursday, January 2, 2014

BTC 1.0000

### Coin

QUOTA 10/10

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Date	Price
1/1/2014 4:25:40 AM	4226.61
1/1/2014 10:45 AM	4241.54
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Mr. Huang

You can input the amount you want to trade here. Please enter 500.

Quest Decoration Shopping Coin Market Facilities Warehouse







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Just bought this game and I love it. I also love how there's a Johnny Bravo head in it too. :P

Edit: It's a really short game... Like... 10 levels.... Impressive, impressive visuals. It\u2019s like StarWars and Lord of the Rings meet with Enter the Void. Great looking fun game. It needs loots of work but it\u2019s a good start. Loads of fun.. I really like this game. I am a fan of card & board games, yet am tiring of the ccg card games. I'm finding this to be a wonderfully refreshing card game.

At first I thought it to be complicated, but it is actually a very approachable pick up and play game. I like the varying difficult modes in solitaire play as it really helps you to learn the game and incrementally increase the challenge.

At this time, there doesn't seem to be too many players playing the game, which I hope changes because playing with others really changes the dynamic, strategy and fun factor. I could see very fun tournaments and leaderboards some day.

If you are a fan of card games and board games, pick this up. It's a high quality fun game at a great price point. No pay to play here. For one price, you get the entire game.

Really enjoying it. I've never said this before, but I wish I could give a neutral rating.

The story is very predictable, and it is also very short.

Approximately 30 mins (the rest of the playtime was card farming).

That being said, it is calming in its own way. It deals with grief, loss, and acceptance of one's own mortality.

If you aren't familiar with the kinetic novel genre, there are no choices.. I bought the original Space Tripper back in 2001 and it's still holds up well today. Astro Tripper updates and extends it to take advantage of better graphics and higher resolution screens without losing the core look & feel and is well worth the money. It's quick to get into and is one of those games that when you get killed, you say "that was my fault, I'll do better next time!".

If you like classics such as "Uridium" and "Defender" this is probably right up your street and I fully recommend it.

There's also a free demo so that you can try it before committing. This is always a good sign from a developer and I wish more would do it.. Recommend. Well worth the price. Great minimalist puzzle game!

It's just you and your mouse out there! (Please don't try to play this game on a track pad). Literally all you do is move your mouse. You don't even use mouse buttons... JUST movements. And with that, Circles is a fairly original and clever puzzle game. On each level, NOTHING happens until you move your mouse. The levels are all based on how you're moving. Which direction are you moving your mouse? How fast or slow? How close to another object is your object? These are the types of factors you'll have to consider when completing a puzzle.

Artistically, the simplistic style works perfectly. It reminds me a lot of the feel of Anti-Chamber, including the visuals, the music, and even the cleverness and simplicity of the puzzles.

It's not a long game by any means. As a completionist, I completed the game in about an hour, and one-hundred-percent it in about 3 hours. For its price, I definitely feel like it was worth it.

Also, don't think of this as one of those twitch dexterity mouse games. The puzzles MOSTLY rely on thinking them through, although some levels do require a little bit of dexterity.

I definitely felt like there was some very professional level design behind each of the puzzles. Recommend to any puzzle game lover.. A civ/puzzle game that could really use a slightly friendlier interface (too hard to see V click on tiny cubes sometimes, even with zoom features). If you enjoy micromanaging civ-building without combat, and I do, it's entertaining.. Such a calming time passer. This game has potential, but I think it requires a lot more refinement. I found the spear throwing mechanism quite unrealable and unnatural feeling. Additionally aiming with the long bow feels poorly done compared to the other bow shooting titles. The graphics and animations don't seem up to scratch with the other titles available in the same price category. Given the price of only a few dollars there is no harm in purchasing this, but there are other games you could spend it on.. hmm i not get video but got only psd

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My antivirus software completely blocked this game for some obscure reason and I should have heeded its warning.

Plain boring story. The same cliché sad music looping. The voice acting in itself is alright, but the dialogs are mediocre at best and the (half done) tutorial doesn't blend well in them. The animation is... limited. The gameplay's gimmicks get wonky at times (shadows not following your previous actions and not working in level 7 for some unexplained reason).

Not worth buying, really.. Magicka all grown up....sort of(still havent graduated).. It's rare for me to recommend a Kemco game. ... Like very rare. However, if there was a Kemco game that I would recommend anyone get, it would be this game. There is a feel of it that is pretty cool. Maybe it's because going 'retro fantasy game' lowers the expectations.

However, as a video game, it is very enjoyable and it is definitely worth having if you enjoy RPGs. It's definitely classic in the old Dragon Quest format feel.. Nice Way is a fascinating puzzle game in which you have to pave the way for little balls from one point to another. But everything is not so simple as it may appear from the first sight: you have to take into account probable physics, various obstacles, portals, accelerators and various other things.

Draw lines for your balls to follow using physics to propel them. Click on a line you've drawn to remove it.

#### Positives

- Simple idea and a simple execution
- Levels have a timer, so you can compete with others (or yourself) to get the fastest time possible.
- Somewhat realistic physics

#### Negatives

- There are 45 Steam achievements (one for completing each level) which will be added when you EXIT the game. Can make your account look like you've used SAM
- The levels are not very difficult to complete
- Balls spawn continually from the start and there's no losing condition (initially).
- No music makes the game boring and repetitive as there is a sound when the balls enter the end area

I had trouble with a few of the levels, but for the most part, they're easy enough to figure out with a bit of experimentation.

Most levels can be beaten with a single attempt. I was only ever stuck for a couple minutes in some of the later levels. It also lasted only 1 hour for me. Hence, I think it's too easy and short, the main reasons for my negative recommendation. This is a simple physics-puzzler to pass the time.

I was through it in less than an hour, implicating it's a bit too short and easy for its asking price.

I would give this game a 3/10. The only thing that was fun about this game was the Apple i had installing it. It has singleplayer and you can do other cool stuff. Legionwood 2:RotER is a solid addition to the RPG maker roster for the cost, but be warned, it is DIFFICULT.

The story and characters are standard RPG fare, with an interesting if somewhat ambiguous class system. If you play this game and get frustrated I recommend reading some of the class guides and planning ahead.

Pros: Again, has everything an RPG needs to work well enough to be worth the purchase cost if you have the stones to finish it. This game is hard enough to be a challenge to even the most hardcore RPG fan.

Cons: This game is PUNISHING. Nearly all fights, even the every few second random battles, are quite hard and cannot be plowed through as in most RPG games. Your characters are extremely weak early in the game, and require some grinding to strengthen yourself each time you progress to new areas/enemies. Most of the random enemies have some combination of brutal evasion rates, damage type immunities, multiple attacks per round, spellcasting, AND status effects linked to those multiple attacks, and in some cases ALL of the above (Im looking at you Dire Wasps!!!)

Honestly most of this wouldnt be all that bad, except that you do not get a truly dedicated healer, and must rely mostly on items and "guarding" to regenerate health and mana in combat. This will FORCE you to spend alot of your time whittling down enemy groups to the last enemy, and then blinding/silencing it so it cannot damage you while you slowly regen your characters up for the next fight.



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Tips: Save every 2-3 battles in most areas, as the end can come unexpectedly with one unlucky ambush by multiattack enemies.

Stock up on status effect cure items at all times. You will be curing 2-3 times a fight or more against some enemies (Curse you Dire wasps!!!)

Do yourself a favor and read some class guides, the tips therein will save you many tears and much hairpulling.

Keep older weapons around for a while, you never know when that shiney new elemental sword of uberness will be met with a whole area of enemies totally immune to it... sigh.. Poorly programmed, bad voice-over, cheap storyline, bad storytelling

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