
CRIMSON METAL REDUX Download For Mobile



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About This Game

CRIMSON METAL

Is an experimental game made with FPS Creator that's trying to bring back the atmosphere of old school, hardcore, dynamic, brutal, and challenging game experiences from early 90's.

Story

Four elite counter-terrorism squads storm secret cyborg and biological-warfare weapon production facilities. But none of the personnel, chief commander or the place for cyborg production are identified. All four squads find themselves in a death trap without any chance of getting out or contacting the outside world.

As Adam Crimson, sole survivor of the Omega squad, you will go through chain of psychological and physical trials, which together are above ordinary person's power.

Scores of traps, hundreds of cyborgs, thousands of fierce mutants will stand on your way to freedom.

Key Features

- Old School Level Design

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- Require Pure Skill/Fast reaction time
 - Breath-taking, brutal, and challenging gameplay
 - Atmosphere Soundtracks
 - FREE DLC Episodes
 - No QTE, No Health Regeneration, No Bullsh*t.
 - No Options Menu
 - No Invert Y AXIS Mouse Option
 - Awesome Trading Cards

Title: CRIMSON METAL REDUX
Genre: Action, Adventure, Indie, Simulation
Developer:
Madbox Entertainment
Publisher:
Madbox Entertainment
Release Date: 5 May, 2017

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Minimum:

OS: Windows® XP 32/64 or better

Processor: Dual core 2.4 GHz processor or better

Memory: 4 GB RAM

Graphics: 1 GB DX9 Compliant

DirectX: Version 9.0

Storage: 2 GB available space

Sound Card: DirectX 9.0c compatible sound card

Additional Notes: Attention: Windows 8 may cause problems

English







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WOW! This game exceeded all of my expectations. When I bought this game, I was expecting it to be a pile of s.h.i.t. Not the case. This is a pile of s.h.i.t and p.i.s.s. mixed into a smoothie. Completely worth 50 cents if you enjoy that sensation of sitting on the toilet and pushing so hard you see static.. Before playing the Redux version, I played and successfully completed the original Crimson Metal along with episodes 2 and 3.

The original did have some problems such as frame rate drops and occasional crashes, however I still enjoyed playing all 3 episodes and I would like to give credit to the developers for doing everything they can to bring an old school first person shooter on the market, especially considering they did it on FPS creator which does not have a good reputation.

With that aside, I am currently playing the Redux version and I enjoy the changes made. I do feel the gameplay is smoother and I welcome slight graphical changes made. The added crosshair and smaller gun model sizes are also a nice touch. The atmosphere and soundtrack are also great.

This game is not perfect and it certainly is not for everyone, but again, given the limitations of the resources provided and how they were utilized, I think the developers did a good job and I thank them for continuing to try and improve their product. Here's hoping for Crimson Metal 2. :). What a pleasant surprise! Can't believe this was made with FPS Creator! This game is retro breeze from the past but in a positive meaning.

Pros:

- + Old school feel
- + Good lvl Design
- + Awesome Soundtrack
- + Brutal enemies
- + Challenging situations
- + Nice weapons
- + Interesting secret areas.

Cons (for some people but not for me):

- No rebind key
- 15 – 30 sec per load game

I wholeheartedly encourage anyone who are interested to buy it right away, especially if it's on sale.. so, Im going to make this short and simple, because I only have a few things to say for the moment.

The game itself has a very retro feel to it. Almost like a combination between retro doom and retro quake. Its very fun! The gameplay is brutal, and even though you start with "1000 health", enemys shred through you from across the entire room. so its definantly a game where you need to constantly be aware of whats around you. Also secret rooms spotted across the levels offer ammo and health, so I definantly recommend looking out for those.

HOWEVER, at the moment, the crashes are just too unbearable for me to continue playing. It mostly happens when you load a save. Also sometimes when you die, you just magically teleport to the start of the level, and the only thing to do to continue playing is load your last save, which brings us back to crashing. I got to the middle of level 8, and considering the circumstances on that level (no spoilers for you!), I died ALOT. I would be fine with dying alot, because its a challenge and thats to be expected. However, Im not fine with my game crashing everytime I re-load a save after dying.

so, TL;DR; Game is extremely fun. It feels like old school Doom and Quake put together, but sadly the game crashes every time I die and re-load my last save. If the devs could fix the crashing issues, then the game would be the enjoyable hardcore shooter challenge that it was ment to be, and I would definantly start playing it again. But untill that update comes, this games going to be sitting quietly in my library gathering dust.. So far I have made it to Level 4 and it has been quite challenging so far. I commend the developer and game for literally throwing you into the fire with only the controls known to you.

I love the music (soundtrack) and it really sets the atmosphere for the dark, enemy filled halls. There is a lack of in-game options/settings but I feel you don't really need them and if you REALLY want to change something just edit the setup configuration file.

The graphics aren't the best but definitely fit the environment/genre it is built around, (reminds me of a sci-fi DOOM 95 without the hell part)

Really the only complaint I have is that it crashes on Level loads about 40-50% of the time which requires a restart that doesn't take very long to get back into the action. I am sure this will be patched in future updates.

Level 3 will have some players scratching their heads on where to get the key to finish the area. Where it is located is a brilliant/unexpected location.

For 6.99\$ I can't complain much since it is very challenging and will have more level installments in the weeks/months to come. This is actually priced right IMHO unlike tons of other titles that are AAA or Indie. This game will make you think about just running around corners and blind firing..... the items/ammo/health give just the right amount to get through a level.

Madbox Entertainment KEEP UP THE GREAT WORK!. So far so good. Really liked game pace, old-school feel, level design (love hidden areas)) and atmosphere. Soundtrack deserves special credits. Dont have problems with loading time - 20 sec per lvl. Game is challenging, no hp-regen, crosshair and other softcore crap. Ran out of ammo at the beginning of second lvl => Game has some minor issues due to engine limitations, but overall gameplay is really enjoyable.

This was an old review for the original game; I have yet to buy Crimson Metal Redux)

PROS:

-The guns have some pretty decent kick to them.

-Health kits and ammo are plentiful.

-You run ridiculously fast.

CONS:

-The game looks like a mod for Quake 2, which makes the hyper-realistic viewmodel all the more jarring to look at.

-Despite what I said about health kits and ammunition being plentiful in this game, the game is extremely difficult. Although you start with 1,000 health, the enemies in the first room can absolutely pulverize you.

-The environments are way too dark.

-Your FOV is way too high by default.

-If you don't save, then it's back to square one if you die.

-There's no quicksave function. You have to go to the pause menu, click "Save Game", and click "Load Game" to load up that save. Even then, it takes, like, 5 minutes.

- You can't customize your controls.

- The game is horribly optimized.. Do keep in mind, I'll be happy to change this review if the game is improved.

Its not good right now. Its got numerous collision bugs, such as getting stuck in vents or even on a random wall.

The gun models are decent but pixelated, you cant pick up enemy weapons, you can't rebind controls, there are 0 graphics options too!

I like the idea of this game but it's a cheap imitation of old doom with none of the polish.

On a positive note the game has great music.. Very old school

good level design

very cool atmosphere

not really a fan of reloading or having to sprint, don't care for looking down the sights(but I have not had a problem not doing so yet) and it has some bugs, but nothing that a good patch can't fix

great job!. Before playing the Redux version, I played and successfully completed the original Crimson Metal along with episodes 2 and 3.

The original did have some problems such as frame rate drops and occasional crashes, however I still enjoyed playing all 3 episodes and I would like to give credit to the developers for doing everything they can to bring an old school first person shooter on the market, especially considering they did it on FPS creator which does not have a good reputation.

With that aside, I am currently playing the Redux version and I enjoy the changes made. I do feel the gameplay is smoother and I welcome slight graphical changes made. The added crosshair and smaller gun model sizes are also a nice touch. The atmosphere and soundtrack are also great.

This game is not perfect and it certainly is not for everyone, but again, given the limitations of the resources provided and how they were utilized, I think the developers did a good job and I thank them for continuing to try and improve their product.

Here's hoping for Crimson Metal 2. :). The Redux version of CRIMSON METAL met all my expectations!

Now it's almost a new game.

CRIMSON METAL is simple but a really fun FPS game. Atmospheric, brutal and challenging. Is worthy of respect when devs puts work into their games, not just make a game and abandon it but try to improve every time. Hope more people will give this game a chance!. Controls are terrible, gameplay is meh, and the overall sound, art, and design of the game sucks. Definetly not worth any money, and worth even less time.

BIG PATCH COMING!!!:

Hello guys! In the next few days will came a BIG PATCH. Please bear with us and continue emailing us the issues you run into.

PATCH 1 Fixes:

- Redesign of some levels for better performance
- Fixed checkpoint system
- Improved F6/F9 - Quick Save and Load
- Improved lighting
- Improved automatic aspect ratio system
- Smoother AIM DOWN SIGHTS
- New Secret Areas
- New awesome soundtracks

If you run into any issues or bugs please email us at madboxgamestudio@gmail.com

Thanks!. **CRIMSON METAL UPDATE to v.1.2:**

Hey! PATCH 1 is Here!

PATCH 1 NOTES:

- Redesign of some levels for better performance
- Fixed checkpoint system
- Improved F6/F9 - Quick Save and Load
- Improved lighting
- Improved automatic aspect ratio system
- Smoother AIM DOWN SIGHTS
- Added big medkits
- New Secret Areas
- New awesome soundtracks

P.S. Because of the redesign all your progress will be lost.

If you run into any additional problems please send us details to madboxgamestudio@gmail.com

Thank you guys for your support!. **CRIMSON METAL UPDATE to v.1.7.1:**

Hi! PATCH 3 is Here!

PATCH 3 NOTES:

- Performance tweaks
- Rebalanced game difficulty
- Improved lighting
- Improved textures

To make sure that all files for all episodes are downloaded, update the game manually. You can do this by followign the instructions below:

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1. Load Steam
 2. From the Library section, right-click on the game and select "Properties" from the menu.
 3. Select the "Local Files" tab and click the "Verify integrity of game cache..." button.
 4. Steam will verify the game's files - this process may take several minutes.
 5. Once the process is completed, the window will automatically exit, and you will be ready for action.

One more thing. In the next few weeks Episode 4 will rise!

Thank you guys for your support!. **CRIMSON METAL - EPISODE 2 IS AVAILABLE NOW!:**
Hey! CRIMSON METAL - EPISODE 2 is FINALLY HERE!

- New 8 Levels
- New Enemies
- New Challenges

Thank you guys for your support! Hope you enjoy!. **CRIMSON METAL - COMING SOON:**
Hello everyone! We apologize for the delayed release of CRIMSON METAL. We wish that you'll have the best experience from our game, that why now we are working on some additions. CRIMSON METAL will be available soon. Thank You All for your support!. **CRIMSON METAL UPDATE to v.1.3:**
Hey! PATCH 2 is Here!

PATCH 2 NOTES:

- Performance tweaks
- Improved key controls
- Improved textures
- Smoother AIM DOWN SIGHTS
- Rebalanced game difficulty

in the next few weeks Episode 2 will rise!

If you run into any additional problems please send us details to madboxgamestudio@gmail.com

Thank you guys for your support!. **CRIMSON METAL - EPISODE 3 IS AVAILABLE NOW!:**
For all who was waiting! CRIMSON METAL - EPISODE 3 is here!

- New 8 Levels
- New Enemies
- New Challenges

Thank you guys for your support! Hope you enjoy!. **CRIMSON METAL REDUX COMING SOON:**
Good news everyone!

Next month you will get a CRIMSON METAL REDUX - a complete redesign of episode 1.
Here we are not talking about the change of the engine, since there has already been a lot of work done and there is not enough resources for this, but thanks to your support guys we were able to fix many glitches make the game more stable and enjoyable.

Absolutely new levels, better textures, performance and many other goody's.

The current episode 2 and 3 will be removed from the store, but do not worry they will come back updated and shiny, and of course they will be free.

Thank you again for your support!

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