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## Apokalypsis Activation Code Offline



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## About This Game

### DESCRIPTION:

The Alpha-Draconian army to which you belong is one of the most powerful of the Galaxy, and you are one of the most capable pilots of this army having fought in countless battles.

But through time, something inside you started changing...

Yet another attack against one of the many unlucky planets is to break out, planet Earth this time. While the targets are getting locked in the crosshairs of your army, you decided to rebel.

You're on your private one-man retaliation mission now, killing your fellow pilots on the planet, destroy the mother ship and free the galaxy forever from this unstoppable threat, hitting directly to the heart, in the underground base on the home planet. You are however disadvantaged, not only because you alone are up to face an army of millions, but also because your robot was partially damaged in a previous fight and cannot face long periods of battle without overheating in a fatal way for your mission and for you!

*Can you defeat the enemy troops and cleanse your conscience?*

### KEY FEATURES:

- Random levels
- Random Enemies
- 3 difficulty levels (Normal, Hard, Apocalypse)
- 40 levels in total, divided in 4 areas of 10 levels each: Earth, Space, Mothership, Underground Base
- After the completion of an area you'll enter a boss fight before moving on to the new area. There are 4 boss fights in total.

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- Shoot and destroy enemies to gather resources for healing your robot
  - Upgrade possibilities for your robot by catching random bonus drops. Do not shoot random bonus drops, this will destroy them giving you nothing. Examples of upgrades are increasing your resistance level or your rate of fire, or you can get assisted by pods with random skills.

**CONTROL:**

Keyboard:

- Use the WASD keys to move your robot.
- During battle your robot will get damaged. In order to heal the affected area of your damaged robot use the 1-2-3 keys. These healing options are only available after you've gathered enough resources by destroying your enemies.

Mouse:

- accurately aiming.

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Title: Apokalypsis  
Genre: Action  
Developer:  
Quantum Entanglement Games  
Publisher:  
Quantum Entanglement Games  
Release Date: 7 Nov, 2016

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**Minimum:**

**OS:** Vista SP1, Win7

**Processor:** 2.4 GHz Pentium 4 processor or equivalent

**Memory:** 2 MB RAM

**Graphics:** Nvidia GeForce 6 series or better ATI Radeon series card 9500 series or better

**DirectX:** Version 9.0

**Storage:** 130 MB available space

**Sound Card:** yes

**Additional Notes:** keyboard + mouse

English





AREA 12 - DEEP SPACE: SECTOR ONE

ENGINE OVERHEATING



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AMAZING! I LOVE the black and red, also the game is very challenging, but not in a cheap way, its n a way that each round I go I do a little better, Nice work!!!

one suggestion: although I love Red and black, my Wife for example thinks it would look cool w/ purple instead of read, maybe throw in an noption to change the color of the highlights (the red parts)?. Funny and hard game :). No gamepad support on a sidescrolling SHMUP. Instead, you clunkily move with the WASD and aim with the mouse, with Q assigned to changing your direction from left or right. Having to hit A to dodge enemy fire or line up your own shots better, while using Q to change direction makes it very awkward to get much rhythm in either dodging enemy bullets or taking out enemies. The red/black/white aesthetic is interesting, and some of the ship designs are cool, but being able to see where the background is stitched together V mirrored is a bit distracting V takes away from the immersion of the game, The main reason I wouldn't recommend the game is that the controls are pretty bad with a keyboard. The music is well-done. Seemingly random levels and no intial presentation to a storyline make it less immersive, but lend more to an 'arcade' feel. If not for the lack of gamepad support (or if it had customizable controls..) it might be worth checking out, but as-is I would not be deceived into thinking it plays more fluid than what is previewed in the trailer. If you're a big fan of mecha designs or SHMUPs and want to support the developer by purchasing the game, some of the ship designs are cool, and as said before the music is cool, but it's a bit cumbersome to play.. This game is a simple concept, but HARD to play. Shooting at random waves by aiming with the mouse, it's the best choice because with a joypad you might not be accurate. Good 2D graphics and fun for a quick session if you love shoot 'em ups! :D





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