
Magnetic: Cage Closed Activation Code And Serial Key For Pc



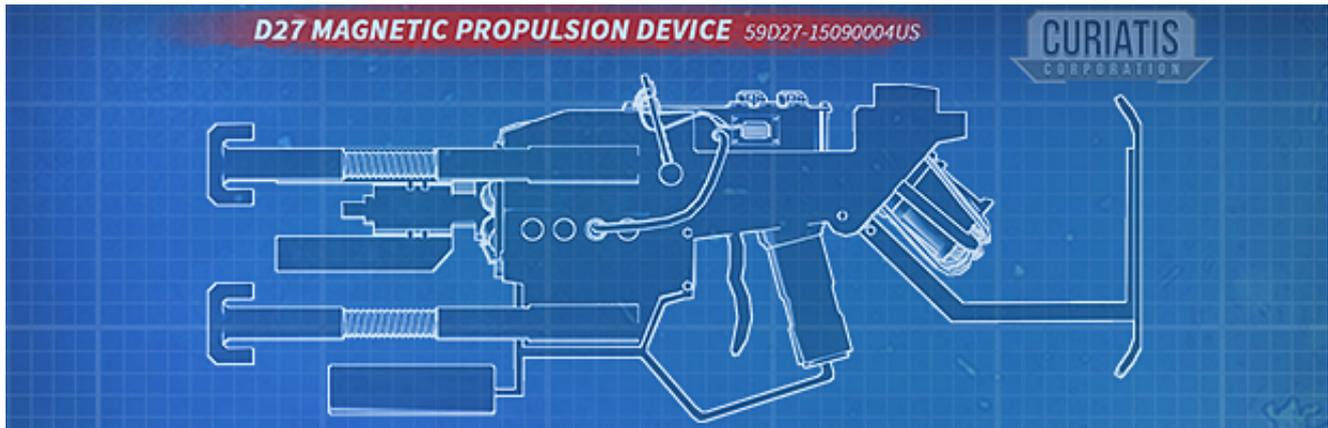
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About This Game



WELCOME TO
FACILITY 7,
PRISONER

You are a prisoner, trapped in a strange facility, filled with deadly traps and whispered secrets. At first the facility and its inhabitants all seem like a mystery to you, but soon you begin to understand: Your only chance to survive is to master the Magnet Gun and stay out of harms way. If you make yourself useful they will let you live a little longer, and sooner or later you will get your chance. As the Warden keeps on telling you: "There is always a way out..."



GAME FEATURES

Unique Tool - The magnet gun is a unique tool that can transform the environment, launch you through the air or assist with complicated box puzzles

Diversity - The challenges in Magnetic come in many forms, and blend logical puzzles with skill based movement in a unique combination

No playthrough is the same - Each choice has an impact on what comes next. New secrets and paths are just waiting for players to find them

Magnetic: Cage Closed Collector's Edition

The Magnetic: Cage Closed Collector's Edition comes with a comprehensive Digital Artbook, Full Digital Soundtrack, and Two New Devious Challenge Maps.

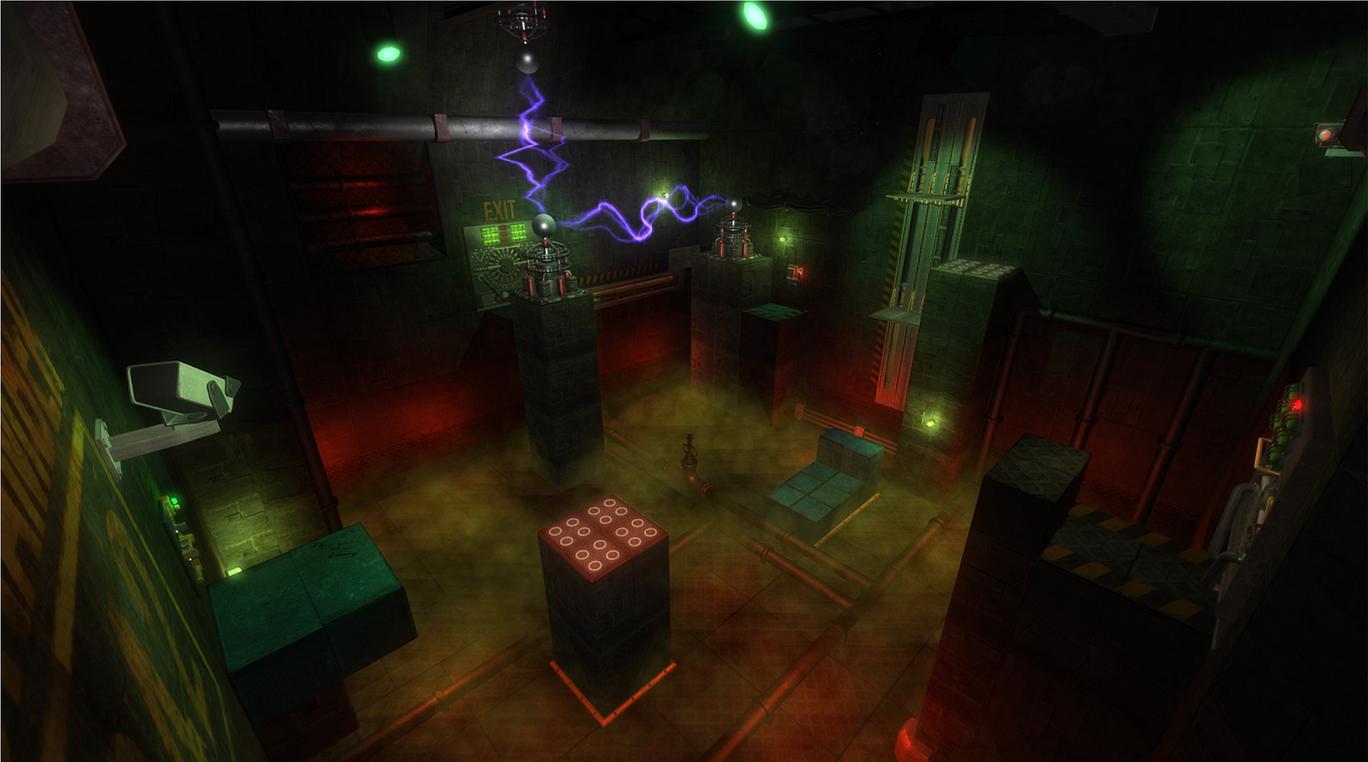


Title: Magnetic: Cage Closed
Genre: Action, Adventure, Indie
Developer:
Guru Games
Publisher:
Good Shepherd Entertainment
Release Date: 26 May, 2015

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English,French,German,Polish,Russian







Sorry programmers, I hate giving bad reviews, but I loved Portal and Portal 2 and this is nowhere near that epic level. The game uses magnetic guns to move around and manipulate blocks, which had the potential to be epic and was fun at times. The puzzles are fairly easy to figure out what to do, but it is doing it that is so frustrating. If I could have saved whenever I chose, it would be better, but constantly repeating a long series of maneuvers just because of one bad move, is not fun, it is a tedious ordeal. I stopped at a point saved as Red Lights, level 7, where you must jump/float around a zigzag section and I can't be asked to continue, so no comment on the puzzles beyond that point. Game goes from easy to very hard, randomly. Portal was fun, humorous and challenging, this has only a few of those great qualities, but could be fixed with a free upgrade. 3/10. I don't like leaving negative reviews - especially for indie devs. I wish them the best, but this game doesn't feel at all worth the price.

There were no puzzles in this game that took more than a glance to solve. However, the controls and bizarre design decisions give this game an artificial difficulty that's a pain to play.

. After a first playthrough I can say that while the challenges might be a bit easy to start off with, the difficulty really ramps up during the second half. Interesting and complex puzzles are mixed with tricky platforming to create a great gaming experience. Adding to that the end that I got (of which there are 9 I think?) was pretty ****ing creepy.... It tries hard to be like Portal by adopting some of the features that made Portal a success, it has the omnipresent baddy talking, boxes and buttons, repetitive environments and weird scribbles on the walls which hint that the final goal may be an elaborate ruse, but it fails. At first it did give me an interesting feeling, like being a rat in a maze, but that did not last very long. The learning curve is okay, but there is no sense of difficulty progressing smoothly - one or two insultingly easy chambers can be followed by an annoyingly punishing trial and error based chamber. Especially in the trail-and-error chambers I found the lack of a quick-load and quick save (or any kind of free saving) quite annoying. This means that if you trap yourself, you have to go to the main menu. Failing also means to start the entire chamber again from the beginning, which can be annoying.

Generally not a game I'd recommend. If you are desperate for a Portal-esque puzzle game, I'd first recommend Quantum Conundrum and then I'd maaaaybe mention Magnetic, but it certainly isn't that good. It wasted a lot of potential.. This game is... well, it's a much worse First-Person-Puzzler than most of the genre. It's like they looked at some FPPs, said "hey, we can do that too!" Then proceeded to mimic Starry Night with a two year old's dexterity and finger paints.

The gameplay is alright. There are some... questionable design choices. The way blocks are drawn to you, the way you move/jump with the magnetic propulsion... it's clunky. Realistic, some may say, but I think it suffers for it. The general idea with a platformer (and this game is a platformer to some great degree) is that movement needs to be fluid, or if nothing else, make some internal sense. I feel the way the magnetic jumping and 'gliding' works is rather poor, and could have easily been smoothed out to make for a better game (at least in its platformer aspects).

The music is alright, not that it's going to win any awards. When it wanted to get my heart pounding it could, though the audio direction was sort of lacking when it came to ending said heart-pounding music. More often than not, it just sort of... fades. And fades FAST. Making it feel odd and sort of choked when it ends. However, that's not the only audio direction that could use some work in this game. The voice acting... ah, the voice acting. This is a subject of ridicule from many reviewers. I usually think the internet is too harsh on games with limited budgets and their voice acting, but I can't help but think that, after recording a few lines for the warden, someone HAD to listen to them. Then, that someone had to say "Yeah, that's good." before it could ship. Who said that? I'd like to have words.

Aside from the (at times comically, at times cring-worthily) over-acted voices, the game was also poorly written. If a game is well written and well voiced, many people can forgive a plethora of flaws. I'm one of those people. However, if a game is poorly written, good voice acting can help it still hold together, if the game is good. Same goes for a well-written, poorly-acted game.

This game is hitting hard on middle-of-the-road voice acting, meets high-school fanfic writing level. The game starts by telling you... pretty dumb stuff. Things you don't care about, things you won't bother remembering, things to "draw you in" to a world it's given you no reason to buy into. It simultaneously tries to get you to "believe" in this world, and also use it as a paper-thin backdrop to excuse some strung-together puzzles. Advice: Pick one. We don't care, just don't waffle.

Heavy sigh. Okay. There is some good news: There was one puzzle I found fun. The bad news? They introduce time limits to puzzles. No, you're NOT allowed to figure it out at your own pace. I always had plenty of time when they announced that they

would gas me to death in T minus X, but it always made me aware that there are some people who would be very upset at how they couldn't just take their time and figure out a puzzle. I like Talos Principle, Portal, and some other FPPs because I find them relaxing. I can take my time, figure things out, have fun. Not here. Rush, rush, rush. You're not allowed to pause for very long at any given time.

This, combined with the fact I said I enjoyed ONE puzzle. Out of the entire (way too easy) prologue, with the constant, annoying, over-explaining voices in my ears, and the 12 levels I played after the prologue, I enjoyed ONE. That's not good, people. For those of you missing this, even if I count the prologue all as one level, that's 13% enjoyment out of this game so far. That's a failing grade no matter HOW you slice it.

The art is pretty good. Like the audio, this one isn't winning any awards, but it's not clipping, it's not blurred where it shouldn't be, so all-in-all they did good there. The models, hitboxes, all fluid, so points to the 3D assets team members.

TL;DR

Bad game. Not enough fun-out to effort-in ratio.. If you're going to do a Portal-alike, it's more than just the puzzles. Your gameplay has to WORK CONSISTENTLY. I've been in this slog for hours now, and I still can't figure out why sometimes the jumping pads work fine, and other times it's like pointing the magnet gun at a blank wall. And the cube has no weight. If I'm trying to position it to stand on it, the slightest movement will send it careening away like it's made of paper. Contrast with the large cubes, which sometimes barely move when I'm shoving with all my might, and other times fly through the air like balloons.

If I finish this game, it'll be out of pure spite.. It tries hard to be like Portal by adopting some of the features that made Portal a success, it has the omnipresent baddy talking, boxes and buttons, repetitive environments and weird scribbles on the walls which hint that the final goal may be an elaborate ruse, but it fails. At first it did give me an interesting feeling, like being a rat in a maze, but that did not last very long. The learning curve is okay, but there is no sense of difficulty progressing smoothly - one or two insultingly easy chambers can be followed by an annoyingly punishing trial and error based chamber. Especially in the trail-and-error chambers I found the lack of a quick-load and quick save (or any kind of free saving) quite annoying. This means that if you trap yourself, you have to go to the main menu. Failing also means to start the entire chamber again from the beginning, which can be annoying.

Generally not a game I'd recommend. If you are desperate for a Portal-esque puzzle game, I'd first recommend Quantum Conundrum and then I'd maaaaybe mention Magnetic, but it certainly isn't that good. It wasted a lot of potential.. This game is difficult. Far more than I imagined. And yet it was far easier than I expected it some respects. Disclosure, I only made it partway into the first chapter. The magnetic aspects of the puzzles were quite easy to figure out. The jumping aspects of the puzzles were much more difficult to pull off. In my brief 1 hr of playtime, puzzles involving the magnet gun were not challenging at all.

The jumping puzzles, however, were rather difficult and punishing at that. The last level I played (in Chpt 1) had a complicated jumping puzzle involving the magnet gun in which I had no idea whether I should use the magnet gun to pull myself to a far off platform, or push myself with the magnet gun to vault over the platform, or...??? something else entirely. The puzzle didn't allow for trial and error to figure it out. One mistake and you land in a blanket of chlorine gas and die. Which means you have to start the puzzle from the beginning all over again. I tried a few times and failed each time to make the jump. So I died with no idea how to make the jump, and had to start the entire puzzle from the beginning. Again. My tolerance for repetition is fairly low, so I will probably never play the rest of this game. I wish I could refund.

TLDR: the learning curve for the magnetic gun (boxes, stairs) is quite shallow and actually gets a bit boring. The learning curve for the jumping aspects of the game is quite steep and quite punishing. I personally detest jumping puzzles. If I could just climb back up and try again I'd probably be playing right now instead of writing this review. But death on failure requiring starting the puzzle from scratch means....there are other games in my Steam backlog to play which surely have far less frustration and a more satisfying sense of progression and advancement.

Finished the game, it is definitely a mix of magrunner and portal. I for one usually love these games and want as many to come out as possible, if they aren't short or feel like a genuine copy of better versions of the genre. I found the game fairly short, about 9 hours of gameplay. The voice acting is okay, kind of annoying at times, but nonetheless better than nothing. I made sure to turn any music off for a better gaming experience.

The game was originally announced for March 2015 Steam launch and after waiting another 2 months for it's release, I was hoping for something longer and more challenging, per say.

PRICE POINT: At \$15 it's hard what to expect, it's not that expensive for 9 hours of gameplay, but other first person puzzle games at this price point will give you significantly more playtime. I would wait for this game to on sale for about \$5. Games like Q-beh, Magrunner, Parallax, Portal, Antichamber, The Ball, etc were all much harder and longer and made me feel accomplished. This game, not so much. Once you get the basics down it's not a real challenge.

CAN I RECOMMEND IT: At \$5, I would have, at \$15 I cannot for the fact that it is subpar as far as it sits. Right now, you can play longer Portal 2 maps made for free that will leave you with a better satisfaction. In all, IT IS A REALLY SHORT GAME with little to show.

CHEAT HINT: (?)

I don't know if this is a cheat or not, but you can use a small box to perform magnet jumps to anywhere in the game. Stand on a small box, set your magnetic gun to the second or third most powerful settings, look straight down at the box, and just hold the right click and jump at the same time, the box will lift you up and you can mega jump almost anywhere in the game, this lets you completely avoid certain sections of the earlier puzzles. This should probably be fixed.

Bugs: The game can crash or have you fall through the void between levels. The best option when you enter the end cage to crawl through is to stop as soon as you enter the transition, let the game save, then continue on through the crawl exit to the next side, if you don't let it save, you could fall through on a bug and have to restart the previous level.. I love puzzle games, especially ones that get your brain working. **Magnetic: Cage Closed** certainly did just that. As the game progressed there were some puzzles that me off and had me angry, This is a good game, but it's biggest downfall is the voice acting. It's horrendous. They could've done so much better.. If you like Portal 2, you'll probably like this game. In this game, you play as a prisoner who participate in an experiment with a gravity gun. The mechanics with the gravity is very similar to Magrunner but I would say that I prefer this game because it's easier to understand and overall, it's a solid Portal 2 clone.

The only problems with this game is that once you chose something, you can't get back to try different choices (for example, the end of the game) and that it's really short (I finished it in 2h30 without any help).

It's not as challenging as Portal 2 since you won't have to think a lot about how to finish a puzzle. Most of the time, there's only one thing to do and it's easy to figure it out.

For 4\$ (price on sale), I would say that it was totally worth it if you're into first person puzzler. **Magnetic: Cage Closed** is your run of the mill first person puzzler with flaws. I found myself getting frustrated with many aspects of the game.

Pros:

- Someone who enjoyed Portal and wanted to play a cheaper cousin would be satisfied with this game.
- I guess the magnet gun is cool?
- The soundtrack was enjoyable. It sounded tense, which I guess fit well with the atmosphere the game was going for.

Cons:

- The controls are so annoying! Controlling the magnetic forces while in the air was very difficult at times and awkward to handle.
- This story format is tired. I'm a prisoner in a strange place with trials to solve to gain my freedom, and there is a voice over the loudspeaker that doesn't like me.
- Was there even a point of setting the magnetic level? Anything below the highest level was useless.
- This game has no mercy. Traps everywhere. If you die in any part of the chamber you have to start the whole thing over.
- Although I don't mind easy puzzle games, for some reason I felt like the puzzles in this were too simplistic. I didn't feel like required you to be clever at all. The only times I got stuck in this game were when the controls were too hard to use. I would

know how to get from A to B but I couldn't accomplish it with my hands. Basically, every chamber requires you to push buttons to get past it.

- The transition tunnels from level to level got old quickly. Crawling into the same looking tunnel over and over and over.

I finished the game in a little less than 5 hours. I would have finished it in 4 had it not been for the constant dying. Unless you are a die-hard fan of first person puzzle games, I wouldn't bother with this one.

There are no jump scares.. This is not Portal, this is not Magrunner, this is a standalone game with its own story. Yes, it's in the same category. And as a member of the First-Person Puzzle family this one is very good. The atmosphere is very good. The choices matters. It's a shame that this game did not get more publicity.. I love First Person puzzle games (such as Portal) and Magnetic: Cage Closed definitely scratches that itch. Really enjoying it so far! Can't wait to play more, hunt achievements, and sniff out speed run routes!. I love puzzle games, especially ones that get your brain working. Magnetic: Cage Closed certainly did just that. As the game progressed there were some puzzles that me off and had me angry, This is a good game, but it's biggest downfall is the voice acting. It's horrendous. They could've done so much better.. Magnetic: Cage Closed is your run of the mill first person puzzler with flaws. I found myself getting frustrated with many aspects of the game.

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