
Morphite Ativador

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About This Game

Morphite is a casual atmospheric FPS, set in a low poly stylized universe.

This is the story of Myrah Kale, a young woman whose life takes a sudden turn when a simpl 5d3b920ae0

Title: Morphite

Genre: Action, Adventure, Indie

Developer:

Crescent Moon Games, We're Five Games, Blowfish Studios

Publisher:

Crescent Moon Games

Release Date: 20 Sep, 2017

English

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Don't buy. Dev abandoned this game and it honestly has nothing good to offer. More flaws than positives. I couldn't force myself to play and regret not getting the refund.. This game is an "indie" version of an already indie game, i love the low poly art style i love the colorful diverse worlds i think that this game has potential to be indie game of the year, the only problem i have with the game is that it does not let you have a free roam mode like (dare i say it) no mans sky, i have not played no mans sky. yet i have it for both ps4 and xbox one but the only difference is that this game is also going to be on android and ios once it comes out for android then ill pick it up on my phone and ill pick it up on ios once i get another ios device, i have heard other people call this game no mans sky done right but i have yet to see if that is true because like i said i have not played NMS and i

want to be able to play it first before i can give it an honest comparison.. Really cool game, similar to no man's sky. for the price is fun and really diverse.. not too far in, but its a fun game with some bugs that need fixing, definatly has potential though. It has some pretty bad mouse acceleration and some poor voice acting but the rest of the game's a TON of fun, if you were hyped for NMS but actually have good taste in games pick Morphite up.. Lots of fun! Love the low poly graphics and the music is top notch and atmospheric! Really enjoy exploring all the planets! very chill game!. Ive played fifteen hours of Morphite and have really enjoyed it so far. Some people compare it to No Mans Sky (to the point that Youtube sticks a NMS icon on all Morphite Lets Play), and to Metroid. I cant say anything about Metroid because I have no clue what it is. Maybe because theres platforming? Morphite has a fun, cute and effective main story thats voice acted. Im about 35% through the main quest (the game tells you that). It spans 15 hand-crafted planets, allowing for interesting puzzles. You cant really rush through the main quest because your gear will be totally underpowered. You need money to upgrade your ship, minerals to upgrade your tools and weapons, and scans (plants, minerals, fossils, tech, animals) to upgrade your suit. A bit like in Zelda games, upgrading your suit and acquiring new tools opens new areas, so take notes of where youve found locked or unreachable things. Theres no free flight in Morphite. Click on a solar system, click Go, watch the two seconds warp animation and youre there. Click on a specific planet or station, click Go, and watch the two seconds landing animation. We live in the future, autopilot exists. There are however minigames in the form of space encounters. Sometimes youll man a turret to shoot at hostiles, sometimes youll navigate through a ridiculously dense asteroid field, but thats the closest to flying youll get. Theres only one ship but you can (need to) upgrade it. There are thousands of procedural planets, which youll want to visit for their resources, weird life forms, landscapes, villages, shops, and (usually silly) side quests. You wont get a bajillion square miles of perlin height maps. Instead youll visit a couple of caves, fight in a tiny but dense forest, jump over one toxic river, find your way to the top of one platformingly nasty rock, etc. Quality and variety before quantity. Ive landed on 50 planets and Im still discovering new things (first lava river last night!). Oh, and theres no inventory! Well, you do carry tools, weapons, scans, minerals, quest items, but they all show in their own list and stack infinitely. No weight, no slots, no encumbrance. I havent finished the game so maybe Ill get bored, maybe the end will suck, maybe Ill encounter a game-breaking bug. Ill write an update if that happens. =====
UPDATE ===== Ive finished the game. My recommendation is a bit more tepid, now. The second half of the game is visibly less polished than the first and makes little annoyances more annoying. * The checkpoint system is supposed to autosave your progress through the main quest, but it's really weirdly done: say you die or quit the game between talking to a quest giver and finishing a quest. Next time you load, the quest giver will still deliver their dialog as if you never started the quest, but they won't give you the item you need. The item isn't in your inventory or on the floor where you died either; in fact it's been magically teleported to where you were supposed to bring it. This is utterly confusing and caused me to believe I had been struck by a game-breaking bugs. * You're going to see through walls, walk through missing colliders and fall through the level. It reminded me of Daggerfall. So I consider this game as a very good Beta. It's fun, it's feature-complete, but it needs a few bug fixes and a layer of polish to avoid useless confusion.

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