
Cold Cable: Lifeshift Download Link



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About This Game

Take role as a survivor in **COLD CABLE: LIFESHIFT**. After the Hope Garden ore mining started, a new sickness spread through the living: part of population exposed to it become monsters! Yea, and it's up to you to discover what's going on and most important: how to fix that BIG problem.

Note: This game is in beta testing and under development. Buying it and leaving a constructive feedback will support this project. Consider trying the demo version before buying.



CCLS is a 3D First Person action-puzzle game, with survival elements, where you have to gather supplies, control radiation level and shoot monsters on your way to reach the next level. If you want to play this game, get ready for the chaos.



What you're going to find in this game:

- Multiple Levels
- Unique Scripts

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- Horror Atmosphere
 - Custom models and audio

Make sure your computer meet the minimum requirements. If not, please don't purchase this game.

Title: Cold Cable: Lifeshift
Genre: Action, Adventure, Indie
Developer:
Matheus Medeiros
Publisher:
Matheus Medeiros
Franchise:
Lifeshift
Release Date: 21 Mar, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: 7, 8, 10

Processor: Intel Dual-Core 2GHz or AMD Dual-Core 2GHz

Memory: 4 GB RAM

Graphics: NVIDIA GeForce 400 series or AMD Radeon HD 6000 series, 2GB Video Card (Minimum Shader Model 5.0)

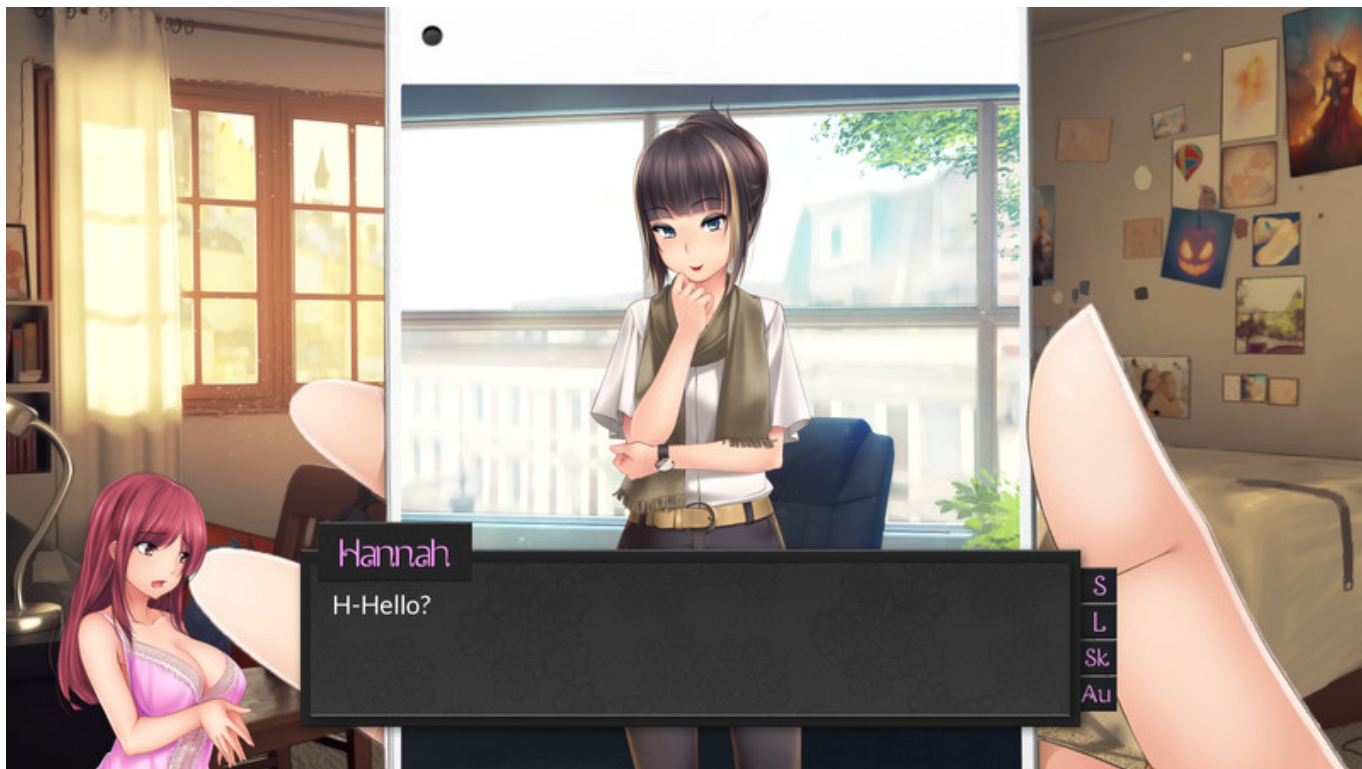
DirectX: Version 11

Storage: 6 GB available space

Sound Card: DirectX Compatible Sound Card with latest drivers

English







cold cable lifeshift

Good FPS game, looks retro, but there should be more enemies

<https://www.youtube.com/watch?v=FdgzUS5LrfA>. Upgraded Crossbow:

Max damage: 5280

Elements: stun, impact, toxic

Pros:

- Long distance, straight trajectory \u2192 better accuracy
- Don\u2019t have to hold fire button to reach max power \u2192 The mouse can be handle easier vs bow
- Can shot while running, can shot in the middle of dodge.
- Crosshair will be enlarged while walking, but accuracy is still the same.

Cons:

- Slower than Ranger Bow (around ~10% vs full drawing Ranger Bow, based on my testing)
- Accuracy will be reduced a lot if shot in the middle of dodge or while running. (Hold down aiming button or wait a little bit to counter it).

Ranger Bow:

Max damage: 5500 (2x kings upgrades)

Elements: fire, electric, explosion

Pros:

- Variable shooting speed, even full drawing shot is still faster than upgraded crossbow (~10%)
- Crosshair (tiny dot) doesn\u2019t change while moving\dodging.

Cons:

- Medium range (still much better than bow)
- Hold fire button to reach max power \u2192 handle is harder vs crossbow
- Can't power shot while running.
- Can only shot at the end of dodge.

Conclusion:

Not game-breaking. I still prefer Upgraded crossbow. This DLC makes bow useful again, but not very necessary, unless you really love bow.. Pure retro jump-n-shoot gameplay from the NES era, good chiptune music, good controls, varied ennemies and levels, does not become repetitive nor does it overstay its welcome.

. Fun Trials game, great map editor, and track center (in-game user map share) has more tracks than anyone could ever hope to play. Of all the trials games up to this point, i'd say this is 2nd best - I liked HD the best - but really they are all equal.. Why I paid money to play as a wet piece of turd causing mass disgust across various places, I have no clue.. not worth it.

feels like a FB game. Holy Grail of my childhood. I consider this gem as the best PC classic platformer of 90s (at least first half). I must admit there is noticable input latency (I play on keyboard) but it's easy to used to it. If you are skilled game may seems bit short, but it depends of your completion rate of course. Maybe I don't have same feeling replaying this game as I was kid but still it's very good game!. Well, it's a Soundtrack, that comes with 26 music tracks from the game, though some are never heard in the game itself, so a good bunch of them will be quite new for most people. Nothing what you can't rip yourself out of game if you really want to, though these ones are improved.

All of them are mixed slightly. They aren't remixed, it's same original tracks, but they got some slight additions here and there and got ending notes to them, making them fit better to be listened outside of the game.

It's all Wawesome and Wrocks, like expected from Bobby Prince.

It installs folder of music into game's folder, like many others soundtrack DLC were doing where you can listen to either MP3 or FLAC format. Or you can just launch it through Steam Music category.

So yes, for fans mostly, who also want to give some more support. Nothing wrong with that, quite jolly.. Pros:

> gr8 as an interactive history lesson

> actually pretty interesting like i didn't know khomeini said a whole bunch of unfulfilled promises about what the IRI would be like. i wonder what happened.

> persian language option (basically unheard of in games)

Cons:

- > low-fi on graphics to the point of ruining immersion
- > light on actual gameplay (think point-and-click hotspots, timed dialogue & QTEs)--i kinda have to fight to stay interested
- > voice acting is weird. i think keeping iranian accents is a fab idea, but that interrogator person was slurring something shocking and the VA for bibi sounded like she was her 40s.
- > plot-holes galore. a ten-year-old who got taught first aid in school could tell you you're not supposed to pull out a knife to the gut and that bandaids won't close a knife wound. and how is it that two men restricted only by their bound hands can't overcome one interrogator with a cattleprod?

i'm recommending it anyway because i'm iranian and i wanna support iranian game devs. we gotta start somewhere, don't we?

Finished on normal diff. Standard tower defense fare, you have two resources to manage and have to expand while keeping an eye on defenses, all maps follow some 4-5 formulas and there are 16 maps + 3 difficulties + survival mode. Game is ok but the music is beyond repetitive. Price is fair. zero fun guaranteed. medicore platformer. An simple but interesting and relaxing puzzle\strategy game. Well worth the price.. This game doesn't support full screen. Unless you want to play it on a little square don't buy it. I wouldn't have done if I'd known.. Please god never buy it. Never. IF I GIFT IT TO YOU DON'T INSTALL IT.. This is an excellent adventure game. Breezy dialogue that doesn't make you cringe. Likable voice performances. No pixel hunting (the game has an unobtrusive assist feature that identifies interactable things). Beautiful and unique art direction. A satisfying and direct story, without the messiness and amateurish overreaching this genre is prone to.

The jokes work. This isn't yet another adventure game with a million fourth-wall busters. That stuff is tired, retire it.

Travel time can be expedited by double clicking on entrances/exits.

This is not a small and short game. My playtime is a non-completionist style playthrough. I missed some content. I don't feel shortchanged at all. That being said, the areas never get so sprawling that you might feel overwhelmed. The game presents information and new locales with even-handedness.

Puzzles:

There are a few puzzles in this game that make you feel like a proper sleuth. They require inferences! There are minor leaps of logic required, reading required, and an understanding of story and occasion that make you feel immersed in the storyline. That's the dream for an adventure game.

The weaker puzzles, which involve combining items and hunting down components, are never too absurd. Some of these more genre-standard puzzles are still singular and enjoyable, especially those that require following an in-game instruction manual. Harper, the protagonist, is a handyman with a multi-tool. These puzzles, at their best, make you feel handy.

The single best thing this game does is respect your time. Plot events happen briskly. Information is rarely withheld. This is a smart and endearing adventure.

Wholehearted recommendation at the MSRP of \$20 US.. great little game. challenging for a casual player towards the end. picked mine up for like \$2 in a sale, so definately worth it.. 100000000 hours waiting for match. This game is absolutely♥♥♥♥♥♥♥♥

The fact that this is a full release game on steam and not early access is ridiculous.

I would be completely understanding if this was Early access and not a fully released game, but that is not the case.

The map feels like they've ripped buildings straight out of H1Z1 and Pubg.

Opening a lootbox looks like they ripped off ♥♥♥♥♥ing Overwatch of all things.

The game feels very awkward to play, sound is terrible, and it's incredibly glitchy.

Only credit i will give the game is that it was stable while i was playing it, but that just means it is a stable pile of♥♥♥♥♥♥♥♥

The first game was great at first, but the devs absolutely ♥♥♥♥♥ed it, abandoned it and then had the cheek to make a ♥♥♥♥♥ing sequel. A sequel which not only spits in the face of the players of the original who supported them, which they abandoned. But also completely changes the gameplay that made the game unique.

Shame on the Devs.

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