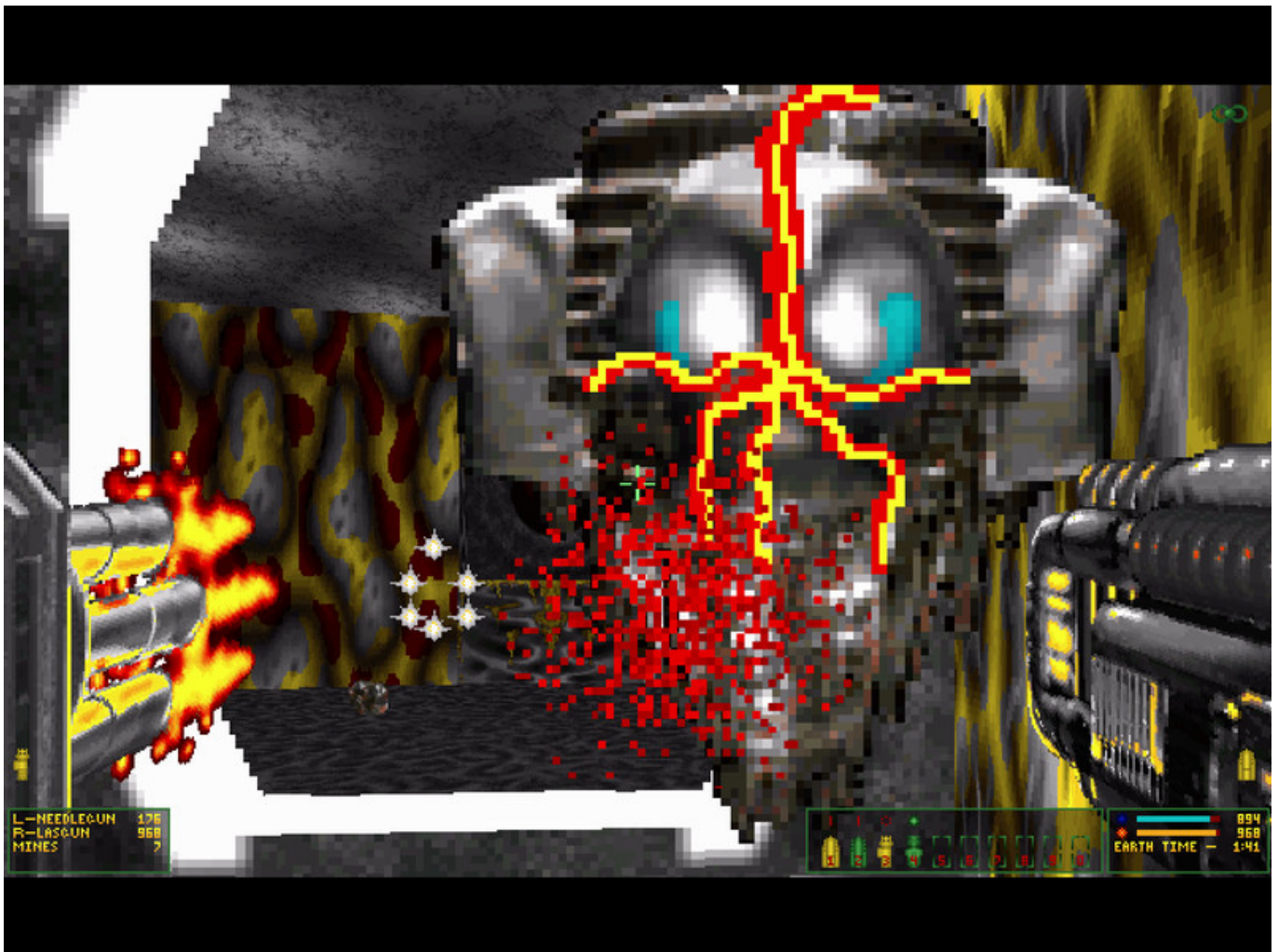


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MadSpace: To Hell And Beyond Activation Code [key Serial Number]



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## About This Game

News has come back to Earth of an intergalactic war rapidly approaching. A Krakin spacecraft is rapidly approaching Earth. After Humans and their Kerkop allies take one last stand against their enemies, they are victorious but the Krakin ship still remains. The Kerkop flee and Mankind is left on the edge of extinction. There is only one hope left. You.

You are a member of the Proteus army, robotic soldiers with the souls of former humans that have given up everything to fight the menace. You have to destroy the ship and whatever evil remains lurking within. Are you up for the challenge of saving the entire human race from extinction?

- Colourful Sci-Fi Shooter with a vast variety of weaponry,
- Dual wield weapons and control each gun separately. Swap between weapons in each hand to find the combo that works

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for you,

- Float through the air with your rocketpack, work out clever puzzles and avoid being blasted to bits in the process,
- High Quality Redbook CD Audio.

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Title: MadSpace: To Hell and Beyond

Genre: Action

Developer:

Maddox Games

Publisher:

Nightdive Studios

Release Date: 1 Jan, 1997

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**Minimum:**

**OS:** Windows XP / Vista / 7

**Processor:** 1.0 GHz Processor

**Memory:** 512 MB RAM

**Graphics:** 100% DirectX compatible graphics

**Storage:** 800 MB available space

**Sound Card:** 100% DirectX compatible card or onboard sound

English,Russian







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madspace to hell and beyond

I don't remember getting this game. Playing through it, it's some sort've weird FPS game with clunky visuals and it's impossible to find your way around the first area. I gave up after just half an hour, although I may give it a second shot. Aside from the annoying, boring and unskippable railshooter sequence, this game seems like the experience of a lifetime... Or at least the experience of drugged up Russians.. I discovered this game while looking for FPS games on Steam. Then, I bought it during the 2015 Holiday sale for less than 2 \$ and it's a decent and interesting shooter, although not the best. Some levels's design and puzzle-solving are confusing, which makes you turn around, and it looks slightly outdated graphically for a 1997 game (some classic games like Quake II were much better at the time of Madspace's release) Also, strangely there's no mouse freelook, which is a feature that most games had in that period. So, I suggest to try and buy it, but only when it's on discount. 7.5V10. This weird-as-hell '96 Russian FPS is as obscure as it is ambitious, and as ambitious as it is flawed. This game somehow supports VR (!?) and voice recognition, has a dual-wielding system with independently selectable weapons, and incorporates non-euclidian geometry... but it's also Rebel Assault meets Doom, the overall art and design is confusing, the localisation is shaky, and the DOS Box port is finicky.

If you're a connoisseur who is interested in historical oddities, this is a good get\u2014but if you're looking for a serious entertainment purchase in the modern shooter style, maybe just get DOOM.. Very interesting old-school shooter with great visual and audio style. There's a lot to take in in terms of controls, and the opening rail shooter segment is pretty meh. The meat of the game however is plenty of fun, and absolutely weird, which is a huge plus for me. The enemies have interesting designs, and there's more non-Euclidean geometry than you could shake a career theoretical physicist at. A large selection of weapons, 10 of which can be held at once, and 2 simultaneous equips give solid combat variety, and even 'boss' weapons can be acquired. Bosses are my main gripe, actually. There's only a few, but they are all equipped with the 'Tracker' which fires a cluster of explosive energy balls that will track you to the end of the goddamn stage and then oneshot you.. MadSpace runs under DosBox. It is an old title closer to the classic Duke Nukem series than Doom, or in laymans terms there is verticality. However MadSpace is its own distinct beast and breaks a few conventions gamers fond of retro-classic fps may be have become accustomed to. Let's go over my first 2 hours of gameplay:

After a barrage of skippable slide-show text and low-fi cinematics, the player is thrust into a spacecraft rail shooter. Enjoyable but dragged on for longer than appreciated. Jump cut to the real game and it's interface.

Bars, numbers, icons and values. Did I know what any of them were? Yellow and blue bars, were they health? What's the glowing thing up those stairs, an enemy? The bottom left had ammo, but what were the 1-9 shapes, my weapons? Tapping one and two didn't swap weapons, but I was confident in the akimbo lasers. How could akimbo lasers not be good?

The first steps in MadSpace are described thusly; enemies tend to fly, look like drones and their attacks send you catapulting backwards. Taking damage lowers the yellow bar (as I learned later "Weapon Energy") then the blue bar (System Energy). Getting hit matters, without any yellow stuff one of my lasers was swapped out for a shotgun sort. Being super fast meant the short range was never an issue. This shotgun uses the scrap from drones to operate, and I'm pretty sure damage is its middle name, a quick favorite. Did I mention I still had a laser in the other hand?

Not long after the first scuffle there was a roadblock, the only place left to go was a dead-end. It was at that moment I turned around to a Escher style mind@#\$. Unfortunately, the level design didn't keep up after the initial areas, quickly devolving into a "Press Button - Find Door" style. The design catches itself later on but the buttons and door game didn't leave. It was about an hour before I encountered another enemy type past metal drone and mouth drone. The combination of the two left a "filler" taste in the gameplay that didn't leave. However, I hadn't seen most of what's presented in the store's screenshots, so I know there's more to see still after two hours.

TL;DR

Don't be fooled by the introduction, there some real strange @#\$\$ waiting for you. MadSpace is a flawed novelty.

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Non-Euclidean eurojank mazes from the makers of Il-2 Sturmovik. Good old fps from russia, unfortunately it didn't aged very well, but it may still worth a try for lovers of the genre and nostalgics.



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