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## Massive Mod Download



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## About This Game

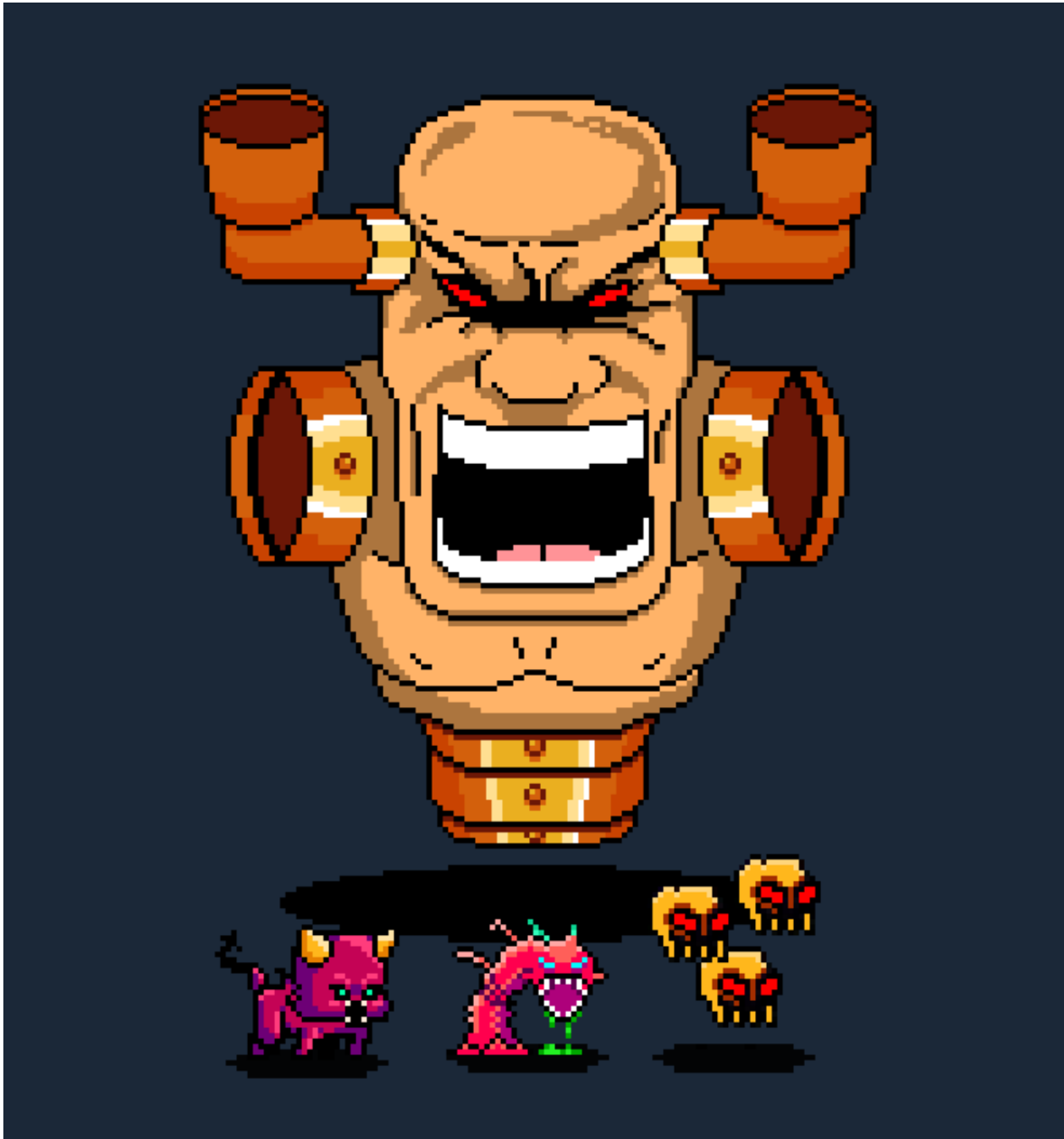
Ultra-brutal absurdist apocalyptic exploitation action shooter for 1-4 players "Massive"! All the levels are randomly or procedurally generated. Breathe deeply and help us in the mission to exterminate evil monsters.

In this version of the game you will have the option to play level by level in an adventure mode instead of trying to beat your score - Adventure Mode.



### **Random Generated Levels**

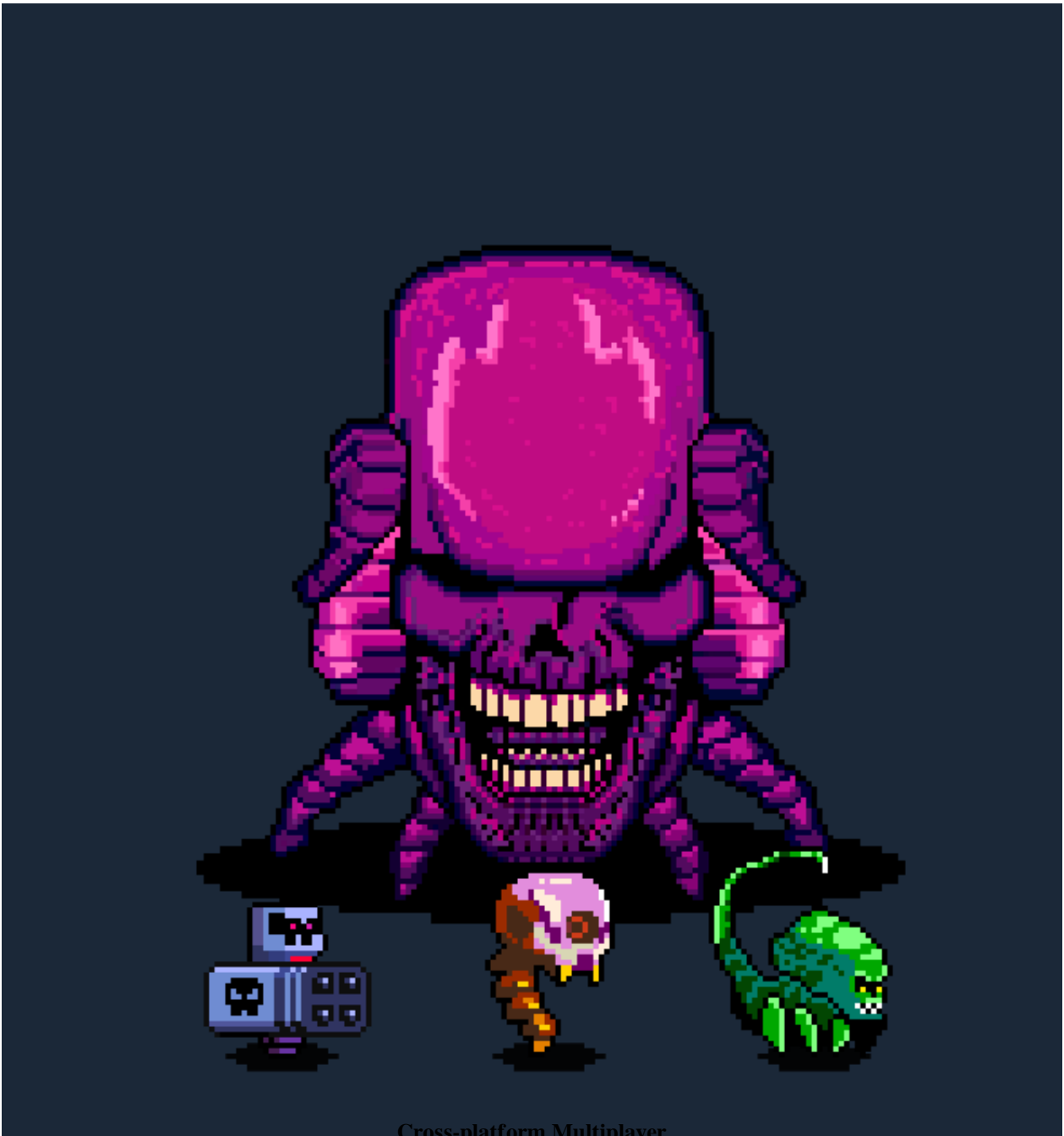
The levels are randomly generated with different styles (dungeons, mazes and cities).



## Features

- Full Controller Support;
- Online Cross-platform Multiplayer
- Online Chat (Cross-platform)
- Randomly-generated levels, enemies and itens
- Totally Destructible levels
- Huge Bosses

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- Massive features the awesome genres like Rock, Eletronic Music and Orchestral



We signed a plan with Photon Engine (Photon Unity) to provide true cross-platform functionality, where you can play from a pc with your friend with phone device.



**Controller Support**

This game has Full Controller Support.



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Title: Massive  
Genre: Action, Adventure, Indie, Early Access  
Developer:  
Rootify  
Publisher:  
Rootify  
Release Date: 14 Apr, 2016

b4d347fde0

**Minimum:**

**OS:** Windows XP or later

**Processor:** 2 GHz

**Memory:** 2 GB RAM

**Graphics:** 256 MB

**Storage:** 120 MB available space

English









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2d shooter game with a retro touch in it. Tries to be a rogue lite game but fails to be one. Some enemies look like they are your allies and most of them do the same.

Controls are meh. The only thing i like about this game is the destructible walls that gives some strategy to the game.. online mode completely broken, dont bother

edit: read comments for dev defense of game and lulz. Massive is one of those types of games made by scam artists to steal from you. It would've been fine if I didn't buy one of my friends this game. It advertises co-op but it's almost impossible to play with friends. Thank God my friend knew better when he heard that if you exceed 2 hours of playtime you unlock cheats. Not true.

It's often mentioned by quite a lot of people that this game uses the same sound FX from their previous games and also code from another game called 'Nuclear Throne'. Now I don't mind the whole copy-paste from thier work, but nothing is different. Neither is the gameplay anything worth buying this game for.

Previously, (14th Feb) I wrote a good review. I was surprised to see the game devs respond. (Their Steam profile is private by the way which was extra shady). Now, there's two ways this could have gone. Either they paid people to write good reviews for this game, or they search for positive reviews and comment on them.

Since the game devs saw this review before this change they have written this comment (This is just in case they delete their comment on this review which wouldn't surprise me):

"Thank you very much 'ayyy m9s :D',  
we are working hard to make a good game and your words incentivize to make more and more."

Don't waste your money on this sh\*t. Buy something better.

(Credit to Dr. Rockso M.D for reminding me of this game). It's just... Bad. It's like... What do you do in the game? Shoot around like crazy expecting to kill something? I just can't see the fun in that.. Laggy, map would dissappear and then would not continue the game when we beat levels. Very first contact is VERY good. Does not look as a scam, as announced. EASY mode, unlimited lives, unlimited bullets ! Great art. And XBOX 360 controller works !!! Don't want to troll, but for me this is as fun as Nuclear Throne. I keep this game and will explore further.

Edit 23V09V2107

I made it through level 6-1 in easy mode (immortal).

My 2 cents:

First off, THANK YOU SO MUCH to consider the stupid players like me, highly UNskilled, with the immortal mode. So few games with VERY easy modes !!! Butcher has an easy mode DLC. But so many remain for the elite or the super top skilled gamers: Enter the Gungeon, Nuclear Throne, even UltraGoodness is hard. After 8 hours of work, tired, I still can enjoy killing monsters. And practice ... to slowly improve ?! I returned Enter the Gungeon within minutes... Nuclear Throne is hard but practicable. Massive is very great for me. After playing Massive, I will miss the feature in NT.

MASSIVE is NOT a clone of NT, there are very good ideas, specific to this game.

My two cents about the +++ and the suggestions ???:

- 
- + destructible environments are great; allow to take shortcuts and can be part of the strategy
  - + shields in steel, excellent idea
  - + configurable difficulty: thank you again
  - + monsters are great, so as existing guns
  - + frame rate is OK
  - + pixel art is fine
  - + the map (bottom right) is great

? "level of zoom" for me is a little too excessive: one can see well the character but not enough of the global scene. Other games have the opposite drawback (character is too tiny). So for now the scenery is pretty OK, but slightly "higher" would be better imho

? first levels are little too dark to be readable. Level 5 is very readable for example.

? no levels after 6-1 ?

? more guns please (the existing ones are great): laser, lasso, grenades, blast, invisibility shield, etc

? monsters with seeable movements are disturbing (for me); others are fine. The now standard idea of a big monster destroyed which leads to several tiny monsters ?

? destructible environments, along NON-destructible environments and steel shields (movable, excellent ! or NON-moveable) could be a FANTASTIC part of the strategy. For now, empty spaces imply fragility (hiding and unveiling is a great part of the pleasure in such games). I realize that this is absent from NT (as far as I know, but again I have little experience).

? in the map, sometimes ennemies are now shown

? intermediate state between "immortal" and "easy": stay immortal but indicate when character is supposed to be dead so that I can improve while continuing to play (well ... there's a counter no?)

As a very superficial conclusion I would say that this game is great to practice and to avoid despair found in Nuclear Throne. Probably an intermediate space in between NT and Massive is to be taken. I doubt Vlamber will accept to consider very casual gamers like me, so my last hope is that you developers of Massive can try to leverage the differences (e.g. destructible environments with non-destructible and/or moveable parts; funny guns; considerations for beginners; randomized maps)

Thank you again and keep going ! Please pursue your efforts !

Best regards

edit 30V09

parametric difficulty

hello. the discussion about (the number of) traps makes me think about "parametrization" of the game. since levels are procedurally generated why not give the hand to the player ? my own blocker is difficulty setting and i am so poorly skilled that i need a very easy mode. yet the choices in difficulty are brutal, in that no subtleties can be brought.

if the user can choose in settings the number of traps (or a range thereof), the level of power of guns, if environment is destructible or not, to what extent (cursors), etc it could be a huge differentiator versus other similar games. possible variables: number and power of ennemies, number and power of guns, surface of map, complexity of level, number of traps, speed, ...

do not know at which point it is feasible to "open" access to such variables in the code base. but the promise could be that the mix of the game could be personalized to player's taste.

yes some combinations may not work but it is an appeal to play with game some more ;o)

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the more i think of it... it a sign of respect to the user to offer configurable gameplay, let alone of considering difficulty. EDIT:  
The scam goes even deeper! They have a new game on Greenlight - please vote against it being greenlit, they just reskin the  
same game and sell it as new:

<http://steamcommunity.com/sharedfiles/filedetails/?id=885680708>

[Massive is a scam. Besides being a horrible knock off of Nuclear Throne, it's the same exact game as Gun Brothers... check it out for yourself and you tell me otherwise.](#)

<http://store.steampowered.com/app/514410/>

[Hell even the sale page is identical right down to the layout of the graphics, and that pruple skull enemy thing... it's just slightly altered on one. xD](#)

[They're developping 1 game under 2 different titles and publisher/developer names. One game is also slightly reskinned... It saddens me to see people getting ripped off. Selling the same reskinned game while it is still in development - twice, is seriously an insult! Maybe even fraudulent.](#)

[Massive](#)

[Developer: Massive Game](#)

[Publisher: Massive Game](#)

[Gun Brothers](#)

[Developer: GameDevCom](#)

[Publisher: GameDevCom](#)

[Does that not sound deceitful?](#)

[Also note that as of this review update, both Massive and Gun Brothers are still currently in early access and if Steam is going to continue to sell both, I would only hope that the differences in both final products \(as well as needed fixes\) justify a \\$9.99 x2 price point \(though by the looks of it, I highly doubt it\).](#)

[NOTE: A great part of this review is copy/paste from HERE, I only somewhat changed it to match my views.](#)

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Multiplayer = 2V10. Im really happy with how this game turned out and yes its New therefore will need some work on it but with some advice from the community and some nice Update this game could become something HUGE and so give it time and i promise this game will improve. But the game is well made and im proud to support the Devs on Massive and i hope you are too!. This is game is awful. I feel like this was made in a weekend. No quality at all . Doesn't recognize my Xbox controller even though the options lists a controller and shows all of the button mappings for it. When you pause the game none of in game menu options work except "Continue". If you click "Quit" it just closes the menu and unpauses the game??? The UI is confusing. The quality of this game is Pre-Alpha at best, I will be seeking a refund.. Game: meh

Multiplayer: 2V10

works fine but it litterally kicks you from the lobby when you die and you have to re-join

Music: WTF IT'S SO LOUD AND THERE ARE NO VOLUME CONTROLS

bach

The game says it includes english subtitles but there is absolutely no dialogue whatsoever

Overall: 2. good if you're too poor for nuclear throne,  
but It's actually a good game and really fun  
they release updates quite frequently.. So funny game!!!

I bouth the game for play with my friend and we fought against the monsters and the bosses.  
The multiplayer works well and the art is amazing! Beautyful Pixel Art  
When more players enter on match, it goes crazy and more fun.

Recomended for everyone

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