MINERVA Xbox Download Code

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About This Game

Pervasive. Literary. Brutal. Experimental.

MINERVA, by Adam Foster, takes you to a remote island under the control of Combine forces. Something is going on here. Your goal is to uncover what that is and destroy it. Oh, yes-- and try to survive.

This is the newly released 2013 edition of the famous Half Life 2: Episode One mod.

Special Thanks

Minerva Soundtrack - Available Here

Translations by LocWorks

Title: MINERVA
Genre: Action, Adventure
Developer:
Adam Foster
Publisher:
Adam Foster
Release Date: 28 Apr, 2013

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Minimum:

OS: Windows® 7 (32/64-bit)/Vista/XP

Processor:1.7 GHz Processor
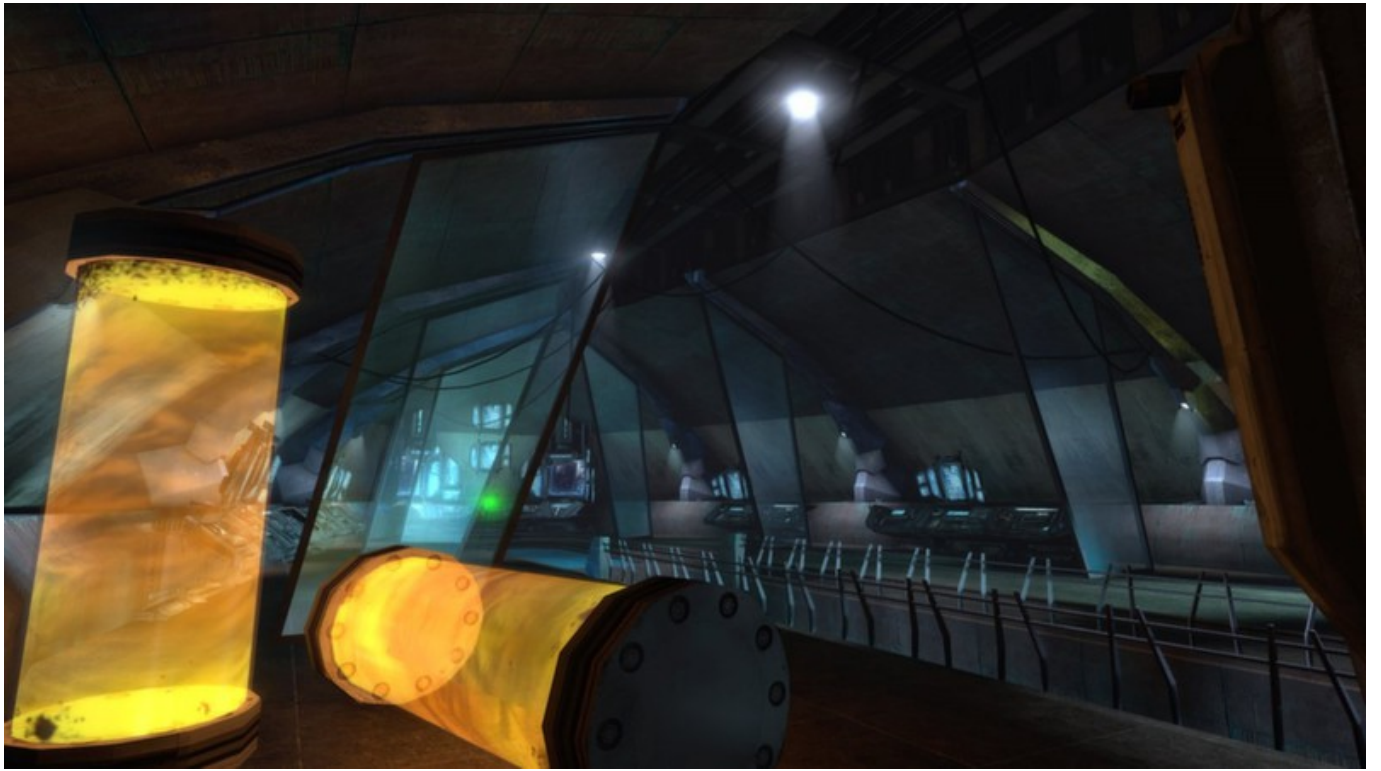
Memory:512 MB RAM

Graphics: DirectX® 8.1 level Graphics Card (Requires support for SSE)

DirectX®:8.0

Hard Drive:500 MB HD space

**Other Requirements:**Broadband Internet connection

English,German,French,Italian,Russian,Polish

The true method of knowledge is experiment. So, strapped to
the underside of a stolen Combine helicopter, you're part of
my latest scientific investigation.

Objective: To infiltrate and observe this peculiar little island
a few miles off shore, its heart burrowed out by our ever-loving
benefactors...
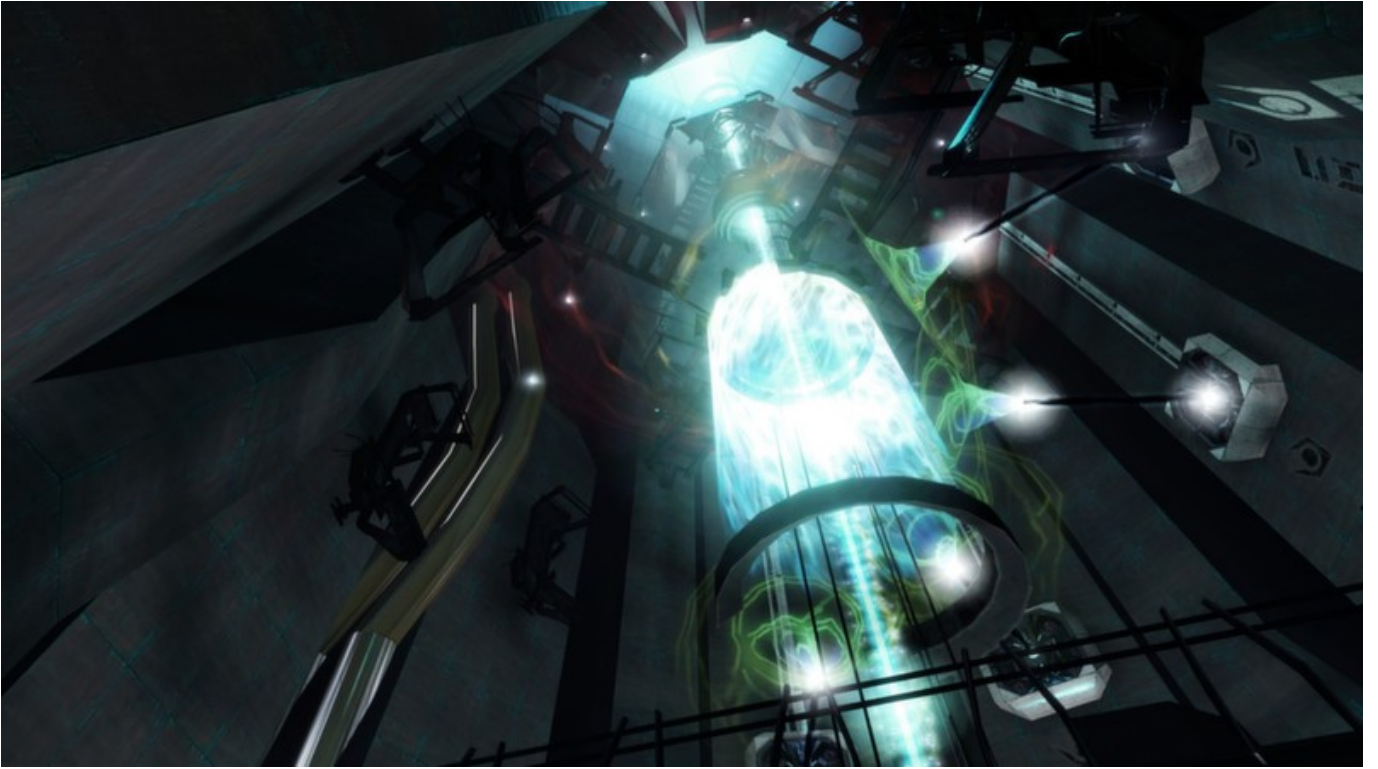
HL2 is my favorite game. Minerva is playable, but the Combine soldiers are literally everywhere. I consioder myself pretty experienced and I died like 10 times in the first 5 minutes of gameplay. If super-challenging face-paced gameplay is your thing, than this game is for you. Also, idk why but these soldiers take significantly more hits to kill than just you regular HL2 combine soldiers. I stood face to face with one, he kept hitting me, and I emptied three clips with a Machine gun, and he killed me.. - More enemies that you would be facing in HL2. All of them are thrown at you right from the start.
Save. **Save often.**

- A map of some sort is badly needed here. The levels are much more twisting than in HL2 inself. You can end up walking in cicles considering how levels are vast and interior sometimes gets rather similar - levels are (imo) well designed (not repetitive), but navigating them at times is just difficult.
http:\/\/steamcommunity.com\/sharedfiles\/filedetails\/?id=857078010
http:\/\/steamcommunity.com\/sharedfiles\/filedetails\/?id=857079407
- It's a mod. It a good one... but it needs more map hints of where to go. That or a GPS.

http:\/\/steamcommunity.com\/sharedfiles\/filedetails\/?id=857081771. Dear developer, your game crashes if you alt-tab, this is bad. pls fixerino. First things first.
Play on Hard difficulty , if you're up for an extreme challenge.

Now that we got that out of the way.

The Level design is absolutely amazing.
It's coherent , it's good looking , it's optimized.

The difficulty is fairly adaptive.
Well aside from the start.

The story was eh , but it didn't impact anything.
It makes sense , and it's actually coherent as well.

A strong 9.5\/10
I only wish it'd have been longer.. It would be unfair to criticize this for HL2 being dull grey console action with impotent gunplay, boring and humanities-level-mentally-challenged guns, bad inventory, really idiotic art-style, amounts of stamina akin to average HL2 fanboy, while it considers FOV a "cheat" and has absolutely screwed up lens curvature. Instead i'll talk only about differences.

Level-design. **Level-design! These levels are even somewhat better than HL1. They use space most efficiently, look logical and are not a one corridor from start to finish with vortigaunts licking your posterior-checks every 10 seconds in the "free-roam" cut-scenes. This is just great! New music is fitting and pleasant. And the story is slightly better than HL2, while writing is as bad, but narrative is just great. Also it doesn't overstay it's welcome and clocks about 4 hours.. the best half life 2 modification, no question. WOW. This was a really really well done mod. Felt like a real Half-Life game. Highly recommend this if you're still into Half-Life and upset about no HL3 after all this time (like me).... I remember playing this a few years ago and it was fun. Why did i stop? no clue what so ever i just seemed to have completely forgotten of this games existance. Highest of quality half life mod you can get for free; there aren't any better quality HL2 mods you can buy. Extremely well made maps (although the island up top makes me feel like im playing Halo on the Silent Crytographer Map over and over again, which i loved... Nostalgia) Although Half life gameplay has become rather predictable for me i still enjoyed puzzling my way through the boundless amount of Combine like some sort of 653 Tank Battalion that consists of tanks that are as big as a city block with more guns than people on earth.... but thats the appeal of Half life. How ever the f*cken unbearable amount of reading can get off putting at least theres enough time to read it all.**

10\/10 would run around with the 1st barrel i c and an SMG again!

Side note, not on topic.... i noticed if you are quick enough with the crouch button you can actually "crouch" at a higher position than normal. E.x. you have a barrel in front of a door that leads to combine city you can hold yourself at a position just high enough for you to shoot over the barrel while protecting yourself. How i never knew of this......... i will never fully understand.. After reading about the creation of this game and it's creator, I must agree that the level design is excellent. Very effective use of the space in each level, limiting loading times and allowing players to eventually go just about everywhere that they can see. The game also has a nice difficulty level, accommodating Half-life veterans who are not new to these weapons and tactics. It was fun to dive back into this world fighting the combine, as there have been no Valve Half-life releases in quite some time (2007 at the time of this writing). The only issue I had with the title were a couple of the environmental puzzles. Perhaps 2-3 times in the game, I actually consulted a walkthrough to progress. One in particular, where the player is expected to shoot a "weak" support beam for a platform located overhead, I was pretty baffled.

If you miss Half-life, give Minerva a shot.

Great mod, well worth playing if you are a Half LIfe fan.

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