
Mu Complex Key

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About This Game

Hack your way into the complex, all by yourself.

Mu Complex won't be available in a bundle anytime soon, we can promise you that 5d3b920ae0

Title: Mu Complex
Genre: Adventure, Indie
Developer:
studiocime
Publisher:
studiocime
Release Date: 23 Oct, 2015

English

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As a computer science student this game feels me with joy, it has a linux based command terminal and rewarding puzzles. The story is also intriguing and quite fascinating, but above all you use real world knowledge and encourages you to learn new things using the internet. From data encryption to philosophy this game is 10/10.. So, I generally love hacking games. I even loved this game when it first came out. But I can't recommend it. Pros: -Interesting story -Well made puzzles (Sort of) -ARG puzzles that make you think Cons: -Not really a hacking simulator. The "hacking" is more of a basis for brain teasers. If you want something far closer to a hacking simulator, I highly recommend either Uplink, Hacknet, or Nite Team 4. Those games, while still puzzles, are FAR closer to the reality of hacking than this is. -While the puzzles are well made, there's a major caveat to that. Some of the ARG puzzle solutions are no longer accessible. That's one of the dangers of making an ARG based puzzle game and not frequently updating it. This game came out several years ago, and the more heavily reliant you are on ARG based puzzles, the more likely the game will be unplayable without a walkthrough down the line. If you're interested in ARG puzzles, look into The Black Watchmen or any of the games made by Alice & Smith (its developer). My Major Gripe: If you look at the game's history, you'll find that the game itself has actually existed for a long time. It was originally released in multiple parts on Kongregate around 2014 as a free web browser game. About a year later, it was successfully greenlit and launched onto Steam. It was then immediately removed from Kongregate. What you are playing here was originally released for free. Now, while that's a scummy thing to do, maybe they were just hoping to push forward with further development, right? Well, the team launched their website back in late 2014 with an ARG event which required people to unlock the website before it could be viewed. It was, of course, unlocked. The next announced news on the website was in late 2015 with the release of the Steam version. That's the last time they released anything on their website. The last update to the game was in early 2016 with the release of a demo for the game. They've been radio silent since. Which is a damn shame because after alienating their audience by removing the Kongregate version and throwing a huge stinger into the game's ending for what has to be what they planned for a sequel, there's been nothing for *years*. So the lack of updates to the ARG aren't the only aspect of the game that's been abandoned. It appears the whole project has. Summary: If this game is on a huge sale and you REALLY want to play it, go ahead and buy it. If you're interested in ARG puzzle games, there's far better options to select from on Steam (Alice & Smith Games would come highly recommended by me). If you want to play a hacking game, there's a ton of options you can select from that more accurately give you the feel of hacking (Hacknet, Uplink, Nite Team 4). If you appreciate what the developers have made here and want to see more from them, be aware that they've taken some scummy actions towards their community and have been totally radio silent for three years now. Executive Summary: Get it on sale if at all. Look into other games if you like the genera.. I like this game. There is some mistakes or features like total history. The first one is united history on every pc, better will be like IRL every pc has it's own bash history. And may be some hints or about hidden at history. The second is there is no logout from pc or something like that, you'll just go on other pc if current is powered off. But this is just a nags from that who uses ssh every day. First part was very easy, but second is so large. By now i do know much about morse codes, i have an note where i put my hints. But what was in report.txt at Fred's pc. Definitely i'll try to get whole info that i can reach. 10 of 10 detectives.. The one thing that's necessary for a hacking sim to work is for the rules to be consistent. On some computers, you'll need to "sudo" to open email files. (In real life, this isn't usually necessary, but doesn't hurt unless it contains a virus.) On other computers, if you preemptively type "sudo" just in case, it will reject the command because that computer doesn't know "sudo". Sometimes, files appear out of nowhere on allegedly abandoned computers after certain events, requiring you to double check all your steps to avoid missing anything, even when locking them until that point COULD have been incorporated into the existing game mechanics. Some puzzles require copying text into certain external translators. As the game window doesn't allow highlighting text, the user has to manually type the entire sequence. The bot-control puzzle's instructions use inconsistent metasyntax, appearing as if multiple commands can be pushed with a single line. That entire puzzle takes way too many steps for how simple it is to understand anyway. There's also a puzzle which requires checking the real Chicago Tribune archives on the internet, which is now behind a paywall. A general lack of foresight and attention to detail make an otherwise average hacking sim feel clunky and shallow at best and outright offensive at worst.. Very intriguing and very fun to play if you are intrested in hacking. Quasi-hacking game that leans on the 4th wall, requires online searching to solve puzzles Graphics are minimal. most of the interaction is with a Linux-like terminal. There are no sound puzzles. any spoken text is shown on the screen. Some instances have items that are very low contrast, so you may need to adjust your monitor's brightness. That being said, the screen seems locked on 1920x1080 resolution, so if you have a QHD monitor the text will look *tiny*. I used the Windows magnifier to deal with this, although it seemed to make some of the videos crash as they were being played. Calling this a "hacking" game is a stretch. There are maybe 5 Linux commands that you use in the entire game. Without giving away anything, you'll be using 'cat' and 'ls' alot. There is one place that you absolutely need to understand the Linux commands that you are given to you in order to solve a timed puzzle. But most of the time you are either solving puzzles by snooping for clues to passwords in the computer system or opening up a search engine outside the game and Google-ing for clues. Overall, I enjoyed playing it. Much of the time playing was looking up things online. Maybe there's 4-5 hours of gameplay here. I got it on discount so I had a good value for my money, but I wished the game were longer.. This is a great puzzle game about typing in commands into a terminal and sometimes use the internet to solves your puzzles. Also great AI much more horrible than GLaDOS.. Really enjoy play this

game. Looking forward for episode 3 if there is one.. Only get this game if you know what your doing with computers otherwise it could cause much saddness but if you do know what your doing this is an AWESOME GAME :D. UPDATE: so i posted my complaint as well as all the tech details the devs could have used to address this issue and they ban me for a bad review, steam need to keep track of their devs -1 for steam BROKEN AS FK!!!! LAPTOP (EVEN SKYRIM RUN FINE ON THIS) WIN7 3.0GHZ 4GB RAM RUN GAME GET A FKN MU EXE STOPED RESPONDING ERROR (SERVERAL TIMES, 5+ SO FAR) UNINSTALL RESTART PC REINSTALL PLAYED FOR ABOUT 41 MINS CLOSED GAME CAME BACK TO PLAY MORE A FEW HRS LATER LOADED GAME GOT A FKN MU EXE STOPED RESPONDING ERROR AGAIN REALITY DEVS?! AND EVEN BETTER FROM WHAT IVE SEEN IM NOT THE ONLY PERSON WITH THIS ISSUE, ONE PERSON EVEN DOWNLOADED THE DEMO AND DIDNT EVEN GET THE EXE FILE, DEVS GET YOUR FKN SHT TOGEATHER!!!!

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