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## About This Game



Containment is a small, minimalist strategy/simulation game where you try to maintain the growth of bacteria. The core gameplay is easy to pick up but very challenging to master. The game can be completed in one sitting, but has leaderboards and challenging goals to accomplish that might take longer!

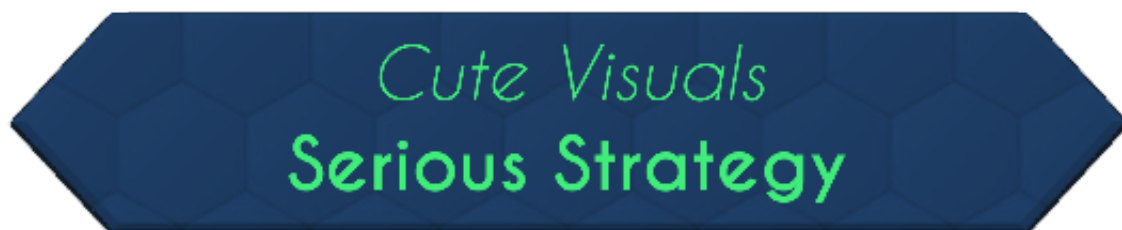


## Core Gameplay

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Containment is turn-based; the bacteria proliferate, you fight back, and the cycle continues. There are a number of rules that give depth to the strategy involved in achieving three stars on each level:

- You have a limited number of doses
- Intentionally ending your turn early and letting the bacteria grow lets you research stronger antibiotics
- All bacteria lose one health per turn
- Any bacteria without neighbors die the next turn
- Every isolated bacteria gains you bonus points
- Each extra dose at the end of the game earns you bonus points



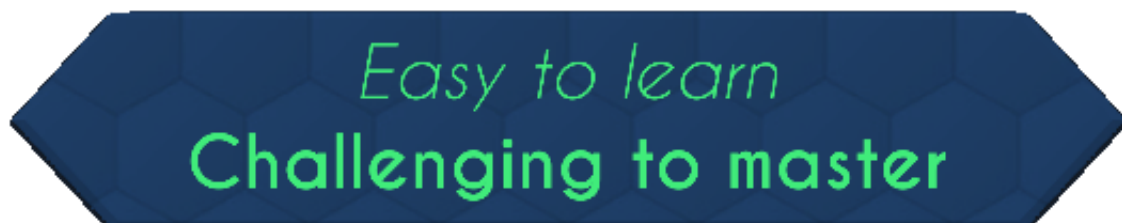
### **Aesthetic**

The game features a mix of cute and sleek design with a visually pleasing color palette and satisfying interactions in every corner. The music is soothing and relaxing to listen to while you battle the unending bacterial proliferation.

### **Content**

The game contains the following amount of content:

- Comprehensive and interactive tutorial
- 9 brain-teasing and challenging levels
- A creative sandbox mode (unlocked at the end of the game)



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Title: Containment  
Genre: Casual, Indie, Simulation, Strategy  
Developer:  
Finite Reflection Studios  
Publisher:  
Finite Reflection Studios  
Release Date: 9 Feb, 2018

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**Minimum:**

**OS:** Windows Vista/7/8/10

**Processor:** Intel Pentium G620 (2.5 Ghz dual core) or equivalent

**Memory:** 1 GB RAM

**Graphics:** Intel HD Graphics 3000 or equivalent with 256MB VRAM, 1280x720 display

**DirectX:** Version 11

**Storage:** 200 MB available space

**Additional Notes:** Work in progress: new features may raise the requirements, optimizations may lower the requirements

English,German,French





# CONTAINMENT

## Level Selection



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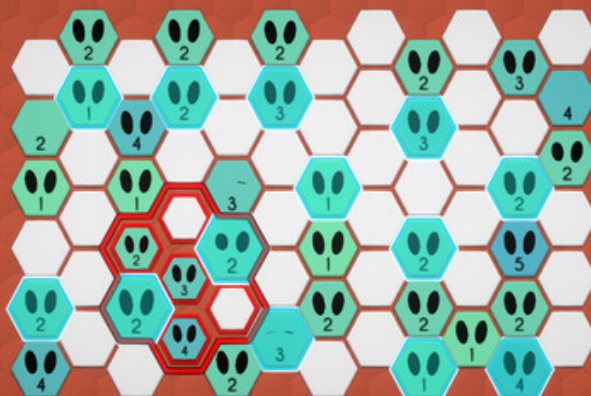


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## Dosages

## Player Turn

Bacteria Power  
97



SCORE  
00000 130

Turns Left  
9

End Turn  
+6 Research

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A few years ago this would've been a flash game (probably free, probably completely surrounded by ads). Flash is on its way out and it's not 100% clear what (if anything) is going to replace it. I think there's space here for small games that you can explore for a few hours. I think with a nicer coat of paint and some more content this game could easily push up into the \$5-\$10 range.. The game is based around a concept that's simple to understand, but surprisingly complex and much more challenging than initially expected. I love games that demand puzzling out how to win in the most efficient way possible, and while I was originally looking forward to picking something up as a quick time-killer, I found myself getting fixed on working my way through each stage trying to get to the top of each leaderboard. Containment is incredibly addicting, and I could see myself buying it for my phone if it ever hits mobile platforms. I absolutely got more than my money's worth out of this game, and would recommend it to anyone looking for something simple, replayable and enjoyable at minimal cost.

. This game drips polish and is harder than it looks! Clever mechanics and increasing difficulty keep you playing. Well worth the couple bucks. <3. The game is rather frustrating since it does not explain its mechanics. This would be fine, if this was intended as a casual time-wasting clicker. And the game does give this impression. However, one of the three tutorial levels is on achieving a high-score. Apparently, the devs intended the game to have a strategy element. Also fine. But, please, do explain the whole mechanics! At the start of each level a number of stats are given for the bacteria. What do they mean? How is the strength of the bacteria each turn determined? And what is it important for? Questions, over questions, over questions.

And what is with the 5 turns limit per level? Give unlimited turns and award stars for finishing withing certain amount of turns, if you like that. Or introduce difficulty levels that control the amount of turns available. And giving stars just for score? Honestly, I do not understand why the others so much like this game. It is a strategic nightmare.

Well, maybe I approached the game with the wrong expectations.. I personally found this less than enjoyable. You are challenged to get big scores by allowing the bacteria to grow to a big size before attempting to curtail it. The act of removing the bacteria however isn't all that fun, so you end up making anti-fun before each level and it can be quite stressful. There are no rpg elements, or different tools/bugs to use.. Containment is a unique and inventive design and super polished. I love minimalist games. This is a minimalist strategy game. Normally, I gravitate to puzzle games but I'm really enjoying "puzzling" out the strategies for combating the bacteria. Some of the levels are tough and require iterating on your plan. It has a few minor launch niggles (leaderboards), but I'm sure they will be addressed in short order. Bottom line: a bargain...money well spent. Highly recommended.. This game strikes a great balance between relaxing and challenging...super fun and rewarding! Worth way more than \$1.99

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This is a strategy game with simple rules, but it's very challenging and deep. I found myself thinking like a turn based strategy game, with doses being like resources that I have to gather and spend with intent. All of the built-in levels are very tightly tuned and twist the strategy in different ways, so you always have to try new approaches in order to win. The game is also super polished, and the animations feel great!. 100% must buy for all ages. Unique and interesting puzzle game with a undervalued price. The visuals have a simple charm that pop really well. Well developed and great buy for anyone looking for a lite game that you can chill with.

Incredible level of depth for how simple the game is. Fantastically teaches math for younger ages, yet will hardpress adult-level problem solving for high scores.

Keeps things fresh throughout the game by introducing new concepts.. Really charming puzzle game that's always refreshing itself with new mechanics. Can't tell if I love seeing the leader board at the beginning of each level or hate it, because it makes me want to just stay on that level till I can place (I didn't, but i tried :) Definitely worth the price.. In short: This is a fun light-weight casual strategy game for a few hours. It has an incredibly polished surface, but lacks a bit in depth. Fortunately this is more than adequately reflected by the price tag.

In long: The specific mechanics take a while to grok, but the basic gist is that bacteria will spawn and increase in strength on a hexagonal grid. You can either administer doses to certain tiles or pass the turn. Once your turn is over every tile loses 1 strength and every isolated tile dies off, but then the remaining bacteria multiply. If you have doses remaining, they will count towards reasearch, making your antibiotics more powerful.

Your strategy lies in balancing your needs. Do you attempt to beat the bacteria down early or do you save up to make each dose hit harder later-on? Overcoming the bacteria is just part of the challenge and usually quite easy. The whole game instead revolves around scoring the highest number of points, partly to achieve a full 3-star-rating and also to get onto the leaderboards. So your goal is actually to keep the bacteria alive for as long as the turn limit allows, so you can score the maximum points off of killing them repeatedly. This is where the game honestly loses me a bit. It took me way too long to wrap my head around the growth mechanic, but that is partly the fault of a now-fixed bug. Worse though, the distribution of bacteria during the growth phase and even during the initial setup of the level is heavily randomized. While this arguably adds replayability, it feels really bad, that how good your start is and how big of a score you'll be able to get is up to RNG and not skill.

This neatly brings us to the levels. The game comes with the original 9 maps, with 5 bonus maps added recently for free. As the reference to heavy RNG has probably already tipped you off, these are not hand-crafted puzzle\challenge levels. Instead the whole game is bascially 1 sandbox level with different pre-set parameters (grid size, growth per turn, doses per turn, etc). At least after beating the 9 original levels the game gives you direct access to said parameters in a so-called "creative mode", which is essentially a level generator. I found the bonus levels to be a lot more interesting, where the developers thankfully decided to mix it up with more interesting map layouts.

With respect to the difficulty, the game is a bit of a rollercoaster. Some levels are very easy and open-ended score challenges. Others have very tight tolerances that basically require a certain near-optimal strategy just to survive and will necessitate several resets to score well. Overall beating all 14 "pre-made" levels with full 3 stars took me a little more than 4 hours. If you are into highscoring or into experimenting with the level generator, there's a lot more hours to be had for sure.

The presentation is done very well. The game looks slick and polished with good attention to detail. Sound effects are great and the music is good. I'm equally satisfied with the technical implementation. The options left literally nothing to be desired: volume sliders, windowed mode, animation speed slider, ability to turn-off animated backgrounds - I love it! Seriously, this should serve as a shining example for other games' option menus. Two bugs I reported were also fixed within a day, which is quite impressive.

In conclusion I can't say much more than that I had fun and that I enjoyed the concept. While I definitely have minor gripes with the game, I had an over-all mostly enjoyable experience. Looking at the price tag, even the developers seem to know that their game is a little shallow, so I can hardly fault them for that. The game is well worth the full price of merely 2 bucks for a few hours of casual fun.. Super chill puzzle game with challenging puzzles and relaxing music. The puzzles are challenging, and the build your own feature is a great addition. Poorly exsplaind thats why I cant reccomend this. It has potential but some of the key elements are not exsplaind.

I dont mind learning on my own but you cant learn something that the developers had in their hed.. An engaging puzzle game, with simple, but challenging mechanics. The game is highly polished and relaxing to play. You can see the top 50 scores for each level, and it's fun seeing how high you can reach. There are only a small number of levels, but there is more



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than enough content to justify the very reasonable price.

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