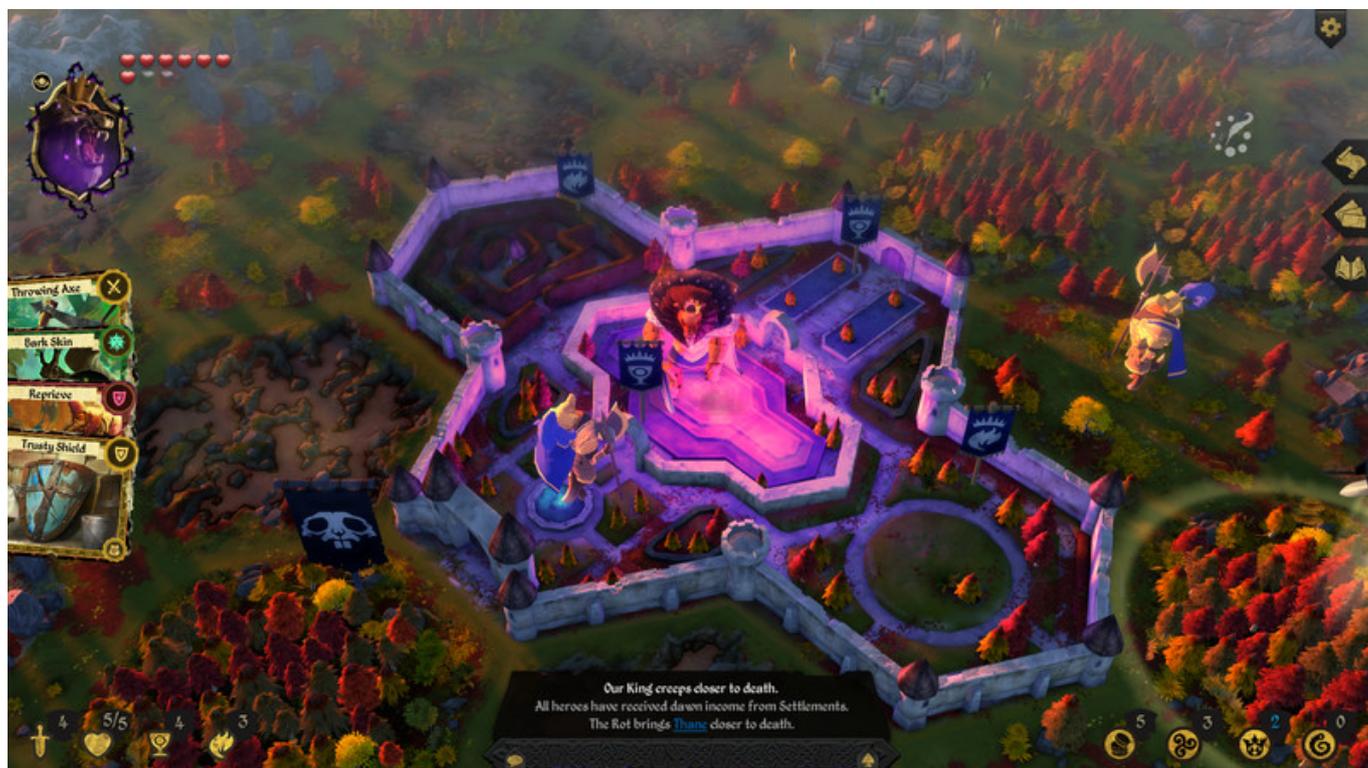

Gundemonium Recollection Download Blackbox



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About This Game

First of the three titles in the Gundemonium Collection, this pixel-style side-scroller brings the intensity of the 'bullet hell' shooter genre to Steam. Choose one of two playable characters, including an unlockable third character! Modify character weaponry to your liking! Dominate 5 levels of frenetic gameplay while being bombarded with high-impact weaponry. Each level culminates with a challenging boss to defeat. Three game play modes will keep the non-stop action going! Experience a new level of game-play: Enjoy Gundemonium Recollection while listening to a brand-new arranged soundtrack.

Key features:

- 5 levels of intense bullet-flying action
- Sweet Old school retro anime-style art
- Two playable characters to choose from and a third you can unlock
- Story, Practice and Mission modes to take your shooting skills to the max
- 32 Steam achievements
- Full online leaderboards

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- New arranged soundtrack by DM Ashura

Title: Gundemonium Recollection

Genre: Action, Indie

Developer:

Platine Dispositif

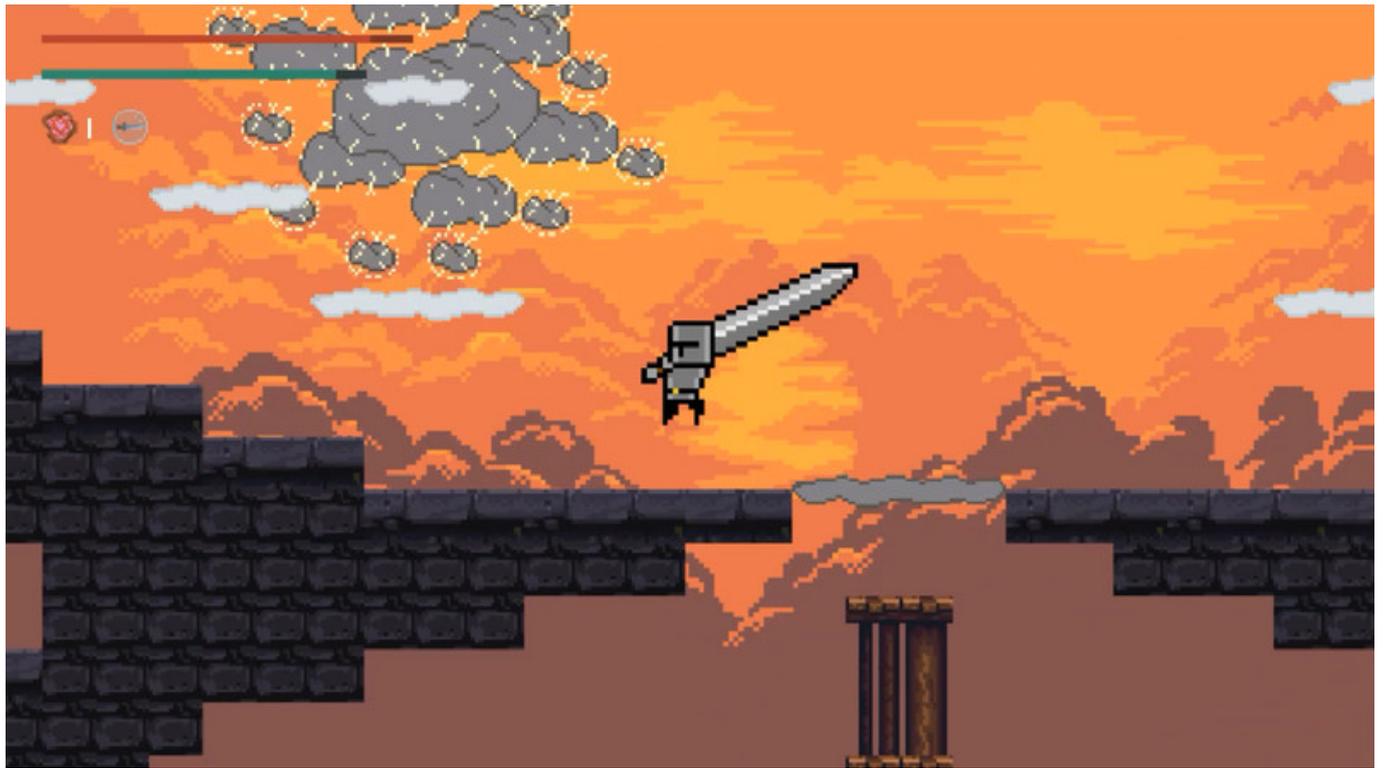
Publisher:

Rockin' Android

Release Date: 27 Sep, 2011

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English,French,Italian,German







Perfect games don't exist. for the cats! purr purr ^-^. GAME VIDEO SETTINGS:

SteamApps Folder (for example C:\Program Files (x86)\Steam\SteamApps\common\Ironclads High Seas\Config.exe)

REVIEWS:

100% Wargamer. The Wargamer is pleased to present Totem Games with an Award for Excellence due to exquisite modeling of ship graphics, clean, and simple interface, and study of a neglected topic. (<http://wargamer.com/Article/2782/Vironclads-high-seas>)

93% SubSim. Simple and quick to understand. No complex table and keyboard commands to memorize. Great modeling, a rare subject. (<http://www.subsim.com/radioroom/showthread.php?t=143313>)

85% Armchairgeneral. Passed Inspection: Great graphics, challenging AI, realistic physics, nice interface, neglected topic, useful editor. Failed Basic: No multi-play, lack of weather and land. (<http://www.armchairgeneral.com/ironclads-high-seas-pc-game-review.htm>)

SimHQ Review. Good - Value for the price/ Decent AI / Runs well on moderate hardware (and laptops) / Replayable. Could be Better - No multiplayer/ No custom missions / Water graphics too placid ([http://www.simhq.com/ naval/naval_027a.html](http://www.simhq.com/naval/naval_027a.html)). Played this game for 27 minutes and already with medicine in mouth.

10\10 game of year. Delayed the dlc on the day its suppose to come out. I mean really who does that.. Obviously very early on in development, the game has a lot of potential and is a lot of fun.

Currently, it only really seems to have one finished map but it looks like the second one is almost done (just missing cameras).

The goal of this game depends on what team you're on. You're either one of the coppers or a robber.

As a robber you try to get away with a successful heist. You win if you get to a getaway helicopter with 40,000 buckaroos or if the police mess up and shoot a civilian. You lose if you get shot or time runs out (it resets when you pick up money).

As a cop, you try to catch (shoot) the conniving culprit coveting your banks currency. You win if you shut down the thief before they escape and complete a successful heist and you lose if you lose both your lives in the attempt or lose your job after shooting a civilian (this part I find unrealistic. The facing consequences for your actions part).

Each of these team roles has various abilities and in the cases modifier masks on top of those various classes.

Modifier masks change things like jump height and armour and will reveal your intents to be malicious upon their donning. They are modifiers so while they are neat and add variety, they add nowhere near the amount of the class roles offered.

The various classes actually change the way you play completely. From the spy as a copper where you can pretend to be a civilian, hiding in plain sight and flipping the script on the nefarious nerdowells to the hacker robber class, letting you see through the various cameras the bank thought would be antithetical to the act you attempt to commit.

Balance wise, some classes seem vastly more useful than others (the Heavy class for instance has a helicopter rescue that doesn't seem all that useful on current maps), but I imagine they will all find their places when the game gets more maps finished.

As for cops vs robbers balance. Im still undecided. At first without really paying too close attention to how the mechanisms worked, it seemed almost impossible for the robber to get away successfully, but once you get to grips with how things work, Id almost say thats the easier role.

As for player base, currently, if you're playing at prime time for your region, you might just be able to find someone to play against 1v1, but obviously being a brand new game, that's clearly not finished, its best if you at the very least buy it for yourself and a buddy where it'll be good fun for quite a while.

Some other small thoughts about the game: While given its rather light on resources aesthetics, it performs excellently probably even on a toaster (though Im running on a 1070V7700k both oced), has the minor problem of not allowing me to switch to my other monitor with the dual setup that I have. It seems to lock your cursor in even when out of focus.

Another small annoyance is that the button to change team chat to all chat (which the game has (text chat), also opens up the chat window which is just sort of cumbersome.

Otherwise, even if the game was to stop being developed today, right now(2018-06-17) (though it doesn't look like that'll be the case), id say its easily worth the price of a couple bucks for the amount of fun you'll get out of it.

Be sure to play through the tutorial or you'll wind up confused butting around with the controls for longer than you really need to be. The tutorial is so short you'll feel like a muppet for not having done it first.. Probably an asset flip.

It is just the one level.

No Music.

No point.

Just awful.

<https://youtu.be/RNUtrHXoSXM>. One of the best "brick breaker" games I've ever played! It's challenging, colorful & vibrant. Each game mode is very traditional and is a perfect match for this type of game ultimately.

Definitely recommend if you're in the mood for this type of game for sure!

forwards) and unique ship specific abilities, many of which are very fun to use and look at in action. You also get to choose a special weapon to use to complement your ships abilities or weaknesses or strengths. Again, there is a good amount to choose from.

Enemy variety is decent, bosses are OK, powerups are what you would expect. There is nothing revolutionary here.

The looks might be a bit deceiving though, it feels very smooth to play and there are some surprisingly nice looking (and deadly) effects that can happen, usually when using a ships special ability.

There is only one outstanding bad thing and that is the translation. It is passable but bad enough to make certain item or weapon abilities unclear and trying to follow the story is gonna end with constant facepalms. It is a good thing a story is not what most care about in this kind of game, but it would have been nice to be able to follow it without feeling like you are reading a sci-fi story paper a 5 year old handed in to their teacher. Other than that everything else becomes clear as you use items and weapons.

If you want to shoot aliens with spaceships like the old days but still have some variety in the gameplay and looks, then this is definitely a game you want and something you can come back to every now and then for some shooty goodness.

That is what I wanted, and that is what I got.

. add engine swap. nuff said.. I bought this because it looked a bit quirky and fun. After a brief play, I am stunned. I cannot emphasize enough how poor this game is, the quality is exactly that of a hashed out flash game. Only purchase if you have a level of morbid curiosity.. Best price for two fairly mediocre expansions. If you want them, get them here.

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