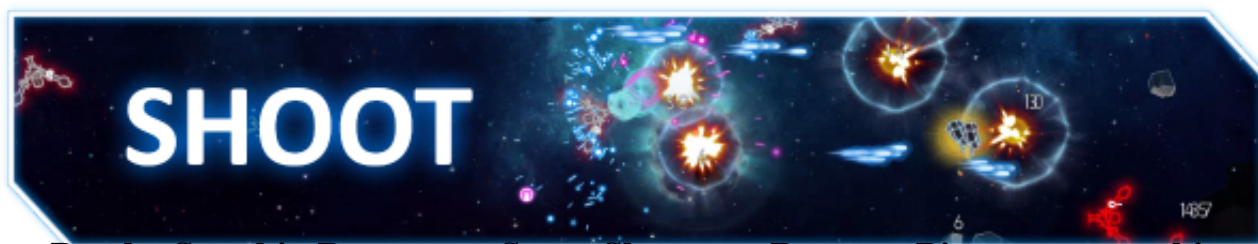

Psycho Starship Rampage Download Key Serial Number



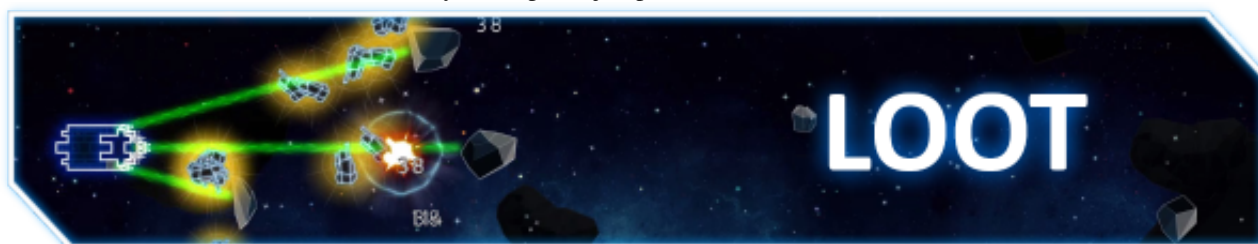
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About This Game



Psycho Starship Rampage : Space Shooter + Rogue = Pimp your starship

You play the psychotic A.I. of a warship lost in space which tries to come back to Earth. Build your spaceship from scratch. Load it with weapons. And use your creation to destroy waves of innocent aliens throughout numerous levels. Loot their carcasses, extend your ship and jump to the next sector for more action!



Key Features:

- Shoot wave after wave of vicious enemies in horizontal scrolling levels
- Many equipments/weapons designed for interaction and combos
- Build the ultimate killing machine of your darkest dreams
- Crazy and unique local coop with up to 4 players on the same starship



Background

You play RSR-648b, a psychotic warship A.I., who wakes up somewhere in space after a very long hibernation. It needs to rebuild itself and will recycle anything it finds in order to return back to central command. In its madness, every unidentified moving object becomes a potential threat that must be crushed. Can you shoot and loot your way through alien territory and back to Earth ?

Title: Psycho Starship Rampage
Genre: Action, Indie
Developer:
Ballistic Frogs
Publisher:
Ballistic Frogs
Release Date: 28 Sep, 2015

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Minimum:

OS: Windows 7/8/10

Processor: Dual core 2 GHz

Memory: 2 GB RAM

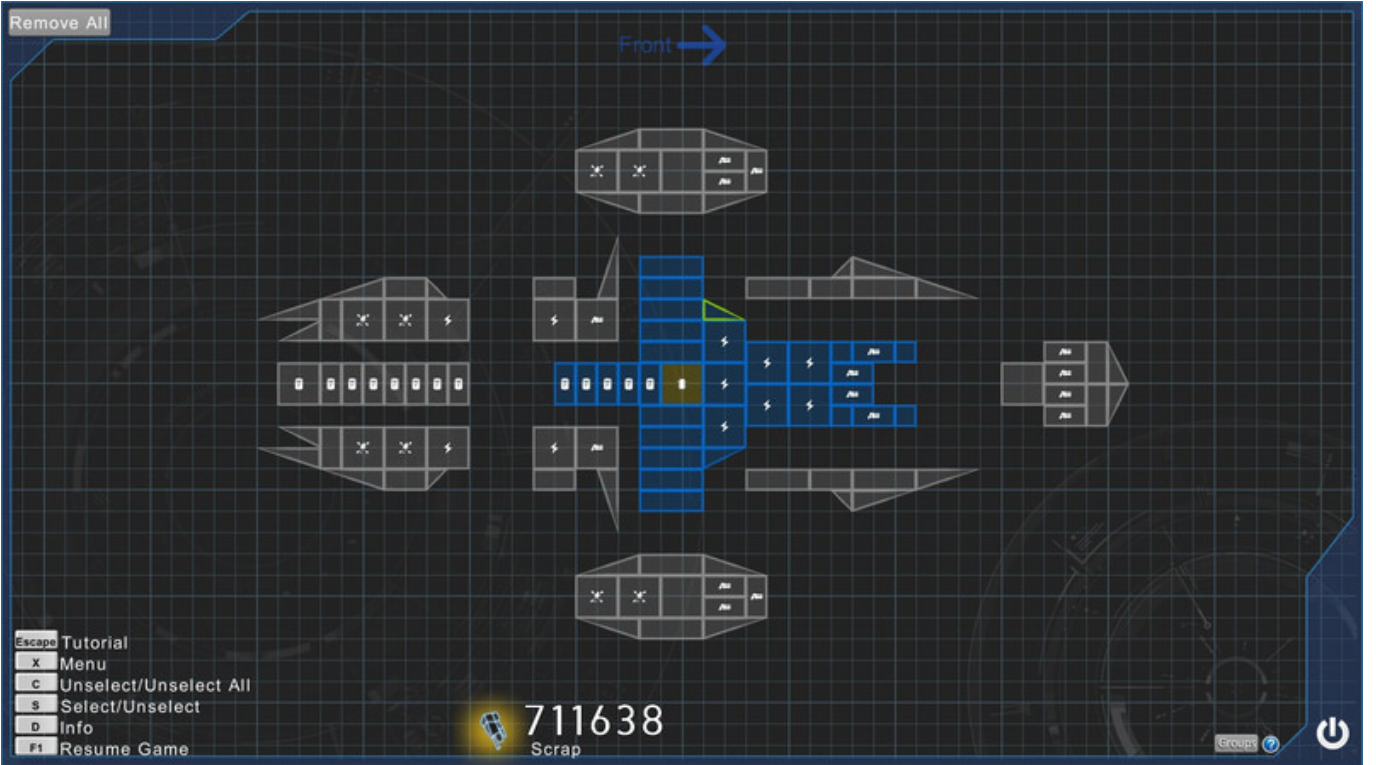
Graphics: Dedicated with 512MB internal memory

Storage: 300 MB available space

English,French







I used to dream about elements stuffed up like this in a rogue-like shooter! Dreams came true? :*) 10V10 for dreaming again!
One of the tracks of the soundtrack has a theremin.

Case closed.. *While Psycho Starship Rampage has some flaws (that could be fixed), it does manage to be a fairly addicting roguelite experience. You essentially manage a modular space ship, which you can upgrade and expand through collecting scrap and various upgrades in levels. Upgrades are everything from ship speed, a multitude of weapons, energy capture, and repairing (I probably forgot one or two, as well). The levels are a top-down bullet-hell shooter. You can become overpowered, if you build your ship right - and get a little lucky. Ship management occurs between levels, and you progress along a path similar to FTL where you jump through space.*

Pros:

+Has an addicting 'one more run' feel that has you trying out different ship abilities

+Controller support is nice, although it can be clunky until you get used to it

Cons:

-Tutorial could be more in-depth

-Boss battles are embarrassingly bad - they need to 1)show a boss life meter, 2)be more than a larger enemy that just randomly moves around creating bullet hell, and 3)have some sort of personality or story point associated with it

This isn't perfect, but it certainly is a fun roguelite that I will be coming back to.

. A Rogue-Like for people who who don't usually like Rogue-Likes. Just finished the game and well, it kind of left me in a 50/50 feeling. I'll go to the good things first.

The ship customization is ingenious! It gives you all the freedom to create a ship that suits exactly your taste. This includes the shape, weapons, weapon directions, energy tanks and so on. You can even assign different keybinds to different parts of the ship. It is easily the best part of the game.

Also destroying enemies feels great and satisfying. The music fits in the game quite well, though I only liked maybe one song. The songs resemble those annoying chiptune songs too much, but that's just my opinion, I don't count it as a flaw in the game. Graphics are also nice and flashy, kind of what you would expect from a space shooter.

While the ship customization is fantastic, along with some smaller things, the rest of the game isn't that tempting.

Starting with permadeath. Yeah you read it right, this game has permadeath, which affects many other things that ultimately lead to an unsatisfying gaming experience. Permadeath happens if the enemy wave reaches your position on the world (star) map. This means that you have about 6 lives, as every time you die, the wave moves closer to your position. This means no free exploring and collecting various items on the map, that you would maybe want.

You have to keep moving forward towards your goal. But you cannot move towards it too fast, since the levels are too hard compared to your level, so you always have to take the "easy", "medium" or at maximum the "hard" route. This means that you have to zigzag your way through the map. This then leads to a situation where you are only a couple of steps ahead of the permadeath wave at all times (so maybe 2 lives).

This then affects to your decisions regarding what weapons you'd like to equip. When you've found something that works, you cannot really differ from it, since if you try out a new setup and it doesn't work, you're back to your previous setup with maybe one life remaining. So there goes all the fun of trying out new things. Also you don't get to keep the items and scrap you collected before you died, which means no extra boost after death.

The enemies and levels are all the same, with the exception of enemy movement and bullet patterns. Every enemy and boss is the exact same red wireframe thing. Bosses have some kind of pattern, but mostly they just shoot masses of bullets everywhere. And yeah, don't expect any difference in the last level or boss either. Playing the levels just get boring halfway into the game. And the ship's acceleration and deceleration are more annoying than good game design, though it does help with small movements, but I'd rather have none or very tiny values on those.

It's a damn shame, because the ship customization is so well done here, but the negative things really outweigh the positive. It's just annoying and frustrating most of the time to play this game. There is really nothing memorable outside the ship customization system. But this gives potential for future releases, I have to give it that. A slight thumbs down from me.

Pros:

- Ship customization (10\10)
- Graphics (8\10)
- Loot system (9\10)

Cons:

- Permadeath (1\10)
- Level variety (2\10)
- Enemy & boss variety (2\10)
- Difficulty curve & forgiveness (3\10)

Final Score: (5\10)

"I suggest to try it out because of the ship customization system, but prepare to be frustrated". This is the best \u00a36.99 I've spent in a long time.

I'm really enjoying this game, customizing my ships, making it look how I want, be it a simple box or a badass shard of death, it's really fun.

*You start off the game with a little ship, it can kill enemies, yeah, doesn't do it as effeciently as it will do later on when you upgrade your weapons *cough cough* Lasers, but you can put more guns on but needs to be balanced out with more Generators so you can quickly regenerate the energy for your weapons, and Capacitors so as to store more energy so you can fire longer before having to stop to let your energy recharge, more powerful weapons generally mean they use more energy, but not always, weapons, depending on their grade, will come with bonuses, like -15% Cost or -10% Energy Conservation, that sort of thing.*

The levels themselves can be fairly easy but the bosses are tougher and can take quite a beating, dodge their fire and keep hosing them down with either Bullets, Lasers, Rockets, Plasma doodads or more Exotic weapons, Blackhole Cannons or grab floating Rock or Debris with a Tractor Beam and smash it into them, Rocks and Debris can often do more damage than your own guns, so if you do find some and possibly have a bit of front armour you don't mind getting damaged, shove that garbage in their face for some free damage.

Hooray, you win, well done, now upgrade and win again!. I bought thise game later in the day and started playing around midnight. My roommate came in and started watching me and shouting advice. By the time I died the second time and shut the game down after my first real run it was 4am. My roommate then promptly bought, downloaded, and started playing the game.

11\10 would go on a resource rampage erasing civilizations I refuse to acknowledge as sentient again.. Get it if you

- like arcade shooter games
- want to customize your spaceship, making extreme tactics valid (ramming, regenerating ship anyone?)
- don't mind random spikes in difficulty
- rooted for HAL in Space Odyssey, Skynet in the Terminator, and the Borg in Star Trek

Don't get if you want

- a lot of different enemy types
- more realistic or artsy graphics
- a good storyline with meaningful choices
- true space physics. It's a good game, but it dearly needs a way to control the ship with a mouse. As it is, using keyboard for ship controls is just painful.. I had I hopes for this SCHMUP when I saw it. I'm a fan of the Genre. It looked very promising to see elements of shipbuilding mixed into the game but I'm having a hard time enjoying some of those features. Mouse support would have been phenomonal and I was a bit dissapointed not to see it. The main feature, ship building, also felt un intuitive which was a bummer. I wanted to like this game. I hope the developers can adress these issues to what is otherwise a

very well put together shootemup!

Loved this bit too much. To the point where developers say to you: "You can't beat survival. We tried". Proved them wrong.

All in all its fun shoot-em-up with Reassembly in it.. Best in Genre. Seriously. I didn't even like the genre until I played this game. The detailed customization of the starships is awesome. However, it could use one more feature from the rougelike setting: the ability to run away and choose your battles.. 8/10 - Would build a shaped space ship again. Just beat the game and gotta say it's pretty awesome overall. I am a sucker for spaceship shooter games like Gradius 3 or Darius Twin and this did satisfy the itch. I will agree with some of the other reviews that some of the bosses do seem gimmicky, particularly the later laser bosses. These suckers give you no debris to hide behind and will just laser beam your to hell. I did find a cool item... once, the graviton missile. Sadly it seemed like in the 20 hours I played the flashy cool items were nowhere to be found. In fact the light-bulb collectable that seems to spawn the location of rare items disappeared after the 5th world or so. Not sure this is intended but when I beat the game I was close to 40 worlds visited which is a shame, because I would've really liked to have tried some of the other flashy weapons that are available. Great game if you like spaceship shooters, but could probably use some more polish in future patches. I give it 3 apples and a banana because I like spaceships and shooters, oh and the music was good too.. Really wanted this to be a bit more polished than it is, and maybe it's just me, but it falls short for a few simple reasons.

The biggest is how you can't save design templates, which can take a long time to get the way you want. If you die, that's it - game over, start from scratch. I've died from some really, really stupid circumstances and buggy physics, too. So what's the point in such a complex customization if you lose your design every time you die? I could see having to save the scrap to remake at least the physical structure in a future run, but anything less I would have assumed would be unthinkable. If this absolutely can't be implemented for whatever strange reason, then there should at LEAST be presets or something equivalent.

I've played Gradius, R-Type, Ikaruga, RayForce, Touhou and on and on since I was a child. I'm not new to the genre. At all. I'm using a controller, and PSR STILL feels like you're an ice cube sliding across a floor also covered in ice, shooting at snowflakes. Difficulty spikes and dips violently - it's either a little too easy or murderously hard (and I've tried several different routes with different difficulties). Blueprints are too random, so you're either OP early on or totally underpowered for the majority of a run.

There's a way to die without a run immediately ending, and revert to the previous system you were in to choose a different route, but I have no idea how this is triggered and there's no indication of how to earn 'lives' nor is there a counter of any kind. It happened to me once, and I was totally lost as to how it happened.

Some blueprints are way, way, way too expensive (I've never even seen what the black hole generator looks like, despite being frugal on scrap expenditure) and once you clear the campaign, your save just loads back to the mission before the end - so that masterpiece you've spent all that time building up and tinkering with basically gets shelved. That's no fun at all.

It's an awesome concept. I feel like there was a lot left to experience, but the reward is not commensurate with the investment. The campaign ending is brief but has a shocking and dark twist, hinting at a much deeper universe than we're shown...but there are no achievements or unlocks or anything for clearing it. At all. You would think there would be a NG+ system or something, or maybe a sandbox where you could test wacky builds, but no.

I can only hope some of this stuff comes as DLC. I know I would actually pay for it. For what it is, though, I recommend it just for the Saberhagen-esque experience.. Amazing in my opinion. I have searched for a game like Tyrian 2000 for a long time and suddenly it was on my doorstep, ofcourse there is alot of difference, ship building is alot more complicating to my delight and at the end I had a pretty neat ship that blasted most, but it was at the same time not super powerful because I lack the ability to make such a ship,^

story was great, writing this review as the creds are rolling by

simply put, I love this game. A bullethell-esque game with ARPG-esque loot.

It's a bit short but it's a hell of a lot of fun. I buy a lot of cheapish games on steam and rarely sink more than an hour into any of them... I played this one through to completion (only took me 5 hours, but they were a very fun 5 hours). I haven't tried survival

mode yet but if that's done right I'll definitely sink more into that.

From reading the negative review (someone thinking it's too hard/unfair) it seems that it could take some significantly more than 5 hours to play, but to call any of it unfair is nonsense. I had a few points where I struggled to beat areas but that's because I'd try to tackle the hardest available levels (relative to your current power) most of the time. And after all of that later in the game I figured out a significantly better way to change up my ship that made me much more powerful. Half the game is how you outfit your ship and that part is done well. The menu for it is a little clunky/a bit of a learning curve to navigate through it fluidly but after the slight learning curve it works great.

It's well worth the price. This is only the second game I've bothered to review on steam.

Oh.. and the negative review about controls not being customizable is bull. The customization is simply done part by part in the ship editor (and not some sort of global menu). A global menu for controls would be too limiting.. A shoot-em-up roguelike with great weapon crafting mechanics and a bizarrely awesome anti-hero storyline. It's got tons of replay value and a really challenging difficulty curve. I love it.

Note: Game has controller support, but doesn't seem to work with the Steam Controller unfortunately.. Best upgrade system ever, by a long shot.

Campaign takes like 2-3 hours to finish, which is already plenty of playtime, and has basically unlimited replayability.

Definitely worth the money.

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