Space Thinger Full Crack [Xforce]



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About This Game

Space Thinger is a thrilling arcade space shooter! Fight your way through multiple combat zones mining asteroids for crystals and collecting the debris of your fallen foes to upgrade your ship and engage in ever more epic space battles. Take on bonus missions for even greater rewards whilst keeping the emphasis firmly on close quarters space dog fighting.

Master a new mission in every zone

Every zone has it's own unique mission, be it collecting artifacts, defending a space station or destroying transmitter probes! Each will reward you with resources to upgrade your ship although failure will not stagger your progress.

First person and Third person perspectives

Switch between first person and third person perspectives at the press of a button. Choose whichever mode suits your play style.

Thrilling arcade combat loop

Fight a fantastic array of simultaneous combatants whilst making sure to collect enough upgrade materials to keep you alive and ensure success in your next epic battle.

Turn on random enemies for endless game variation

Select the Random Enemies option and on top of it's standard set of foes each level will spawn an additional horde of ever more dangerous threats to test your skill and provide endless mission variety.

Varied enemies with a plethora of different armaments

With lasers, missiles, lightning, fireballs and the ever classic devastating beam attacks your foes will pound you with everything

they've got. But keep an eye on the resource stealing factory ships plundering your resources to make more foes and hazards for you to fight.

Reach the safety of hyperspace to upgrade your ship, weapons and countermeasures

Over thirty upgrades to keep your ship ready for even the toughest combat scenarios.

Fast and furious fun, Space Thinger takes you straight to the heart of adrenaline pumping space combat action!

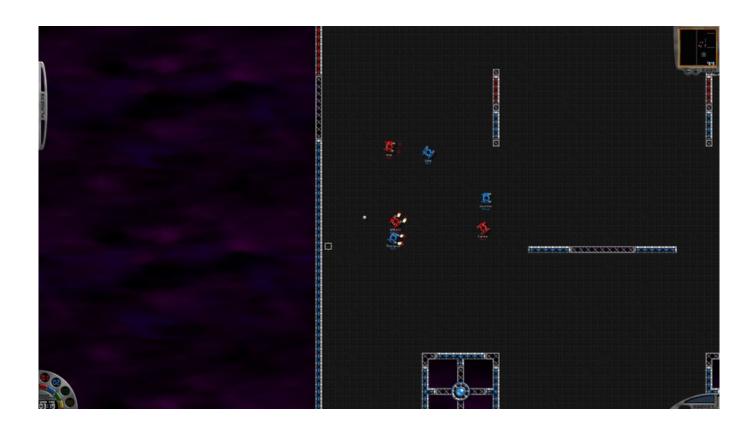
Title: Space Thinger Genre: Action, Indie, Simulation

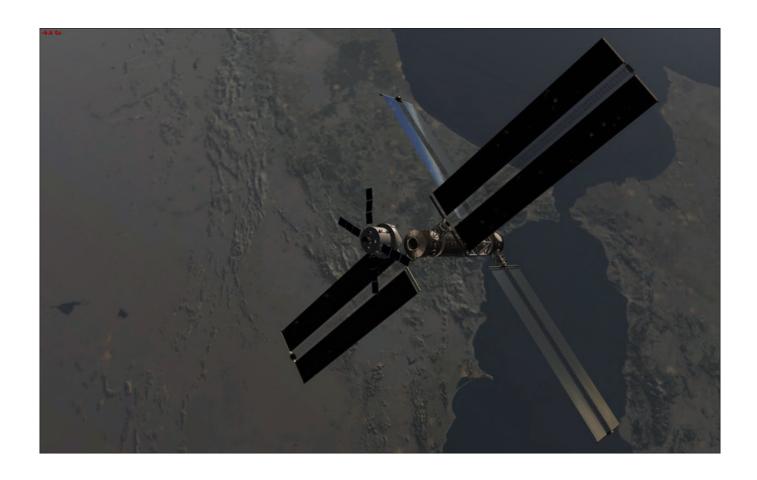
Developer: Wytchlight
Publisher:
Wytchlight

Release Date: 25 Sep, 2015

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English







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Oh? I like this one.. Victory at Sea put you in command of your very own fleet of warships, from the puny Clemson all the way up to a mighty Iowa Battleship. In terms of represented navies the biggest ones are all there, Kriegsmarine(Germany), USN(US), RN(UK), IJN(Japan) RM(Italy) and both Free and Vichy French navies.

I agree with the previously stated that it is similar to Mount and Blade series. With an overall world map and moving from fight to fight, building a naval squadron, losing said naval squadron and doing things like repair and support other captains. Though however simplified in the sense you do not have to repair the ships yourself or replenish any aircrew or aircraft.

From personal experience, the tactical fight takes place in a setting similar to Navyfield and the naval action of Patrician IV. Sporting a tactical map for bigger decisions and the ability to control a single or all ships, it's weaponry and targeting. In terms of combat it's fairly straight forward, and comes supplied with some, dubious quality videos to show you how its done. It gets you the basics.

Other than that, a typical destroyer battle plays out like heading straight for the enemy, cross the T and then launch a salvo of torpedoes and hope to higher powers they won't miss.

So for a diehard naval combatant, this game is really easy until you come up against something way outside of your class of ship (destroyers vs. Heavy cruisers for instance) Or the game casually puts your carrier right next to the enemy battleship. Close enough for crew to actually board. (And how it got that close to begin with is one massive miracle) Then watch your carrier be blasted to bits. Goodbye ridiculous amount of saving money! A way to pre-deploy would be nice (And if the function is there, I have missed it and blame only myself).

25.08 edit: Most of the glaring errors previously mentioned were fixed.

Reason I recommend this game, is because it is isn't in itself Bad. Or otherwise so buggy it ends up unplayable. It can become a gem with quite a bit of polish to it. It is an interesting concept, and naval action has been sorely missed for my part.

I would personally argue its price does not justify what is contained within at the time of this review. Wait for a priceslash.. This is a super fun platformer jumper game, its very simple and yet challenging.

The game mechanics works just fine and i didnt experience any bugs at all, the graphics are simple and good looking and it runs smoothly. I will strongly recommend you to try out this game if you're into these types of games.

I made a full gameplay video of the current available levels: https://www.youtube.com/watch?v=ZckWivVAo A&t=327s. Casual ARPG with high production values. Unique historical setting that seems really well researched. You get some cool abilities and having 5 characters to choose from on the fly keeps things fresh. I'm not a big fan of the inventory management. Having to stop

and sort through tons of items a few times per stage isn't something I enjoy but I guess that's kind of a staple of the genre. Still a bit buggy at times but the devs have fixed a lot with the first patches.. First and foremost, very pretty with a great storyline for episode one, Im very much into the technical side of computers and seeing how someone has finally used this tech for a game just makes me so happy, I cant wait for the next episode, although I do feel \$10 for half an hour will result in a refund from a few users and the less than 2 hour playtime rule. That aside, a great experience. It's a good idea, but not well made. Really flawed and would have actually been the first game i would have used steam refund for... The problem is you don't really realize how **** this game is within less than two hours. At least it was 50% off when i bought it. Point is, i really can not recommend this game to anyone. It's plain ****** the more a mobilegame than anything else.. Damn I hate not recommending indie products!

It hurts to see such games, potent but you know but insufficient funds....

I started my game, at normal diff, watched the treachery by a brother, then got saved by someone.

I walked towards a melee guy, just to cut her with my katana, I hit and missed once and then hunkered down, and guess what, my teammates were so great that they kept hitting me,(hunkered down), instead of the enemy standing still, just before their f...ing eyes.....This is technically, mentally and psychically impossible but they achieved that!

The game has loads to do before the launch, wish they'd done that before....

No shotcut keys, you gotta (esc) cancel your shoot....to select other party member.....

I'm sorry but 1 feel like cheated....

always crash

. I loved playing this game, I liked the story and doing all the puzzles.. how do i get past the store part. The program is useful if you only use default generator parts and supported dlc parts. But when you import custom parts they don't catogorize properly, this is a nifty little program but with bugs like that it's hard to use. So until it's fixed a little better i wouldn't recommend this software. Lost...

Alone...

Somewhere...

An unknown Creature, wandering through icy Mazes, trying to find a way out.

It is your turn to help.

Well, everybody who knows me, know how i like to start my Reviews.

This one didn't make it so easy, because it is a short and simple Game, not a big one like BATTLETECH.

Anyway, the first time i recognize this game was in a sale, by the interesting Name: TAL:Arctic.

Then i have had a look at it and was fascinated by the nice Cover Picture, that shows this unknown Creature.

Okay, another look and what do we have here? A Maze Game.

60 Levels have to be done and our friend start in the left upper corner to reach the right lower corner.

The first Levels are very easy, just to show how the Game works and when it goes higher, the Mazes are going bigger. Our friend is easy to control. A little big slow, but hey, he is not that slim.

From Time to Time you will see Lights. You can collect them and change them against a new skin (3 aviable) for our friend.

Yes it is a very simple and easy game. What i like is the little atmosphere. Snowy, grey walls, nice fitting Background and a wonderfull Soundtrack. Let me tell you, that i like Game Soundtracks very much, since the 80's (Chris H\u00fclsbeck, Tim Wright and others). On Steam i found many nice Soundtracks from not so known Games like HYBRID WARS, CROW or GAME OF GODS. TAL:Artic has 3 Tracks. Very nice Piano Tracks with Synth Strains.

The Soundtrack is the Best for me and it's worth the money and that goes also for the Game itself. The price is very low.

Oh and there is a second part out there, also with 60 Levels, i'm playing next.

So if you like short and relaxing games with a little nice Atmosphere and fine Music this is for you. Don't expect to much, it is an easy and short game. Also nice for Achievement Hunters. Easy to get.

Thank you for Reading.

By the way, if a Developer reads my review, can you tell me what the Name of the Game means. Thank you. :-). This game has been created and orchestrated with no real care at all.

The only enjoyment I've got from buying this is reading the positive reviews, these are hilarious, but only to someone who has been exposed to the game.

Save your money.. Game has great potential.

CONS: It has wayyy tooo many bugs at the moment.

Enemies judder bounce around at times and even merge into you.

Add better animations and more fluent ones. Hit reaction and detection needs to be fixed

PROS: Grpahics are good.

Old school arcade feeling

Great cinematic story immersion like old sega CD games

I want to beat the whole game. Pleasant little puzzle game

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