
GalaxIverse Download] [key Serial Number]



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About This Game

GalaxIverse is a top down fast paced vertical blastathon, Battle Fleets and formations of aliens with the occasional boss thrown in for good luck. Enhance your ship with shields, bombs, bots and extra firepower by collecting power ups. The game is designed to be played by mouse and keyboard, whereby you shoot through the cross-hairs. However the game fully supports game controllers and different styles of play allowing for a straight up and down shooter.

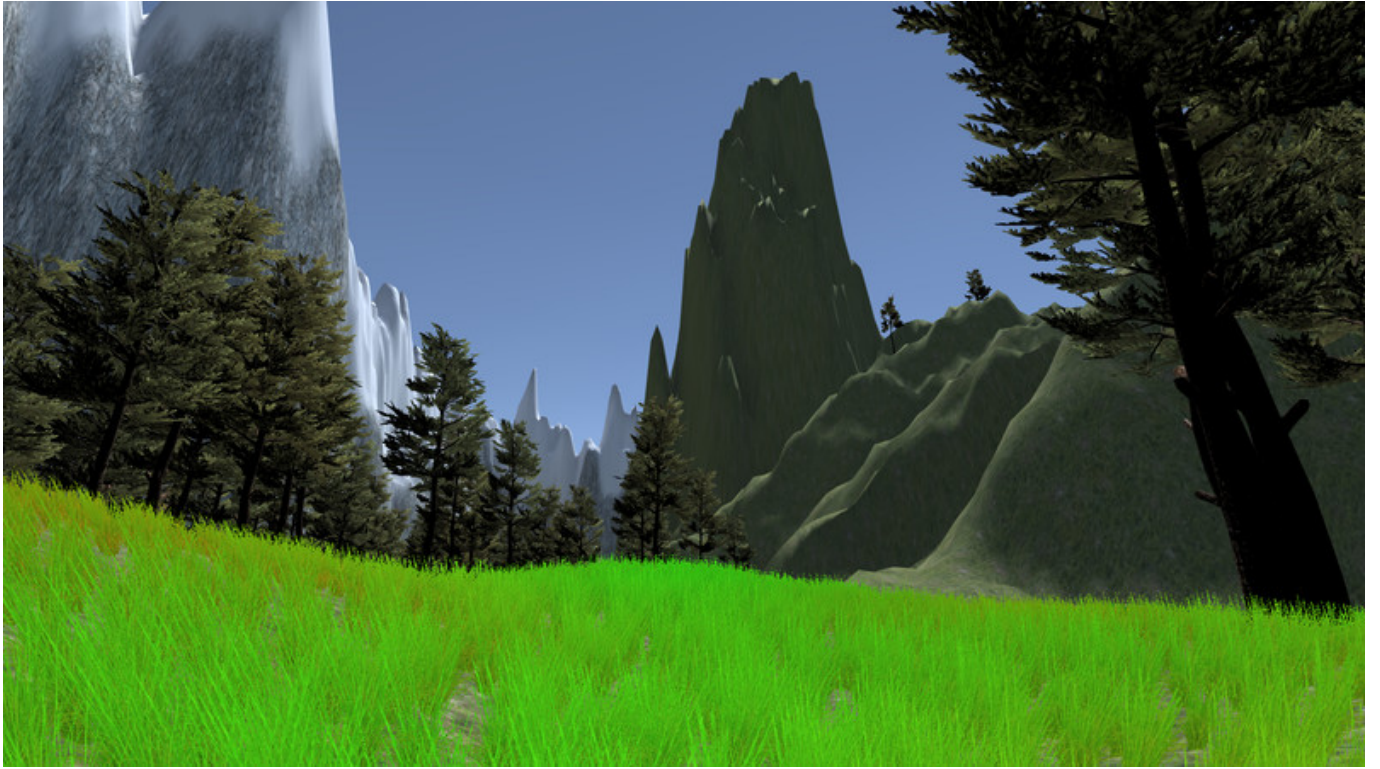
Key Features

- Check your performance against other players on the leader-board.
- Achievable achievements.
No stupid play for a year or kill 1,000,000 aliens achievements.
- Mouse / Keyboard and Controller support.
Specifically designed with Mouse and Keyboard combo in mind.
- Fast and smooth action.
- Continue from your last finished main game level.
No need to replay the whole game just to get through that last awkward level.

Title: GalaxIverse
Genre: Action, Casual, Indie
Developer:
Sub Orbital Software
Publisher:
Sub Orbital Software
Franchise:
Sub Orbital Software
Release Date: 16 Aug, 2016

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English







Super addictive game - As soon as one of the AI Bots beat me I couldn't help but play again! Looking forward to more features in the future!. Glad I got it. A challenging, yet extremely fun game to play!

Once you get the hang of things, this game became manageable,

but you do need some practice and that isn't necessarily a bad thing!

I really love the art of the achievements and the game looks overall pretty nice!

So far, ran into no bugs at all and even though one simple missclick can mess you up pretty badly, the frustration over it doesn't get too out of control.

A really amazing game. Can only recommend to give it a try!. This review is based upon only playing this game for a little time...

However, upon starting the game, everything seemed to go okay. The graphics are a little bit better than playstation 1, which doesn't say much. It seems to be a low budget title. However, after the introduction, the game crashed. Every time I got to that point, it would crash, giving me an error that said, "Clint MFC Application" error or something like that. I did a little research, and found that somebody had said that he fixed the problem by changing the settings. The problem is with the 32 bit color, which cannot be changed in the settings. You must locate the game local game files, then open a file called display.cfg (I think) with notepad. Change the color settings from 32 to 16, save the file, then close. This fixed the problem for me as well.

The game screamed low budget. However, the first level seemed like it might have potential. It seems that if you hide in the brush, the enemies don't see you until you shoot one of them. The problem is that they seem to detect you automatically, no matter how hidden you are. Other times, an enemy sniper is shooting you, and you have absolutely no idea where he is. I was getting shot, but could barely tell because the game does very little to indicate when you've been shot. Even after this, I saw what looked like a med-pack on the ground, but couldn't seem to pick it up and use it. Perhaps, these are things that get better or easier as you learn the game, however, for a quick trial, I was not impressed.. I have every American route available on Steam. This one is the best looking by far. I live in the Rockies and the clouds looming on the hills looks very authentic. The Amtrak equipment is the best I've seen, down to the left-right strobes on the F40 engines. Worth it for that alone.. Very nice little adventure game.. Great, but it's a shame they only gave us 3 soundtracks instead of all.. After one play through I was far too depressed with the terrible cameras to warrant a second run. Not worth the cash at its current stage and I would call it a 'working concept' NOT a game.. 15 for a ♥♥♥♥♥♥ zombie-themed RTS thing.

If you are even remotely thinking about buying this, you need to go on a long walk and have some serious self-reflective inner monologue because that is a very bad idea. If you were hoping for something along the lines of Stubbs the Zombie, then this is a woefully underwhelming unloved younger sibling of it. To pay even \$5 for this atrocious abortion of a zombie game would be a bad decision. Anyone with financial freedom, stay far away from this game. It's been abandoned by the devs and the last meaningful update was over a year ago. Scumbag devs took the money and ran and are doing just enough to keep the steam store page up so they can get more money. This game is not worth it and deserves to be shut down.

These devs should be ashamed at this mediocre piece of work and they probably would be if they weren't so scummy and greedy beyond belief.. Worth a go, especially for the price.

PC port still has all actions displayed as xbox controller buttons. Have to go look up what each key does for every new action introduced. Can't bind to non-standard buttons on mouse. Lazy PC port. If you want to play game buy on console or use controller. It's supposed to be a difficult game in the first place, but if it's not going to let me set up the controls the way I want and actually show them then I'm just not going to bother.. 3 cookie cutter missions that really highlight the need for a quicksave function in this game. Badly thought out missions with multi-stage firefights where death results in having to play the entire are again. Voice of Freedom is intended to be stealth, but give you an unsilenced pistol and scarce else (essentially no ammo at all) to fight an armored truck and scores of enemies in close quarters. Aftermath's exit requires multiple stages of area defense from a compromised position and, again, a lack of ammo. Beyond the Walls immediately puts you in a "defend an area" situation with a flood of enemies pouring in. Its terrible. Its repetitive. Its annoying. Save your money.. A pretty good casual time management game.

60 levels, lots of hidden collectibles, a good crafting system and very polished graphics.

There is also plenty of challenge in the game if you are a 3-star completionist.. Strikers Edge is an amazing game to be played with friends.

Although the game has a Campaign mode, it is best played with friends in 1v1 or 2v2 matches. I'd previously played this game at some gaming events and always had a blast with it, and the final version certainly delivers.

So far my favourite Striker is probably Haru, but I still need to spend some time with some of the other characters.

PROS

- Great party/tournament game
- Amazing art
- Cool music
- Easy to pickup, hard to master

CONS

- Short campaign (I get it's not the focus of the game but I'm a sucker for singleplayer and the lore sounds interesting enough)

All things considered, you should definitely pick up Strikers Edge!. Made with love and passion

Actual review is coming soon. This is not even a game.

I wonder why is this even on steam?

It took 11 minutes to get to the credits.

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