
Gravitrion 2 Full Crack [hacked]



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About This Game

Gravitrion 2 is a retro styled arcade gravity shooter in which you must pilot your way through some of the most devious terrains ever devised.

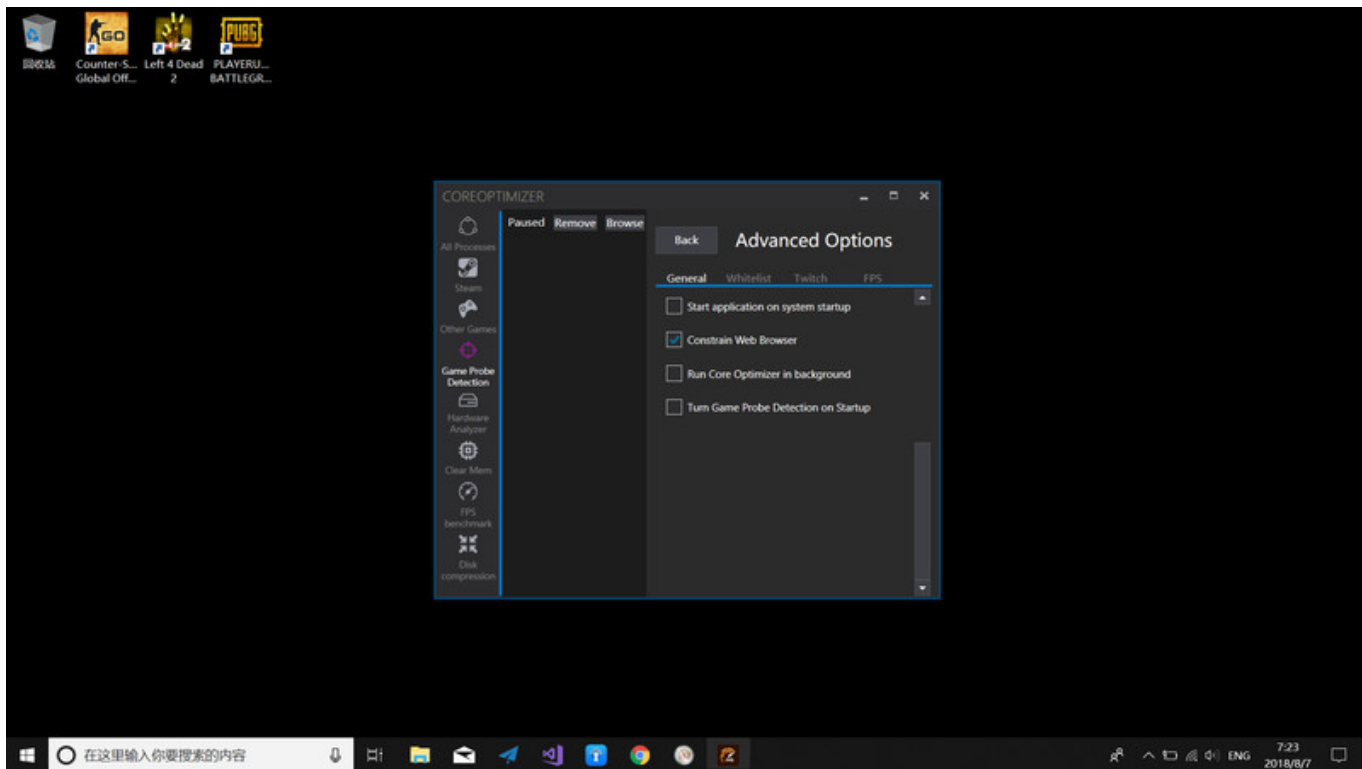
Key Features:

- 40+ stages packed full of enemies and traps
- 3D sound in a 2D environment
- Online highscores
- Configurable controls
- Stylized neon vector graphics
- Bucket load full of particle effects
- Dramatic musical scores
- 10 Achievement awards (Steam version exclusive)

Title: Gravitron 2
Genre: Indie, Casual
Developer:
Dark Castle Software
Publisher:
Dark Castle Software
Release Date: 31 Aug, 2008

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English







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Finally, we have a nice, but affordable little chess game on Steam (without annoying advertisements, Simply Chess!), a necessity that was missing for a long time. I appreciate that I have the choice to play against humans, play against the AI or solve little problems with an increasing degree of difficulty. I feel a comfortable, relaxing and somehow noble atmosphere, brooding over my virtual board while listening to Mozart.

The controls are something one has to get used to, and the game does not do a good job explaining itself in this regard.

- Sometimes, it is hard to distinguish the different kinds of (glass-like half transparent) pieces from the default perspective; left-click and drag moves your camera though, and you can check whether this is a Queen or a Bishop...

- Moving your pieces with your mouse does not work well sometimes, because the hitboxes are not set right; you can however solve this with your arrow keys.

- Setting the volume of music and sound effects is explained in-game, but not in a helpful way; again, clicking the value and dragging the mouse (up or down) is the solution.

- Finally: Leaving the game temporarily with ALT-TAB is not possible; if you want to read tutorials or do something else without quitting the game, you have to choose "fullscreen off" in the launcher menu.

Such difficulties are more than unnecessary, and I hope the developer will fix them with patches!

Nevertheless, the game works as it is, and I love chess, therefore I give it a 6/10. I have played all through the first campaign now. First game in a long time I've actually 100% the achievements. I wouldn't consider the game difficult. I enjoy playing a few rounds before bed, the relaxing music and uncomplex gameplay is nice to unwind with. Just got the dlc (on sale 50%) and I am looking forward to seeing the new levels and abilities.

The game does require some replaying of levels to get enough upgrades to beat some, but I never found it repetitive. While the AI is simple, it is varied enough that levels don't always go the same way. Different colors seem to have different priorities in how they progress over the level. While they don't seem to fight each other out right, they do hurt each other if their antibodies hit other cells. Occasionally I will see one of the aggressive colors go after one of the others for one cell, but soon they are back attacking only me.

I would recommend this game (even at full price) to anyone who wants a relaxing game. It's simple and fun.. Fast moving plot that often feels like i'm getting whiplash. The main cast are pretty annoying and or bastards, and the ones that you do like will do something down the line to make you not like them anymore. There was one point in the game I just felt♥♥♥♥♥♥♥♥♥♥ off at everyone because their reactions were so childish and stupid, and I was even more annoyed at MC for letting weeks go by without doing much about it. It didn't feel like a justifiable character development by making a character unlikable to understand them more. It felt like the story wanted to have some conflict before the end but didn't know what to do about it. Artificial feeling conflict. Romance is very minimal. It could have had potential, but I think just the sheer fast pace movement of everything comes together and makes a pretty mediocre visual novel. I really think this game would have done better with the story being dragged out a bit more, but I do understand this is a Hanabira game, so that probably wouldn't happen. I guess the original writing material this game based(?) on needed some more work.. Holy crap this game is awesome play it long while back started playing it again never gets old gameplay is fun graphics ain't bad enemies are good boss is alright gun play is sweet grab it while you can lad's the sale ends soon. Mindware's best classic remake yet. Sort of a PacMan CE DX-style 5-minute time attack, but high scores are based more on careful planning and landing a big payout in the final seconds rather than the constant "in the zone" type scoring of Pac. Great music and audio queues.

It's been updated really frequently since release, lots of bug fixes and tweaks for the better.

I do find a lot of the default effects to be overwhelming, but you have a ton of control over that and can turn them up or down to your liking. Definitely keep in mind you can turn the starting level up to 15, once you get the hang of things.. ayy this too stupid. the story makes no sense, the interactions with people make sense. A fun, yet flawed version of Space Invaders Extreme.

I really hate saying this, but, I would still recommend the DS version over this. This version has so much to it that kind of ruins the 2008 nostalgia factor. Most of the optimizations that Degica and Taito say are "improvements," take away the challenge the original Extreme had. I also am not so happy with Stage 5-B's and 5-C's music being completely replaced, though the replacements are still very catchy, why couldn't they just be left alone?

I think a classic mode where the changes made in this version are not present, with a separate leaderboard should be added for the true Space Invaders freaks like myself. If the original was too hard, sure, I would definitely recommend this...

But it got boring a little too quickly. 20 bucks!?! You must be outta your mind! When the price was TBD, I was expecting it to be between 10 and 15 dollars, not 20! I did get it when it was on sale, but it still was a bit on the pricey side for a game that can be completed in a small amount of time.

Another issue I have is the scoring system... It's FLAWED! If I was playing, then had to leave the game because I have to do something, I come back and start on the level I was on, and, my score was RESET! I did not even get a Game Over or complete the game, so I always have to start over. This is basically what made me want to write this.

Some of the formations are out of order, Stage 3-B's formations originally belonged to Stage 4-A, Stage 5-A and 5-B both have the same formations, Stage 4-B's formations were originally from Stage 3-B, the invader that spins and shoots in all directions was removed, which upsets me, as well as the invaders that drop explosive projectiles, they're also gone, which makes the normal stages too easy. Those formations where the invaders are in a circle and move around clockwise or counter-clockwise just act like regular formations now, which removes the challenge of Stage 5-B, C and D. Those formations that have invaders clustered together, move to a random part of the screen, stay still for a little, then move again were also changed to just normal invaders, which upsets me.

I don't feel as successful with completing levels in this version of Space Invaders Extreme, since they feel too easy, and the wave counter makes the stages feel even shorter. I do not like when the announcer always says, "Great Job," "Excellent," "Good," and, "Great," but I do not want to disable the voice, just remove those specific voice clips please.

Another nitpick I have is the way the cannon looks. I do not like the spinning blue squares in the center of the cannon, or the glowing tip as it is firing. Please add an option that can disable that.

Lack of multiplayer bothers most of the players, including myself. Perhaps add it as DLC or something... I want to play the V.S. mode with people all over the globe without XBOX LIVE GOLD. I hope you also remove the requirement for WiFi connection in Arcade Mode.

To wrap things up, I must say that the true problem with this game and perhaps the cause of its lack of popularity is not because of obscurity, but rather the fact that this is nothing new, it has been 3 times before this already, another reason is most likely the fact that most people prefer Space Invaders Extreme 2 over the first game. I honestly would NOT suggest a remake of Space Invaders Extreme 2, since it took advantage of both of the DS's screens and was exclusive to the DS, and since the 3DS is currently dying, remaking Space Invaders Extreme 2 would be difficult, especially when trying to replicate the DS title. To be honest, for the 45th or 50th anniversary of Space Invaders, you and Taito should make Space Invaders Extreme 3! Perhaps title it like, "Space Invaders Extr3me," or, "Space Invaders Extrem3." This would definitely be a day one investment for me. Maybe add some new power-ups and invader colors such as orange, purple, yellow, and pink, also add the mini invader of Space Invaders Part II and Space Invaders Revolution. I am sure lots of fans, such as myself, would enjoy it as well. Don't just release it on Steam, however. Release it on Nintendo Switch, PS4 (or PS5 depending on what year this happens), and XBOX ONE. Doing that would definitely boost sales. I would definitely buy it on the Nintendo Switch, and I might purchase it on Steam. Another idea for the 45th or 50th anniversary is to remake Space Invaders Infinity Gene for Steam. Make it so it has mouse controls, new levels, perhaps a two player mode that can be played locally or online, and maybe some new weapons.

I am very sorry for being so negative, but I had to. I hope that both Degica and Taito try to make Space Invaders something amazing in the coming decade. Take my advice, you will not regret it. I think making the Space Invaders Extreme franchise into a trilogy would be great. Maybe hire me as the announcer voice for it. I am up for a job like that, regardless of how much I am paid, just doing it would be the best thing in my life.. the game is simple and fun but dont let that decieve you!, its actually pretty difficult but very enjoyable, and the music suits the game perfectly, by like stage 5 i died 34 times XD but this game is awesome, definately worth the purchase plus GOATS! who doesnt like goats.. I've only played for about an hour, but I urge anyone who is interested in trying the game and is taking the time to read the reviews to not be discouraged by the negative feedback that's been given so far.

I think a lot of the vitriol is due to an almost vertical initial learning curve in heist gameplay. I can see how someone could be very frustrated by their experience with the opening minutes of the game, and that could lead to their sharing opinions in reviews that are perhaps intensified by that frustration.

I think that the devs *could* have written a more comprehensive onboarding process, and perhaps provided more strategic guidance, but if you push through the teething stages, there's a lot to enjoy here.

Some key points:

- heist mode is strategy gameplay as much as if not more than action. You need to think, and small mistakes can be punished harshly. If you are looking for Mark of the Ninja, this isn't it.
- Try to use thieves with high stealth to case the joint; run around the level and explore with them before sending in someone like Key to get into locked doors and chests.

- Heist mode reminds me quite a bit of Gunpoint. If you like that, you might be into this.

If you all Loved Playing Games like Chrono Trigger, Secret Of Mana, The Final Fantasy's on the Super Nintendo and Games like that that were Kid Friendly, then Continue on Reading.

First time I've written a Review like this on Steam. As soon as you begin Sydney's World, if it doesn't bring a Smile to your face, then something is wrong. The way Sydney says her Lines is very Precious indeed. XD

All of the Menu's are Hand Made, even the Cut-scenes. Character Pictures, Profiles, and a ton of the Sprites to, so you can tell a lot of love and care was put into this game. It's not like a ton of the other RPG Maker Games that have Flooded Steam where there is all Generic things in them. These are people that have really put a lot of love behind their Game.

Even the Names of the Items made me laugh, but in a good way. There truly needs to be more games like this on Steam. This is how RPG Maker Games should be done.

It's also Educational as it has been Stated before. Check everywhere when you get the chance because you have no ideal what you'll find. There's References to People that have Shaped our World to what it is today from Emotions, History, Life in General. Even the people Teach Important Life Lessons to.

I hope one day to play this with my Great Niece who also has a Speech Impediment because i know she'll truly love it. I can tell that Families will have tons of fun playing it together. :)

Voice Acting is very Spot On and Professionally done as well. The Voice Actors really Fit the Characters. I can tell you all right now that even if you have no Children to Share this Game with, you will enjoy it, Especially if your looking for a Lighthearted RPG. We have to many Flooding the Markets these days that are all about Gore and other things. Gone are the days it seems for RPGs like this. This Game is a Breath of Fresh Air among the RPG World.

The Music in the game fits the mood at the Given Situations. Weather it's a Dungeon or a Town, Etc., it fits the mood.

Combat isn't that hard either. It's very fun as well. The Monsters don't look bad either. XD In-fact, some look funny while others look like Real Life Animals that you would see in the World. Others, well, let's just say they would Scare some people. Monster Sprites are even Hand Done as well, so that's another Plus for this Game.

I will admit that with the Maps and Sprites, some do seem out of place at times, but other times they're not. Mostly the Sprites fit the Area and Screen. Some can be Off putting to some though, but it shouldn't be to bad to make the game Unenjoyable.

The Emotions you will feel playing this game will range from happy, sad, warm fuzzies, and things like that. <3 It truly is Wonderful and it is great.

Pyramids are evil BTW. EVIL I SAY!!! PURE EVIL!

Sydney is as I already Stated beyond Precious in this Game. If you don't Fall In Love with Her and Her Banter with the other Characters then there is something wrong with you. For parents and Adults alike, I truly Recommend this Game Highly to everyone. Sure, it has it's Problems, but they're to far and few in-between to really be a bother.

This Game has Easily become One of my Favorite Games of All Time and is One Of my Top as well as my Favorite RPG Maker Game of All Time as well. It's going to take a lot to Beat this One. If you all think you know one that can, tell me the Name of it and I will Check it out.

Also, Remember to Save Often. You'll thank me for it later on. LOL

Just remember this. Use your head and think if you get Stuck. Usually the most Problematic thing can be Solved if you use your head. :) Just take a Deep Breath and do that. Also, my First Favorite Game here of all time I will leave this Review with a Quote from it that will help you all out like it did me for a Few Years now.

Nothing is impossible. -Marquis De Hoto. This is a great puzzle game. It's along the lines of Great Permutator, but with decidedly different tools/mechanics. The info presented on the screens is somewhat sparing, so it's important to remember that the fixed block with the dot inside is of course the one you're moving it from, while the fixed box without one is where you're moving it to. Sounds incredibly obvious, but my brain was in abstract mode at the time and it took me a few minutes for it to sink in.. Waiting for the Game of the Year edition to come out.. For a Roguelike game i expected a bit more , enemys are as if drawn in MS paint , it lacks music (metal music appers only in boss fights)
But other then that its really good has some nice touches here and there but i wouldn't recommend buying this at full price Wait for a Sale to buy it for 0.99. It's free and run to mess around with for a little bit. No reason not to try it out.

Hope this dev continues cool VR stuff like this.. This game is very hard to really review. Let me go over some quick bullet points before I go throwing around my 2 cents.

Things that are objectively good:

- Absolutely GREAT Dev. Amazing guy and actually CARES about how his game's finished product will be.
- Frequent fixes, patches, and support all around.
- Gameplay is simple enough to get and so are the controls.
- Fairly cheap for what it is and how well it actually runs.
- Block based physics building WITH collision damage being a thing for once in these kind of games.

Now, Some things that are objectively terrible.

- Music. All of it but the main menu.
- AI (Which is being fixed in the update after this review, But I'm going to add it because I don't really know how much the AI will be repaired.)
- Building mechanics are VERY precise. Extremely so if working to replace one block in the middle of your ship.
- Some of the art is... I hate to admit, But it's terrible. (Something I hope to be fixed soon, Granted nobody falls down the stairs again.)
- Lacking of PASSIVE inertial dampening causes me to sometimes slam into\u2665\u2665\u2665\u2665\u2665and makes me want to die a little inside.
- NO REAL CLEAR DESCRIPTION OF ANY BLOCKS EVER. Most are straight forward, But some are just 'WHAT DOES IT DO?'
- Drones being complete crap in battle. Really only good for repairs.

Ok, Now that those are out of the way... Let me actually go through why I would in fact recommend this game with the stuff I said is bad.

The game itself for a lacking of a better word is rather basic, And simple too play. It's got the potential to be a master-piece among the titles of 'King Arthur's gold' or 'Terraria' given time and more development. It has great replay-ability if you're into building and simple physics-y games. The mechanics of the game aren't fully flushed out yet in terms of resourcing from the feels of things, But this is something fixed over time rather than all at once. Even 'Space Engineers' took well into months of Dev with a whole team of people working on it to tweak it to be any \u2665\u2665\u2665ing good at all.

It's actually very fun for being very simple. It feels fun all around for the most part and with new content being added each update and the updates and fixes being quite small and frequent, I usually look forward to seeing the game after each update.

One of the points that I feel though is that story mode is a little lacking and lack luster, But the open sandbox play is still quite fun.

Now, The draw backs that the game has CURRENTLY that I feel will be more influential and flushed out later are the factions. The factions to me seem reeeeeeally pointless... But I think it's not a lacking of effort, and more about needing to have more time to really implement them.

Let me just mention the Dev though... He is actually REALLY nice and can really take, and often does, a lot of criticism. Really what some people need to understand is that he is only ONE GUY who does pretty much everything from what I hear, And almost never gets any outside help past some occasional forum suggestions for things he already actually has planned. Who else can say that they alone made a game that has even HALF the good things I've mentioned above?

And with all this being said, It all really boils down to, Yes the game is fun, runs great, is done by one very fantastic guy with an idea, and has just god awful music with an amazing, Passionate Dev whose not going to abandon his project just because some child doesn't understand the game creation possess.

Overall, I'd say the game deserves a chance and is actually VERY MUCH WORTH the cheap price \$5.

7/10, Recommended to people who like and enjoy the simple things in games.. Great Game! It's just a shame that the controller support is a bit messed up!

. Bad Dream: Coma is an interesting horror game, all right its time for the story.

You play as some guy who goes to bed but soon wakes up on a bridge and sees a city nearby, but why? Where is he and how get here you must find out why.

So what is to like about the game, the Hand-drawn art was very nice and creepy it felt a little bit like an Edward Gorey or a John Kenn picture.

It is all so interesting and cool how witch path you take to get the good or neutral or bad ending the things you do infect the world.

Like if you kill the crows in the bridge level, at the end a big crow monster attacks you, and after that lot other levels get darker and scarier. But if you do the good path things become brighter and less scary.

Now what was annoying about the game, some of the achievements were a pain in the♥♥♥♥♥to get. The game left some unanswered questions.

And it turns out there was a game before this it would have been nice to have a remake or something added to this game. Lastly there was a bug in the game where in the Messenger ending some of the boy's dialog gets hidden behind the inventory.

But anyway this game is an interesting horror game with nice and disturbing Hand-drawn art, nice music, and a good bit of scares.

So I recommend this game if you want in interesting horror game with some nice and disturbing Hand-drawn art and a bit of an Uncanny Valley feel to it this one is for you.

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