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About This Game

Shooting Stars is a refreshing colorful and funny take on the classic arcade shoot'em up, bullet hell, shmup, space invader like, whatever you want to call it – but finally, with evil aliens disguised as superstars, cats and rainbow lazers. Superstars like Justin Belieber, PewDerPie, Kanye East, Han so low and many more.

Did you just say rainbow lazers? Yes! Rainbow freakin' lazers!
Shooting Stars has over 50 stunning ultimate weapons and items to collect. Every item will completely change the way you play. Don't be afraid to use attacks like Clone Warriors, Freedom Sheeps, a Ro-Cat launcher, the Disco of Doom and so much more. Every game you play will be completely different. And the best part is, pay once – play forever!

Save planet earth in various game modes. Challenge your friends with daily generated levels or go at it alone in the rogue like Card Hunt mode.
Shooting Stars is the complete package of quirky internet awesomeness and shoot'em up retro feeling.

FEATURES:
* over 20 "celebrity" bosses and 16 beautiful collectible cards
* challenge your friends in a global and daily highscore battle
* collect up to 50 amazing ultimate attacks and superfoods

* two different game modes
* weird and funny satire on pop culture
* every game will be totally different
* ride a freakin' hoverboard
* Rainbow Unicorn Approved

SHOOTING STARS

FEATURES

ALK HOGAN

DAPHUNK

EAST

BRILLEX

BELIEBER

NOTCH

KATIE FERRY

GABE OLDWELL

PEWDERPIE

PSY-CHO

Title: Shooting Stars!
Genre: Action, Indie
Developer:
Bloodirony
Publisher:
Daedalic Entertainment
Release Date: 19 Jan, 2016

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Minimum:

OS: Windows Vista SP2

Processor: 2 GHz Dual Core CPU
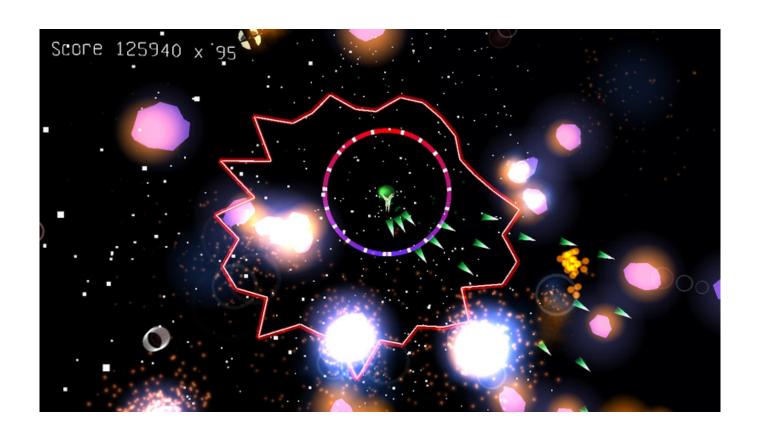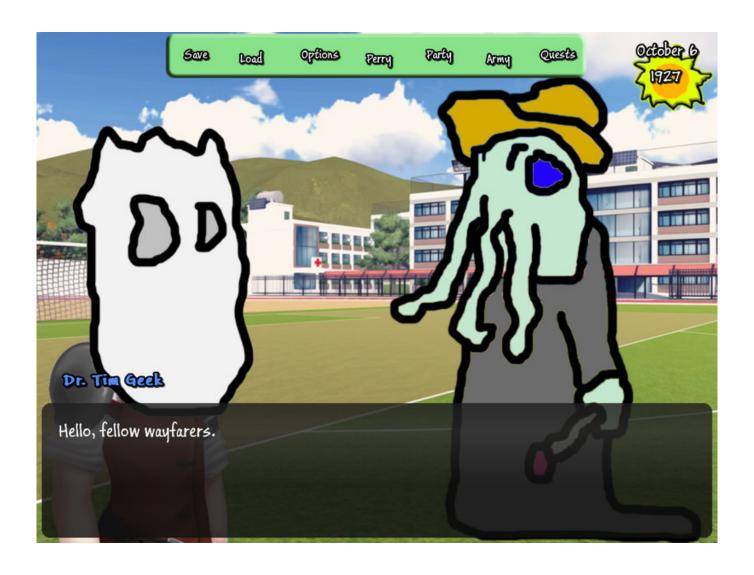
Memory: 4 GB RAM

Graphics: NVIDIA GeForce 8600 GS, AMD Radeon HD 4290 or newer

Storage: 120 MB available space

Sound Card: DirectX 9.0c Compatible Sound Card with Latest Drivers

English,French,Italian,German,Japanese,Korean,Russian,Simplified Chinese

The Rats of Us. 10\/10. First of all, this is a solid, well designed game that I would recommend to anyone interested in educational RTS style play that doesn't involve shooting things. Its real strength comes from realistic approach to balanced resource management (expand too slow or too quickly and you die). There is plenty of challenge build into the game play which will probably keep anyone intrigued by potential Mars colonization glued to the screen for hours.

Having said that, the game does need some polish. I haven't encountered any major bugs, but I felt that camera rotation and individual colonist management could be made more intuitive. The tech tree and achievement system are adequate but seem a bit disconnected from the game play. I found graphics to be more than sufficient since I don't believe more visual realism would add anything to this type of game. Finally, I think that this game could focus a bit more on Mars exploration that promotes fantasy and curiosity elements of play. In other words, less grind, more unexpected discoveries and surprises with larger maps.

Overall, this a great start and I look forward to future updates.. Wow... what a bizarre game (and I mean that in a good way). First impressions go a long way and so far I like what I see. It's like a Tim Burton movie come to life. Vibrant colors, unique NPCs, nice ambient bgm, the whole thing evokes an Alice in Wonderland, Willy Wonka, Nightmare Before Christmas, Beetlejuice, etc. vibe. Definitely impressed with the art design and overall aesthetics. Will update more as I progress.

Update: Ranalong city, wow. Never seen such a unique backdrop before. Teeming with quirky aliens bustling to and fro, it reminded me of Luc Besson's Fifth Element. There is definite attention to detail.

Combat consists of skirmish type encounters where you square off against multiple waves of enemies. Your basic attacks for the most part seem to be generally weaker than the monster's default attacks but you make up for this with a greater health pool and the ability to use skills. Boss fights are fun and somewhat challenging requiring you to manage your cooldowns and healing items. All in all combat seems rather well thought out balance-wise.. In my opinion, this is the best North American train avalible right now. I've ridden one of these, and the sounds are spot on! so are the braking physics and the passenger view. The only thing I dislike is that the middle pair of doors open at every stop, even at low platforms.

So in conclusion,

10\/10
Statement: Just get it, this is actually worth the full price for once. The new DLC sneaking suit, the one from Snake Eater, isn't showing up in the game just yet, presumably from some type of bug.
Beta 1.0.4.3 Released - Sneaking Suit (NS) Bug Fixed If you'd like to participate in the beta, follow the steps outlined below:
Right-click on Metal Gear Solid V: The Phantom Pain in your Games List
Select Properties from the context menu that appears
Select the Betas tab from the new window that appears
Select ver_1.0.4.3 - fixed: Sneaking Suit (Naked Snake) from the drop-down list under "Select the beta you would like to opt into"
Select Close
(Information taken from Metal Gear Solid Fan Club(Steam group)). Personally found it very monotonous and boring...Maybe this arcade shooter type game isn't for me.

Good concept.

But the end turn management of each... individual... freaking operative REALLY breaks my focus on the game. If there was a single menu for each major event.... "New spies detected", "Lost spies", "How your spies feel" then it would be FAR more manageable, faster paced, and can enjoy it SO much more. But it breaks my entire immersion experience.. Fun game sofar. Just be sure to read the guides before you start.

I'll wait for the finished game to give it a proper try.. Can actually log out. This game has enriched my life in a way and even still keeps doing so (played it a second time early this year and I'm currently watching a Let's Play of it a second time right now) than any other game, no matter how much I might have enjoyed it, ever has.

Gray Dawn is what some people refer to as a walking simulator with some not too difficult puzzles. Some parts are horror, some parts are just plain beatiful. There is joy, but also there is so much sorrow. There is a whole lot of death and morbidity (if you should be sensible to depression you should know before considering playing that dead children and how the died plays a big part in the story of this game) and yet the game also tells a differemt story. Somehow this game is giving everything I need. The game is excellently made, no bugs, beautiful music used, graphics and locations are great and there is certainly really good voice acting. I'm not a friend of religion or religious symbolics but while this game is esentially overloaded with that, I still never had the feeling of having enough of it in this game.

Although it's quite short, depending on how you play, between slightly over 3 and 5 hours I would recommend Gray Dawn at it's full price if you like story based games amd can stand calm but really dark horror. It has a Christmassy setting, so you might want to plan it for Christmas if you can stand such dark themes at this time, but obviously I think it's still very enjoyable at any time of the year.. The Letter is a good medium - long length visual novel.

One play through took me about 22 hours which would usually come from a much more expensive VN. With how heavily the plot branches trying to 100% the game would take quite a bit even with skipping previously read text. I'd say that choices matter is probably a valid tag to add. I enjoyed the story and the characters much.

As a horror story make of it what you will. I don't find the scares that significant but if you do, I'm sure you'll enjoy playing it in the dark. Where the story really shines is in dealing with the characters and their relationships. Quite often your actions will shift where the story goes and increasingly after Chapter 4 these begin to create quite a few possibilities derived from what has gone on before.

Each character generally expresses a different perspective and many decisions are often viewed from at least two or three characters. I really love how the internal monologues differ so much, like the characters the represent. This especially bares fruit with Becca, Ash, and Luke's chapters in contrast to how they appear to others across the seven chapters. Horror varies, in many cases you can rest assured if it really happened to you: odds are a change of clothes would be required after. In contrast to things that are just read and seen, hehe.

All in all I enjoyed it, largely because of its characters and their relationships. Being haunted, tormented, and potentially murdered by a ghost provides much to drive things forward.

One of the mysteries we're left with is whether or not there will someday be a sequel. If there is I am likely to buy it..
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