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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 lasers. Superstars like Justin Bieber, PewDerPie, Kanye East, Han so low and many more.

Did you just say rainbow lasers? Yes! Rainbow freakin' lasers!

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

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- * 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

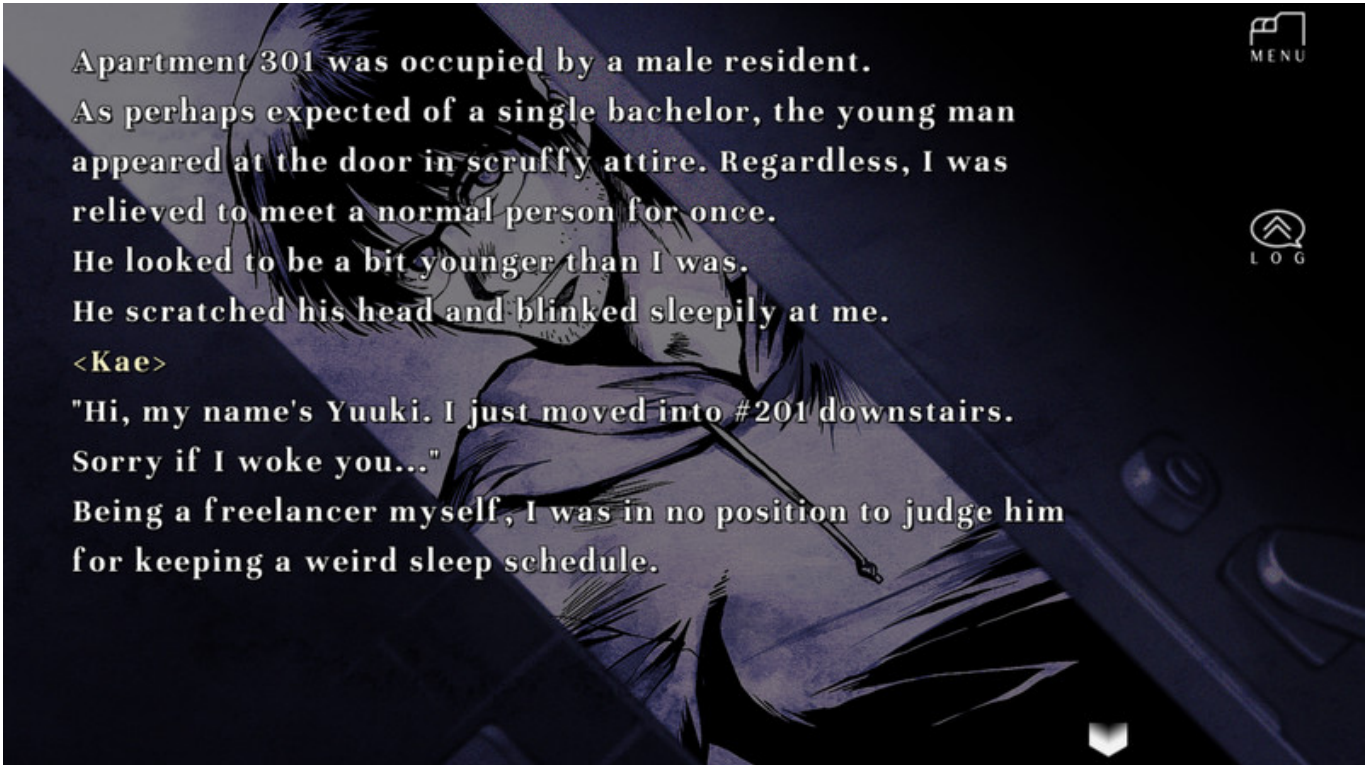
Graphics: NVIDIA GeForce 8600 GS, AMD Radeon HD 4290 or newer

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





Apartment 301 was occupied by a male resident.

As perhaps expected of a single bachelor, the young man appeared at the door in scruffy attire. Regardless, I was relieved to meet a normal person for once.

He looked to be a bit younger than I was.

He scratched his head and blinked sleepily at me.

<Kae>

"Hi, my name's Yuuki. I just moved into #201 downstairs.

Sorry if I woke you..."

Being a freelancer myself, I was in no position to judge him for keeping a weird sleep schedule.

MENU

LOG



A dream come true.... ADDICTIVE VERY ADDICTIVE. The way that it is turn based has you make hard decisions on how to pick, place and move your troops. A level begins with you placing down the troops which you pick. Then it lets you use one of them, then the opponent gets to use a troop. This goes on until all troops are used once. Then you can use the other troops again. You have a base in which you can upgrade buildings to for example have "Rhyfhlemen" get more accuracy. Though its sad that there is no form of skirmish mode.. This game was so much fun and I've found a new universe and lore that I enjoy!

It is a point and click game with great humor, abiet extremely dark humor. Some small memes and easter eggs too scattered throughout. It's not exactly a kids game, due to some language and subject matter, but it's not too extreme either. It heavily reminds me of the old Monkey Island point and click games, which is a good thing as those are classics.

I got it on sale for about \$10, I don't think I'd pay the full price for the game, as it's lacking in some parts but for my \$10 I was extremely statisfied with what I had. I got about 8 hours out of the game, but as with most point and click games I get stuck/just wanna experince the story so I started to use a guide. Some of the items to me feel like you wouldn't even think about trying them, so I guess if you had time on your hands and randomly trying to click on everything you'd get longer than 8 hours out of the game, but still 8 hours is pretty long for a point and click game. Or maybe if you're smarter than me you'll get it done faster. There's also alternate dioulague options which extend gameplay if you want to go back and try all of the options and not just click on the obvious ones relevant to the plot.

Overall I enjoyed the game, but a few problems to note are some minor visual glitches + one single line isn't voiced in the game. First of all, I'm not sure if it was a stylistic choice or not but Cid stands out as if he doesn't belong in the game, making it look slightly unfinished. He has no shading, and compared to the bueatifully done backgrounds and the fact other NPCs had the coloring and shading to match the bg, it's kinda odd. Though it could of been purposeful so he DOES stand out against the world, I just personally think it'd look better if he had the propper lighting and shading on him + I did find concept art online that had him drawn with the lighting done correctly. That aside though it doesn't really break the game and the game is still enjoyable. Some other NPCs look like a diffrent art style and aren't up to par with others, like the Romero brothers look like they are done in a diffrent art style, more pale and washed out, espically the small one, Mongoose. I also noticed Mongoose is missing a line in the cryptd, though the subtitles still display so it's not a problem, and the Imp Scout's body just didn't load in so he was a floating head and limbs. Again nothing that outright broke the game.

Getting into spoilers now, so you have been warned... The ending felt a bit lackluster... as soon as you enter the underworld and see that stained glass you know it's gonna go the typical route - Cid is actually a lost prince, and thus the actual rightful ruler of the underworld. I was expected to finish the game and Cid take his place, but he just completely brushes it off thinking its a mistake, and blows up Vigo's castle and then head's home to Darkestville... Humble I guess, and points for not being cliché, but It just felt unsatisfying knowing he didn't resolve that and no one pointed it out to him. They also don't explain what happens after the Romero brothers find out Cid is a demon, and lied about being Dan Teapot. I'd love to see their reactions and opinions about him once he tells them this, espically how it effects his small crush on Foxy, etc. It's never resolved though, we just get the credits. I'd also like to know who the narrator is too, all we know is that they are a demon and find the ending sad because Cid can do good... Room for a sequel mabye?

My complaints aside the game was very good and fun and I enjoyed it, money well spent. As I said I love the universe and lore and it's so sad there's not more content for this game. It seems to be originally russian so over in the russian forms or something maybe I'll find content but as for english users there's like little to no content or fanart about the game which is sad. I really do enjoy the universe and characters, and If a sequel is ever made, I would totally buy it!!! I had fun and I'm sad the joruney is over.

Please play this game, you won't regret it!. legal recomendo. The highlight of my gaming in 2019, no question. Incredibly well written and has a frankly baffling amount of heart hidden beneath its crummy exterior. If you spent time online in the 90s this will take you places you never knew you wanted to go so bad.. This game has been a fun and challenging ride so far! The controls\motions could be smoother, like when getting up stairs, but that just comes with the territory of playing a new indie game. The music in the game is also really cool. I look forward to making it through all the levels. I just posted my first episode of gameplay if devs\gamers are interested in seeing it in action.

<https://www.youtube.com/watch?v=20sCvsw24nQ>

[This is definitely worth \\$1 to play. But.... Keep your head on a swivel.....cause those barrels are coming!!!!. \u600e\u4e48\u8bf4\u4e86\u662f\u5427\u867d\u8bf4\u662f\u56fd\u4ea7\u4f46\u662f\u6545\u4e8b\u5f88\u6709\u8da3\u5427\u99a8\u800c\u6709\u8da3\u5427\u99a8\u800c\u97f3\u4e50\u867d\u7136\u5355\u4e00\u3002](#)
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[\u8fd9\u4e2a\u6e38\u620f\u7b97\u662f\u5e26\u7ed9\u4e00\u4e9b\u4eba\u4e00\u70b9\u9f13\u52b1\u5427!!!!. My Personal Rating for this game: 8/10](#)

[Special Tactics is an amazingly in-depth game. Looking at it head on may not seem like the best thing to do but when you go into the gameplay more, you'll find every decision you make can and will change the outcome of each single player mission.](#)

[The tutorial paves a fantastic route for new players to get into the game.](#)

[Game Engine wise, it will and CAN play on almost EVERY system \(unless you're playing on a really crappy potato machine\)](#)

[The game has many different mechanics from grenade deployment, boosters \(this are free every round, No IAPs\), movement, vision tracking and more. The mechanics may look simple but you will slowly and gradually get used to it and find out you can do a lot of more complicated plan adjustment.](#)

[Multiplayer seems to be dead at least from my standpoint](#)

[The game itself does not look great and may disappoint some of you guys out there \(I know I am a bit disappointed at the graphics\).](#)

[It is priced at a cheap \\$10.50 but till now, I don't feel like I have my full money's worth just yet. This is probably due to me playing a lot of value based games instead of this. Yes, I paid the full price in case anyone was wondering.](#)

Anyone know the buttons?. This DLC is a steal! The Cayman GT4 Clubsport would be worth even if it would cost 10USD! Can't wait for the next Porsche DLC's!. ...I'm just a sad man.... This is the future of MMOs. It's honestly so 7/10 that I could play it for hours without getting bored. The later levels lack the same spark of interest that levels 1-10 have, but I assume this is because the game is in Early Access.

It's worth it to make an account, play around for a couple hours and send it on its way until it's better.. I kind of liked the first one better. I mean, just add a multiplayer DLC for the first game.. Whole games took 26 minutes to finish (with all achievements).

Game is quite ugly, controls aren't really comfortable (but acceptable).

Levels are dull:

> first 10 are joke,

> next 30 are "medium" - quite ok, but most of them are really easy, and you just ride through labyrinth

> last 10 are "hard" - I didn't see difference from medium (maybe track is longer but it isn't harder).

I don't recommend - maybe there are some better maze games (I didn't try for now).. I decided to finally review the game which I knew and loved by the name of Robocraft.

Which my review can be best summarized by:

..

Robocraft started out as being such an interesting concept. Build a vehicle out of cubes and pit them in combat against each other in an arcade style arena. Robocraft was initially successful, but then the FreeJam lost sight of the original game. Making updates after updates that made the game worse.

-Flying fast? Nah, speed is boring

-Pilot seats & Triforcings? Nah, let's just build bricks

-Teirs? Who needs teirs, let's just make matches unbalanced

-More parts! Who cares about part balance, just create more!

-More game modes! So many that you take forever to find a match

-LOOT BOXES! everyone loves RNG and not get the items they want. They'll surely give us money now

Pros:

-Build bots out of blocks

-Fight other players with your custom bot

-Different weapons & movement parts

Cons:

-Devs seem to make the game worse

-Building lacks depth

-Poor balancing

-Very grindy (P2W). I'd like to say beforehand that I do think the game has potential, yet Barter Empire has several major flaws that impact game enjoyment quite negatively.

Firstly, the story starts off rather generically: you are a girl dropped off by blue people, rescued by an old man and his dog and awake to find you've lost your memories. He sends you off to a nearby town to meet up with Maxie and the pooch comes along to help. Let's skip the rest of the story for now.

Along the way you'll run into several characters with a ! mark over their heads, these generally have something to say that is relevant to main- or subquests, or to one of the various 'foraging and crafting' spots. The latter essentially boils down to getting a tool, going to a spot and then pressing a button that will let a little script run its course to determine if you get goodies or not.

There are many scripts in the game and some of them might be considered the good points of it. Sadly there is a lot more in terms of bad points: character portraits vary between (bizarre) GCH made portraits and hand-drawn ones in a different style that 9/10 times do not match the sprite they nominally represent. Generic RM graphics are mixed with some self-crafted ones on small maps, titanic enemy sprites are effortlessly slain by tiny character sprites and so on.

Worse though are the graphic mistakes concerning event sprites, if you activate a chest, button, sparkle or whatever there's a chance it will morph into a different part of the spriteset from which it came. Music is a bit bland, and drowned out almost by the looping sound-effects. And dialogue... For crying out loud, what dialogue is in the game is not just corny enough to provide popcorn for three movie theaters for a year, but contains so many typo's and grammar mistakes its painful to watch.

In conclusion, do not buy this game unless its discounted heavily. It has some potential, but the current build (from 2013!) is so unpolished as to be a concept rather than a pre-alpha release and should not have been released on Steam as such.. 2/10
Couldn't figure out what I was supposed to be doing and nobody told me. Poor graphics and framerate also compound what is a confusing and frustrating experience.
DEVS - include a tutorial level.

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