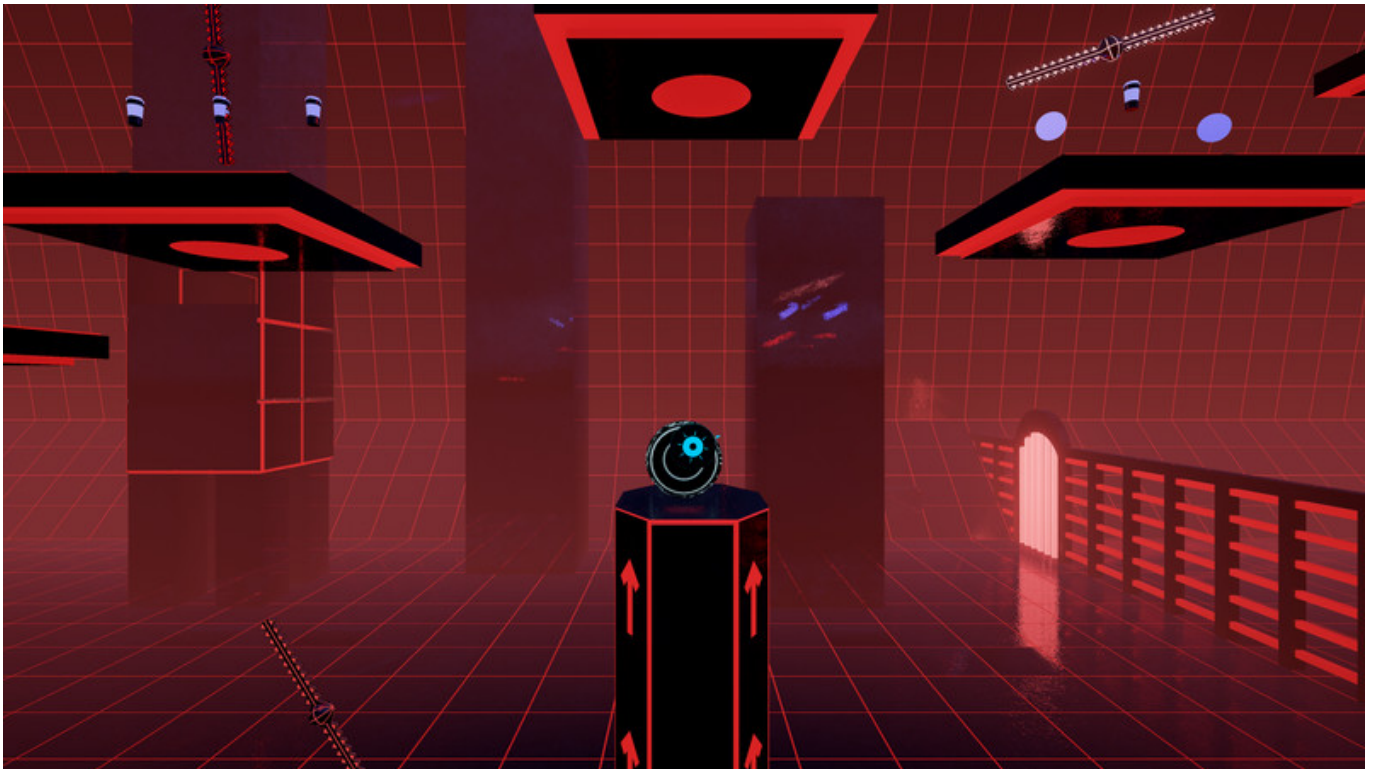

Sun Blast: Star Fighter Free Download



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About This Game

Sun Blast is the best 3d space shooter on Steam. Earn upgrades as you fight your way through a massive selection of levels.

In a period of 48 hours, an alien race utterly annihilated Earth's military forces. Only one colonial ship remains, and it's humanity's last chance.

Choose your starfighter and join the desperate counter-assault on the alien forces. You're massively overpowered and ridiculously outgunned, but with cunning and a lot of luck, you can prevail.

As you prove your worth in combat, you'll rise in rank and gain the ability to upgrade your ships weapons and defenses. This is the 3d space shooter you've been waiting for!

Features:

- Full gamepad support
- Three ship designs to choose from, each with unique look and behavior
- Fight against stealthy fighters and gigantic starships

-
- Huge level selection, from planet orbits to underground tunnels to infested military bases
 - Replay levels to earn medals
 - Steam achievements and leaderboards

Title: Sun Blast: Star Fighter
Genre: Action, Adventure, Indie
Developer:
OBLONE Software
Publisher:
EQ Games
Release Date: 2 Apr, 2015

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English

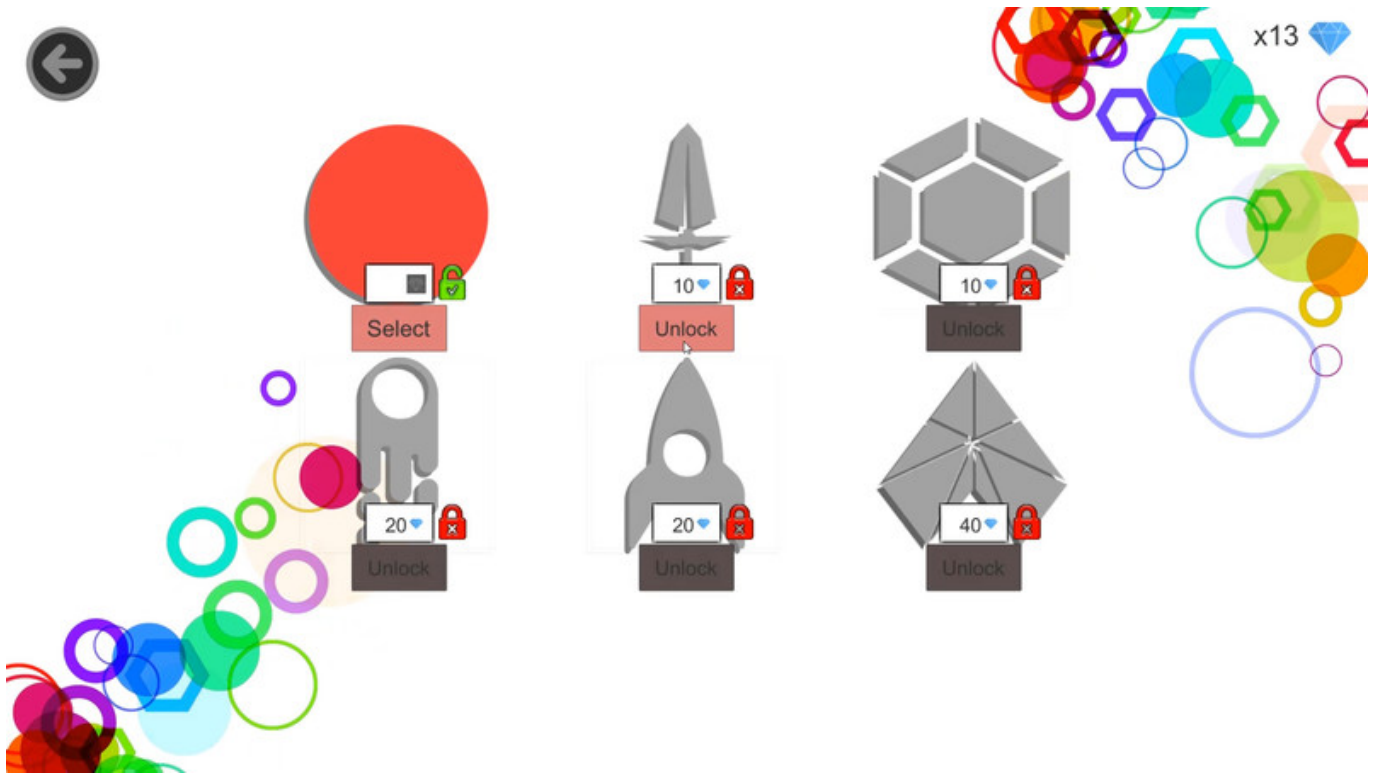
Levels



INGREDIENTS ¹		INGREDIENTS ²	
Mushroom	0/8	Feather	0/2
Garlic	0/7	Nightshades flower	0/1
Lizard eggs	0/5	Salamander	0/1
Beetles	0/5	Ginger	0/1
Spider	0/4	Water	0/1
Caterpillar	0/4	Salt	0/1
Bat	0/3	Scorpion	0/1

Play





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great skin

didn't really notice the voice that much, seems to similar to the old lines

don't get me wrong, love the skin, really love the new totem, buuut....

it lacks that little thing that shows off,

most opponents won't even notice it...

. The puzzles were interesting, but had way too wide a range of quality and difficulty in the puzzles.. I do not recommend this game it is nothing like the non vr. The hit boxes horrible and they didn't add in the creation club. The bow play was good but all in all I would spend the money. Frame rate was rough.. awesome game. makes you think several moves ahead. very unforgiving if you make a mistake, which is what this type of game needs. worth every penny i paid.. Don't buy this game.. As of right now i would so its broken, i can launch the game and the whole 1st day thing starts but it never moves on. I hope im just being an idiot but for now i call it busted. :(wasted my \$10. I Played This Game Before Release At A Gaming Tourment And A Convension, Loved It Both Times. I Was Able To Beat The Game In 20 Or So Minutes. For The Price It Offers A Fun And Enjoyable Content Which I Would Highly Recommend To New And Old School Players.. Not really good game, but it's good when you got bored with complex/hard/multiplayer games.

It's not that fun though even i feel little nostalgia when i play this game.

But, should worth if you buy it at sales.. After 38 minutes trying to get this to work I asked for a refund. Tried several different work arounds but still no luck. If you're able to get it to work or lucky enough that it worked right away that's great. For me it wasn't able to locate the steam link. After mapping it to the link manually it was still unable to install the drivers. From reading forums and help sections it sounds like its a windows driver issue but I am unable to find any driver problems at the moment. Even norton was set to not block Virtual here and bonjour. I gave up.

This game is good for players of Chivalry, Left 4 Dead, and COD zombies. The guns are animated at 240 fps and the sound effects are directly proportional to how powerful they are; basically I mean to say you get a ton of dopamine for firing a big stick in slow motion and sending crowds of dudes with chainsaws and blades for arms flying backwards.

It can be treated as an arcade zombie game like Left 4 Dead. Healing is infinite unlike that game, so even more so arcade-y. You can run around spamming healing grenades at your feet as your team gets frustrated spectating you failing to kill anything yet still surviving.

You can also play it like Dark Souls, as I have. Melee weapons are satisfying in Normal and Hard modes and hard to master in Hell on Earth mode. The zeds get completely different attack animations and move a lot faster in higher difficulties. I've spent lots of time learning to react to all of their animation combos, parrying, dodging, and as always, aiming for the head as I micro-strafe to get that backwards-overhead hit with the Zweihander that is faster and doesn't rely on angles for damage calculations.

A lot of features are staples from COD. Wave-based games, upgradeable weapons, special waves and outbreaks. A bonus is you get enemy bosses that talk a whole lot of "Flee! I will follow the trail of your desperation." "I would shake your hand, but I shall just eviscerate you instead..."

Oh well. What's kept me is the rush I used to get when that heavy metal, last-stand sounding soundtrack comes on when you hear a ton of big zeds scream in the distance and you just look at your teammates and you all just use the chat callouts to acknowledge you're all about to get ed together in style. NEGATIVE. AFFIRMATIVE. TAUNT ZEDS. It's a place to relax for me now though. That and the technics of skills and meta weapons, but they're pointless to think about when there's more people involved.. Pros

- Great music
- Good and unique graphics
- Only \$1
- Not made to make you rage

Cons

-Jumping isn't perfectly synced. Not sure if this was done intentionally, but it is very annoying.. This guy never fails,he is a actor/voice acting legend,as long as a living one :) He can disgust you or make you laugh,someone might even love him,even at his "worst". A very fun addon to the game.

Decided to buy this one to support the guy and the dlc itself.

Its really not that stiff a prize for some extra fun in your own lobby :)

Thumbs up!

Note: Had problems with the voice packs after purchasing,probably something between steam-activision i guess. Any other small dlc was added at once,the voicepacks didnt even start to download. If you experience this,give it a few minutes,try just playing the game for abit,and steam will show pop up messages when it has finished downloading and installed. (I had to exit the game,then restart it to have it fully implemented) Just a tip. I thought it was something wrong myself at first. :). I struggled with this, Id probably give it a neutral rating if I could, and on sale Id definitely give it a go. Its simple, but solidly built puzzle game where you throw blocks in to a central square to fill it up.

Music is servicable, there is a story to it of sorts but with hilariously awful translation, graphically its fine, and it controls well enough.

It has a lot of levels, but they go past very rapidly. (Ive finished the game with all achievements and quite some idle time and apparently that was still only 2.5hours.) There are a few trickier ones but it never gets satisfyingly challenging. I wouldnt say it wasnt fun while it lasted, it just doesnt hold up for any length of time.

Really the major problem here is variety. It feels like the game has thrown damn near every configuration of blocks its possible to put in with a grid of this size, but they are all much the same thing. The blocks come in only 3 varieties that are all introduced fairly early on, and pink blocks rarely show up and are a little frustrating when they are used. I worked those levels out fast enough but it felt more like I was more guessing than using any skill. Meanwhile the level grid only really varies once with a small increase in size that makes levels less trivial to pass. (Ignoring the earlier increase of size from 2x2 to 3x3 because 2x2 is

only really useful for a tutorial.)

It needs more mechanics, perhaps more different blocks, maybe some blocks on the grid that do things as you drop on to them, something to keep your interest.

Perhaps my expectations are rather high, but I have a lot of small games in this price range and I think there needs to be more here to be worth passing many of them over to get this.

(Also, and an annoyingly common theme with a lot of games these days. It appears to lack some basic menu functions like windowed mode.). It's freecell but if freecell was an RPG. it strangely works, and is quite addictive.

I got this in a humble bundle. played a few hours, and kinda thought to myself, you know what, I wonder if its on android? Turns out it is. Android version is free. its a great time waster.

Go get it!. bought it because of the great art, but its a solid strategy game too! ;). I like the game. It would be helpful if after a victor is declared, the map would be reshown. I try to check the status of the the other three gangs before I advance the game. Many times the game tells me that some other gang won, but for the life of me I don't see how they could have done it.. At first glance, you think, OH! wait this is just another Legend of Zelda rip off, and you're right for the most part. The game tells you where to go but its up to you to find out exactly where in the general area of the X on your map that you need to end up. There are dungeons, bosses, trade quest lines, shops, rupee/coin currency, potions, bombable walls...etc

Puzzles are abundant, taking advantage of the spells you get along the way to complete certain tasks but often times leave you exiting a room and re-entering because you accidentally burned a bush or something.

the enemies are abundant, but 99% of the time they are just rendered different colors of enemies you fought at the start of the game with added HP. each new "ZONE" does offer a new enemy which you haven't encountered but it doesn't change anything considering right behind it is probably a blob from the beginning but this time its blue or beige.

Bosses are a bit challenging since there is 0 indication on how you should kill them, you'd think a recent spell you just got is the answer but often times it isn't.

IT REALLY bothers me that there isn't a sword, im about 58% through and still only have magic, it's nice dont get me wrong but my instinct BEGS me to mash the A button in hopes i will swing something faster than i can fire off magic.

GET USED TO BACKTRACKING!!!! that is all i will say on that....

PROS:

- Great music
- Funny dialogue
- Pleasing graphics
- LOTS of puzzle solving
- Simple controls
- Basically a Zelda clone

CONS:

- NO SWORD!!!!!!!!!!!!
- Enemies will gang up on you and drain your health faster than you can fire off magic
- WAAAAAY too much backtracking
- WAAAAAY too many collectibles i can handle 1 or 2 things but 4? ugh thats so much when each item has around 25-40

Overall, for the \$5 price tag, it's a good purchase. what you are getting is a Zelda Clone that delivers everything Zelda related for the most part.

OH!!!! i forgot to mention....this game doesnt have many guides if any at all so if you're looking for a game that you'll definitely get stumped in, then this is for you.

it is 12/29/2017 and I have just finished the game. quite a long game IMO. pick this one up for sure. About the game: This is a pure action rpg that was originally developed for the PS Vita. The gameplay is pretty straightforward. You kill monsters to level up and get loot to be able to survive the next area/boss. With each area the monsters change. The bosses are unique and challenging. There's plenty of gear, upgrades and skills to choose from. The story is well-written and the characters are interesting.

About the port:

XSEED are known for releasing slightly buggy games, but they listen to community feedback and fix the issues very fast. This time as well. No crashes so far after the first patch. The graphical enhancements are good. The controls are insanely well ported. Keyboard + Mouse and all gamepads are supported. You can even choose what type of button images you want the game to display (PS4/360). I have absolutely no complaint here.

tl;dr:

It's Ys. Just buy it already.

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