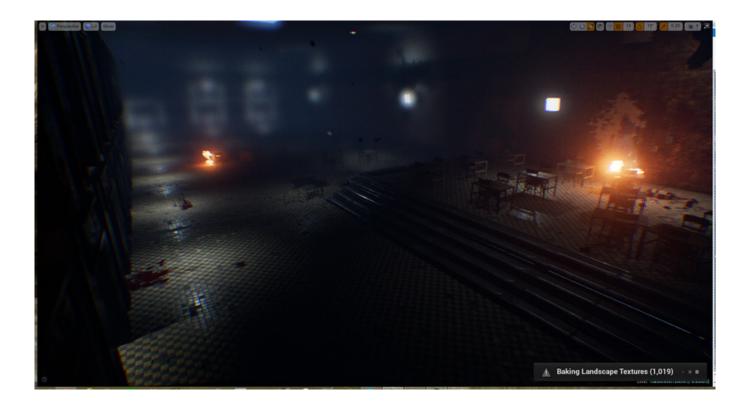
#### Astro Tripper Free Download [PC]



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### **About This Game**

Astro Tripper is a furious shoot-em-up experience inspired by the painful, knuckle busting video games of years gone by. An evolution of PomPom's 2001 award winning game, Space Tripper. Travel the surface of large horizontally-scrolling platforms, and pit your highly maneuverable craft against hoards of enemies eager to blow you to bits, eat you or worse.

Gameplay is simple. You are free to travel anywhere on the platform at anytime, but don't fall off! Powerful Blue Lasers and Red Spread Lasers come equipped, so use both weapons tactically to get through tricky situations. Power up your weapons with power crystals dropped by destroyed enemies. Oh, did we mention the blasting absolutely anything that moves?

Enemies encountered are varied. Zippy UFOS. Fat Motherships. Tanks. Choppers. Slimy Slug creatures. Alien Insects. Aztec structures brimming with electricity. And of course, Big Bosses! 14 unique levels spread over 4 diverse worlds means there's always something new just around the corner.

# **Key features:**

- Furious retro shoot-em-up gameplay
- 14 completely unique levels spread over 4 worlds
- Vibrant 3D visuals and effects
- Global Online Leaderboards
- Unlockable Challenge Games
- Achievements

Title: Astro Tripper Genre: Action, Indie

Developer: PomPom Publisher: Pom Pom Games

Release Date: 15 Sep, 2011

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### Minimum:

OS:XP,Vista,7

**Processor:**1.6GHZ or better **Memory:**512 MB RAM

**Graphics:**DirectX 9.0c compatible Shader 2

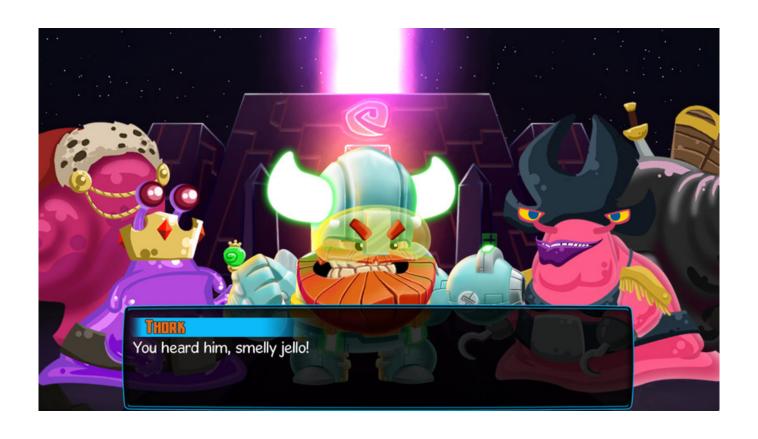
DirectX®:dx90c

**Hard Drive:**75 MB HD space **Sound:**DirectX 9.0c compatible

English,German,French,Italian







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Just what I wanted... I looked at other software costing more, and I was happy to find Soundpad. Just one thing I think could make Soundpad better, "dark theme"...

. Serious Sam 2 doesn't take itself seriously on the surface, but as a hardcore fan of tough slaughterfest FPS bullet/melee hell gameplay that this franchise is known for, I give this game a serious thumbs up.

I am by no means an inexperienced player so trust me, if I say a game is hard it's probably tougher than what you'd expect and SS2 is surprisingly difficult which is a refreshing revamp of the series that delivers exactly what real fans wanted. Normal in SS2 feels more like hard in SS1 a lot of the time and the tricks up the dev's sleeves perform nicely and will have you strategizing more than shooting on various occasions.

The weapons have a pleasant, balanced feel to them that encourages you to get creative and never have an ultimate go-to. Yes some weapons are of course better for certain situations than others, but seldom will you feel like you'd be screwed if you didn't have ammo for a specific weapon. The Devs are good about giving you the ammo you need, and you see ammo packs, large health and powerups much more often in this installation of the series making way for big fights equally more often.

Enemies are what you'd expect, but there's some awesome additions especially ranged enemies. In the first game, most of the ranged attacks were projectiles but in SS2 there's more rockets and more bullets to force you to kill fast, fast fast and prioritize targets effectively if you want to stay alive for long. Also, there's more strategy involved in taking down enemies this time around. One of the first enemies has a shield that it'll drop when you shoot it, but I'm pretty sure making contact while before it drops the shield does more damage. I'm not positive about that though. Either way, more strategy difficulty and satisfaction.

The environments are pretty epic and vary just enough to keep you happy without getting overly obnoxious. There's moments where you say "Damn, this game had amazing graphics for it's time" and it did, not only that, but the engine is super optimized. I have a pretty aweful system and I'm very impressed by how well I can run the game.

Serious Sam 2 has stupid humor that made me laugh and facepalm simultaniously. You have to not take it seriously, and with the massive amount of bloodshed that goes into this game, the comic style of the game and it's visual design is commendable on the part of the Dev's. I will say that I prefered the darker style of SS1 but where this game lacks in any area for me it makes up for in gameplay. The gameplay is just awesome.

This game is satisfyingly challenging, fun, surprisingly not repetetive for the very basic concept behind it, and goes down in my book as a must-have for fans of games like oldschool doom, painkiller, and other doom clones including serious sam 1.

I'd pay \$20 for this game, and I paid \$10. Maybe I'm a sucker for games like these, but if I am then I gladly sucked this game right up and I give this a total of 7/10. Not bad for a game that's literally like: Here's baddies, here's gun, here's excuse oops I mean story, go kill. \*Pounds chest\*.. A cute, fun and addictive game! Hours of engaging gameplay in single player mode alone. Great party game with friends. Interesting new customers, helpful level ups, tons of different foods, cute visuals and a great sound track make for a wonderful experience. Highly recommended!!!. This game has really fun physics based melee combat. Great Game overall, i'll list some pros and cons

## Pros:

+Godlike Graphics, at least if you are used to a Windows XP Laptop without any VRAM

- +Even though you have these literally gorgeous Graphics, you still get whopping 5-10 FPS
- +Great Storytelling, amazig English as well as great Depth in the Story, its easy to follow
- +Combat is literally 10/10, feels overwhelmingly balanced
- +Great character design and development

#### Cons:

- -You are a ♥♥♥♥ing Tomato
- -What the ♥♥♥♥ is even going on
- -What even is this story
- -You either have 2 FPS or its too dark to see

All in all Meme/10 game, just buy this ♥♥♥♥♥ totally worth 4€. The idea of the game is fairly simple: a rope spools taut from the bottom of the screen and you rotate the carved wooden sculpture in the centre of the screen to wrap the rope around it. The more of the sculpture you wrap the higher your score.

The game is complicated by the nooks and crannies of the sculpture, and the fact that you only have a limited amount of rope. Sometimes it can be hard to find the right angle to wrap the rope from and sometimes you will find the place you want to wrap to obstructed by the rope you placed previously.

There are no time limits and you can wrap and unwrap as much as you want to try and perfect your score. I find it somewhat cathartic in the ritual of binding the sculptures, and the fact that I'm free to bind them in whatever way I want means that the end result is somewhat individual to myself.

The only questionable parts of the game is that it can be hard at times to get the sculpture to rotate exactly as I like, and there are times when the rope ends up on the opposite side of the sculpture and I'm working blind as to where exactly the rope is. Overall though a definite recommendation.. great job dude,

This virtual reality, real-time rendered re-imagining of Writer/Director Rob McLellan's disturbing short film from 2013 tells the story of ABE, a robot servant imbued with artificial intelligence and, according to him, the capacity to love. ABE VR is a new VR film, the first in a series of immersive narrative experiences from London and Newcastle based Hammerhead VR, that puts you in the place of ABE's female victim from the original movie.

keep it up. Small but intense map with slightly different rules. Played it many times already and it still is a blast! Worth the money.. Pretty neat, free, but short like many VR experiences. Worth checking out.

I'm Recommending "Tetrobot and Co.", but near the end I was giving a NON-Recommend some thought. But, since the game is, in general, pretty fun and well put together (<= the positive), I decided to ignore my irritation with a few things:

- My biggest systemic issue is that the game explains nothing. From the menus to the goals to the mechanics, you pretty much have to figure it out yourself. Theoretically, there are some explanations in the game's FAQ area. But, since they're just vague graphics, they made no sense to me. After playing a bit through the first level, I ended up watching a run-through simply because I wasn't sure I was doing things right.
- My other complaints are much more specific and limited. First, Level 6-3 has the "Look Ma, No Hands" Achievement ("Complete level 6-3 with 3 Memory blocks without using the Rewind button"). Since the game is all about sitting and looking at the screen as you try to figure things out, I assumed the Achievement meant you could get lost or something. Nope. In the only case of twitch-based jumping in the whole game, the Achievement boils down to 8 timed jumps on the last screen. Irritating.
- Next is the "Sniper" Achievement ("Kill Big Mamarina with Psychobot"). The wording of that Achievement is EXTREMELY specific. But, the problem is that the last shot to kill the boss comes down to blind (literally) luck. Again, irritating.
- And, finally, the only way to complete the level just before the final boss is to be of an age to know about a certain game, know a certain secret code for that game, recognize 10 squares on the screen as representing something regarding that game, and put all of that together to mean something. For the other 99.9% of the population, there's no other way to do it but to watch a run-through. They're breaking the fourth wall.

Again, a mostly fun puzzle game with some irritations. And, since it took me 25.9 hours to finish it with 100% Achievements, it's worth it even at the list price of about \$10. Though, of course, wait for a sale. As I write this, it's currently on sale at certain sites for about \$2.. Well man I miss this game, this review is not about if you should or should not buy this game on steam but is about do I recommend it.

The answer to that question is always yes.

The game was one of the game spy titles and even before game spy's demise it was void of players but the thing is this game was a lot of fun and had so much charm.

If you ever get the chance to test this game do not pass on it.. For mazar russia!. Very fun and addicting game. Played it a long time with my friend, and we loved it! Fast pace, and a little stressful but very very fun!!i 100% recommend this!. Not alot to say about this one it is a solid racer with off road trucks, which I really enjoy. My time with it has been short but enjoyable.. fun game but really not many players. didn't run well graphics wise too. If you like point-and-clicks, this is great. Short, but fun. Some of the puzzles didn't make a ton of sense, but they were solvable with brute force.. Nice game :D LOVE IT. This game may look old school, but it is FUN, provides genuine excitement, and requires some actual thought (or sometimes pure luck) in order to survive. The first time you cross the finish line, just ahead of an onrushing challenger, while running on a rickety wheel, with a wounded auriga at the reins, and missing one of your horses, you will understand the subtle delight this game can bring. "Has a perk deck better than Rogue"

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