
Energy Invasion Free Offline



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About This Game

Energy Invasion - an arcade game inspired by the classic Breakout. Unlike the original game, your ball does not break blocks on its own, but can launch missiles in a chosen direction. The game is designed for a controller, but the ability to control with the keyboard and mouse is also present.

Features:

- A lot of bonuses (both useful and harmful)
 - Bright graphic effects
 - Levels with dangerous enemies
- Soundtrack from Nick R 61 (19 tracks in the game and 7 bonus-tracks, available separately)
 - 25 levels in "Invasion" mode, 25 levels in "Linear" mode, ∞ levels in "Endless" mode

Title: Energy Invasion
Genre: Casual, Indie
Developer:
Sometimes You
Publisher:
Sometimes You
Release Date: 10 Jan, 2018

a09c17d780

Minimum:

OS: XP

Processor: 2.4 Ghz Dual Core CPU

Memory: 1024 MB RAM

Graphics: 512MB Dedicated Memory

DirectX: Version 9.0

Storage: 500 MB available space

Sound Card: DirectX® Compatible

Additional Notes: UI optimized for 16:9 aspect ratio

English







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cant ready up anymore. Best Lego destruction physics ever. As a big fan of Atari's Asteroids I can say this game is a nice fresh look to the idea. I like the idea of playing local multiplayer with friends. That being said I wish the controls were a little tighter, the over rotation is really frustrating, especially because the game gets hard enough on its own fairly quick. I had originally started playing with my Xbox controller, but after a bit I had to switch to my keyboard, as it felt tighter than the controller. Maybe this will be remedied in the future. As for 4 player fun though you cant beat the price.

. Great dlc i'd recommend it. laggy, but i love the soundtrack i got bored after a few minutes deleting this rn. Satisfying sounds and visuals - what casual 3 in a row game should have.

Gives a sense of accomplishment.. This is one of the best games I've tried so far in VR !!!

I've only had my Vive for a short time, but I've played some of the top recommended titles.

I've played the game for a couple of hours and gonna put more into it, i also reached top ranks on the Leaderboard :D !!!

First time I try the arm swinging movement, feels pretty natural. No motion sickness at all.

I'm used to shooting games and the shooting feels pretty accurate, guns and sgm's are really awesome, and the different skins as well.

Love the melee weapon but i wish i could use it more in stealthy places.

Some fine tunes needs to be done here and there in terms of AI, minor stuff i must say.

Thumbs up !!!

. controls are horrid and all labelled with numbers instead of key or controller button icons. menus within menus are a total mess. can't hide armour. bad.

extremely bad. music's bad too.. <https://youtu.be/a8BrTjjGKs>

This turn based RPG offers an interesting take on the death mechanics, allowing players switch bodies (classes) before reviving. Disappointingly the classes play very similar in the RPGMaker ruts when most special abilities are just 'stronger attack, with different animation'.

The narrative doesn't respond well to the body changes either or players throwing round after round of bodies at tough enemies, which drains an interesting mechanic of it's impact.

This game is a direct console port and has not been adapted for the PC at all. Also, the multiplayer option doesn't work. Do not get this game as you will be wasting your money.. I enjoyed this game. The controls are simple but the game is entertaining. I know others have had problems getting the game to run, so be careful - I did not have any trouble. It is a bit simple for my tastes, so I tend to play other games, but I keep thinking I should come back to play this one for a while. I like the simplicity of roaming the seas, capturing and holding ports, and generally just taking over the map. It is real time, but has elements similar to board games. You can spend resources to upgrade your ship or the defenses of individual ports. There are some team maps where you are partnered with AI team mates.. I like this game conceptually, but I can't recommend it at its current build. There's too little content to justify the current price of \$10.99. The dev seems active on the project, so there could very well be a lot more girth to the game in the future, but again it feels extremely Early Access at this point.

One issue I have is the requirement to forward ports to host a game, especially since the userbase is so small right now. When I've played, there were no games running. This meant I forward ports so my friends and I have a server to play on, or we can't play the game. While not hard to do, I'm not setting dedicated IPs and forwarding ports for a game. Steamworks should be implemented in a multiplayer only game (currently only multiplayer), or in the least a dev server should be running 24/7.

All that said, the Dev seems to be working towards these goals. So as long as you're ok jumping on the bandwagon really early, and you're ok setting your network up to play, this might be your kind of game. It currently feels a little underdeveloped and too price heavy for me, however.. Driftmoon is one of the few games that surpassed my original expectations of it. Completing it actually made me feel satisfied, achieved, and bittersweet. I never could expect what was going to happen next in regards to the storyline... and I was very surprised at how random, yet inevitably connected the interactions and quests with the NPCs all around were. Battle-wise, it was starkingly simple, but I had no problem with that. It allowed me to explore all around more without being hindered unnecessarily. However, I felt that it was quite a waste to have no need to make the items available via blueprints. My plundering spirit collected a load of stuff that just stayed useless in my inventory all the way through.

I really enjoyed Driftmoon. It's more than just a game to play; it's a wonderful story told by becoming a part of it. There were always new things to look at, to do, puzzles and mini-games that... sorta made sense, and there was never a dull, dragging moment. So... I'm going to play it again. :)

Thank you, for producing this lovely game.

(P.S.: I'm glad that my efforts in peeling off every chair and sarcophagus off the ground were worth it.). Had a hard time figuring out what to do. Now I know this is an early stage of the game so I can't blame the developers for this, but it's not my type of game either. I feel it's kind of mean not recommending this game because it's in such an early stage we don't know what's coming next, it could be good, and it could be bad.

I'd like to contribute to the translation lol

(Also, devs, PLEASE set the default framerate at 60 instead of 20). This is one of my favorite games on Steam. It's got a simple formula, and has no music, which could be distracting from the very simple elements of the game: using two modules to move a ball around.

The sound effects are repetitive, but fit the theme, as does the entire environment.

Just an excellent puzzle game with no frills and a set of achievements easily obtained with enough practice.. Fun game hard to complete but totally worth it 4 out of 5.

just when you are about to quit and say enough is enough, you manage to give it 1 more try and you actually manages to get past the obstacle, it required alot of patience and focus for me, which was the hard part but also the fun part as I like a good challenge but not when it gets too hard.

i still do not know how i managed to kill the crab.. but i did somehow and i was kinda relief that the game ended there to be honest, i couldnt imagine playing this game beyond that with an even harder "boss" but ye overall it was good fun.. Unable to use the IGE. stupidly purchased twice and still cant use it in game.

Have tried many troubleshooting techniques, still no sign of it!!

DO NOT PURCHASE!!!!. VR??FPS??RPG??

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