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## Rogue Shooter: The FPS Roguelike Demo Verification Download



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### About This Game

First-person shooters and roguelikes have finally tied the knot! Their offspring, **ROGUE SHOOTER**, tasks you with navigating a space station run amok. Blast aliens and kick robots in the face as you traverse each level; collecting weapons and gaining experience along the way. How far will you go when death lurks around every corner? Will you reach the 100th level and destroy the source of the station's corruption? Probably not, but it's worth a try.

#### GAME FEATURES:

- Fast-paced and challenging gameplay!
- More guns than you can shake a stick at! *We wish you would stop shaking it though, it's making us nervous.*
- Level up and pick from the finest perks this side of the Mississippi!
- High score charts track your best attempts. *Brag to your friends about yours, they surely won't hate you for it!*
- Play mini-games to hack into secure computers. *Just like real hacking!*
- You can battle with robots, aliens, and giant carnivorous plants! *You can also battle with your low self-esteem and crippling alcoholism, but those aren't included in this game.*

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- Unlock backgrounds, difficulties and enemy weaknesses.

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Title: Rogue Shooter: The FPS Roguelike Demo  
Genre: Action  
Developer:  
Hippomancer  
Publisher:  
Hippomancer  
Release Date: 24 Apr, 2014

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English







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## Twin-Stick Madness

Zenzizenic is a fun and engaging Twin-Stick Bullet Hell experience that supports local co-op for two players. Unfortunately, the game has a few glaring issues. The game music that's played is fine, but pretty quickly I found myself turning the music off, so that I could listen to my own music in the background. Two other features you should be aware of are the Steam Leaderboards and it possesses 210 Steam Achievements. These two factors alone do increase the replay value of the game tremendously.

Click this link to read the full Review:

<http://www.gamerheadlines.com/reviews/zenzizenic/>. ITS JUST AS I REMEMBER IT! and its FAANTASTIC!. The game is buggy and boring and has no place on steam.. I serious doubt whether these developers spent so much money to create detailed models of people, weapons and buildings. So they maybe hadn't enough money to design better missions and other things. The models of vehicles are very terrible, especially for C130.

This game has too many bugs. They were ruined gameplay. Some serious bugs are listed below:

- You will fall down from helicopter and taking damage at beginning. Because the heli is hovering too high.
- Many friendly soldiers are unarmed. They can do nothing but be killed in the battle.
- In mission Rhino H Hour OBJ Nickel, the enemy base hasn't any entrance! If you landed outside the base, then you will never enter it.
- In mission Harakat (Part 2), your blackhawk helicopter will crash after a few of minutes. This is a serious fault in the mission design. But no one wants to fix it.
- The pieces of underground tunnels didn't line up. When you running across the mountain, some enemy soldiers who inside tunnels can shoot you.
- Once I set a satchel charge in the underground tunnel and detonated it. Guess what? It killed a soldier who are standing above the ground!. this game is fun and weird. I'm utterly crap at this game, but it's really fair. I'm just really \u2665\u2665\u2665\u2665\u2665. But this is an amazing game.. I will ne honest, bought this game because of intro song, it`s amazing. 10V10 (gameplay ? what gameplay ?). League of mermaids is a remix of puzzle bobble. Instead of launching bubble here you allow them to drop into the correct position taking physic into account. The idea is great and it could have been a great puzzle game but it isn't.

What happened? You can't aim properly. Plain and simple: You. Can't. Aim.

The game does not feature any kind of difficulty it features randomness. I felt like flipping a coin trying to get ten thousands of tails in a row. It wasn't fun.

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One of the best VR multiplayer games available. The "climbey" like motion is the best in an VR environment, coupled with a wide range of power ups and weapons by a rpg gamestyle mechanic.

That chaotic feeling of finding and activating the right card in slow motion over a cliff edge when you have a player swinging at you with 2 miniguns is immensely entertaining!

9V10!

10V10 when we have a more players actually playing it.. Penumbra with great graphics and telekinesis.

+Beautiful environment and aesthetics

+Story through pages

+Trapped in mines

+Puzzles

+Telekinesis

-Cumbersome save system (inability to quick save and more)

-Lacking notebook (objectives, todos etc). The side scrolling beat 'em up is a genre that I do miss. This game is great fun especially when played with 2 players. You have a very nice array of moves and combos. I guess some people might consider this game a bit repetitive but I still liked it. The only problem is I am not very good at the game. I have never completed it without teaming up with someone else. But that is not the games fault at all.. Played for half an hour. died 147 times 200/10. some thing to play to let the time go by, tis ok to me.. I do not know what it is, but I bought it, because the Earth 2160 is a brilliant strategy! Please make a sequel or remake!

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\u0440\u0435\u043c\u0435\u043d\u0430!. This game is a generic visual novel and has some gripes about it, for starters the way

they set it up for controls is baffling where as most VNs have the controls easily used with the mouse (Right click to open menu\hide text, left to continue story) they seemed to have not added this feature in. The F4 to switch between fullscreen and windowed mode is not saved between sessions, and the story thus far felt fairly short. The fact the story is not finished is an additional point against the game.

They need to work on more emotions for the stills, as during a scene people discussing the death of a character (though I would say that putting yourself in the game is a bad move) is offput by the characters all having mile wide grins. Some of the claims like the SMS system and going on Dates is not put in yet. And it is definitely not the length of several novels at this point in time. Wait for the game to be finished if it ever is.



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