
BomberZone Download] [serial Number]



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About This Game

The classic maze based strategic bombing game is back.
Earth is invaded by aliens and you are in charge of your robotic soldier to defend it.

Navigate your way through the maze and destroy the aliens and their bases by strategically placing bombs.
Unleash a devastating Energy Blast to destroy everything around you.

Become invincible and destroy everything in your path, once you fill your adrenaline bar and activate a Tornado.

Features:

- Various mazes to navigate and play
- Collect coins and use them to customize your game and get power-ups.

Available customizations:

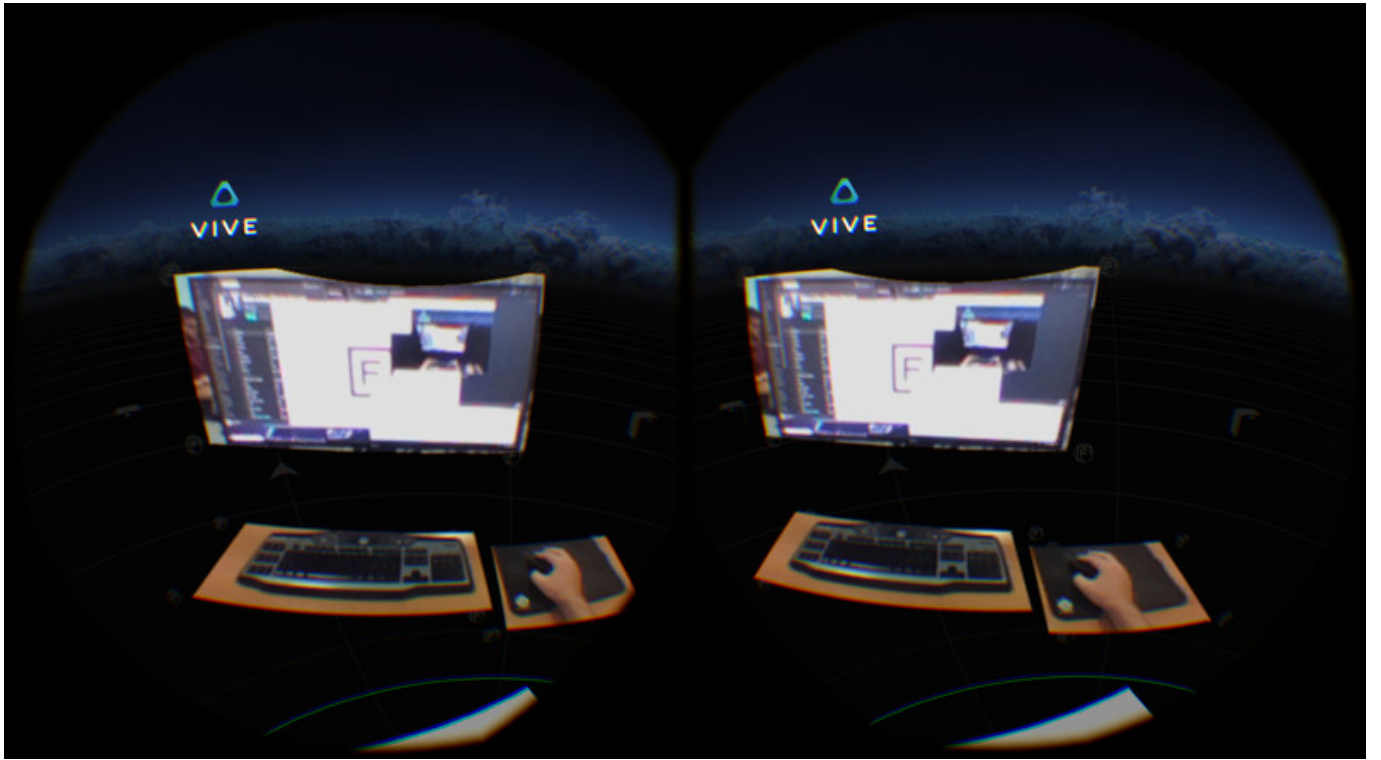
- 5 different soldier types
 - 16 different types of bombs
- 7 upgrades (Atomic Bomb, Explosive football, Gun powder keg, Infinite bombs, Jetpack, Tornado, Protection Shield)
- Energy blast charge

Title: BomberZone
Genre: Action, Casual, Indie
Developer:
Dracula Bytes
Publisher:
exosyphen studios
Release Date: 27 May, 2016

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English







I just can't really recommend this game. It's a great concept, but it really feels like a demo shined off and put up on the store to make some extra cash. I mean, it is exactly that, and while that isn't a bad thing in itself, I really can't recommend this game for full price (\$5).

Maybe if it was twice as long (as in, an hour or two compared to 30 - 40 mins), maybe if it had a couple more mechanics, maybe if the developer did more with the theme, but in it's current state, I just can't suggest picking it up.

I enjoyed it, I just wish there was more to it.. Honestly very disappointed in this game. I've been playing games like boxvr (Forgive me if i messed up that name), and was excited to play something that was closer to real boxing, but the mechanics are so clunky and awkward it constantly broke the game (it literally crashed once, as soon as i started playing it). It's terribly difficult to do the training before the fights because it constantly changes where i load in (i once loaded inside the punching bag), so i spend most of my time limit looking for whatever i'm supposed to be hitting, rather than everything loading right in front of me; I also have loaded off to the side of the treadmill significantly more than i've loaded on it. On top of this, the mechanics poorly affect the fights as well; my hands consistently floated away from me (no, it's not because of poor base station placement, i've played many other games without this issue), making it impossible to block at times, which of course leads to a lot of frustrating fights. Still a great looking game and pretty decent, but definitely not worth \$30. But if it goes on sale i'd definitely say give it a whirl. The cinematic part of this game is pretty neat, as it doesn't just feel like i'm flailing around with my controllers. That aspect is very cool and something i haven't really seen implemented much yet. I will occasionally return to the game to see if it feels any better, but it hasn't made that great of a first impression.. Fun puzzle game. Not overly hard so far, but there are stars you can try to get in each level that make it more of a challenge if you want. I'm surprised I never heard of this and only got it because I saw it in a bundle. Bought the bundle mainly because this looked interesting and I'm very glad I did.. Terrible puzzle game, you mostly have to figure out the controls instead of figuring out the puzzles. Do not buy. I guess I just spent 7\u20ac for this.

I mean, the things are nice, but in the end, the pack doesn't really have content to be worth 7\u20ac.. Don't let the low playtime fool you, I completed the game so far (and I hope there really will be more levels\content eventually).

This game is not for anybody easily frustrated. While some levels require trial and error, there are at least 3 levels that have randomly timed hazards that simply require retry after retry after retry to complete. There's also a stage that, while not difficult, puts the player into a moving field and randomly rotates him, leaving you with a task of waiting until you're happen to get into the position you need to be in to jump and finish the level.

Despite the few levels with these problems, most are trial-and-error, timing and practice-makes-perfect puzzles that are charming and fun and run with a low system footprint.

So yes, i recommend it, but be prepared to be frustrated by a few nearly impossible levels.. Good game but too short. I love that mechanic of enemys & shooting. DLC's dosn't work and it's sad :(Hope u will develop this game.. The best \$11.69 I ever spent for a demo. For real though, the game is obvs great and fun and has a cute story and characters and the music and you will enjoy playing it. I will probably even go back and try to get the achievements in the different levels. But dang, I shouldn't overall complete something the day I get it. 1.9 hours after I get it. And that is only because I took a break to snuggle the cat. PS- She bit me.

Good game even starting out. Has great potential. Pick up rocks and sticks made an axe, chopped a tree down and made a fire pit. Mechanics work. I use oculus the wider you swing your arms the faster you move. Ate a poisonous mushroom. Nice vr survival. Can relate to ark survival havent played the forrest or rust but the build mechanics are there.. This game is uber cute and has a nice style to it. And it has a doggo. it cute. I enjoyed playing what little I did of the game. When I wrote this review, I had like... 12 minutes on record? Not too sure. The music (some of it) is relaxin' and fits the mood. Not sure if there's a way to keep it at one song?

Although the game is really cute and awesome and has a "bark bark" button, I do have some complaints.

My complaints are:

- The doggo stops every now and then when you're movin' around. No bueno. Fix that.
- The intro to the game. Call it a nitpick if you will, but those smilies in the beginning are atrocious and have no business of being there. I believe simple grunts would work fine. And why does the dude just lay on the ground in front of the door? C'mon.
- The hud seems kinda... I dunno. Generic? Livin it up a bit.

I guess that's about it. The last two don't necessarily bug me THAT much, but those are my complaints. Definetely look into fixing the movement though. Please.

bork bork. I did a Gameplay of the first night for anyone who is interested in understanding the game or if you want to get a feel for it before you buy it. Link is at the bottom of this review. For those of you who don't want to watch it, here is my opinion on the game. It is a fun game, the idea of having to go around the house and finding/interacting with the objects in the house or something will happen is a fun idea especially when you have to find out what to do with the stuff in the house. I can feel a little annoying sometimes when you don't know what to do but overall the end result is still entertaining. One of my issues with the game is that the jumpscare are anything but scary. The first one actually made me jump, anything after that is nothing but an anticlimactic way of the game telling you that it is game over. I think that the game is worth it, but I can totally understand if someone else didn't feel the same, so I recommend you look into the game a little more before purchasing it.

<https://www.youtube.com/watch?v=5hNy4rRIOMY>. I really like the gothic feel that this game has, and unlike some the typical rpg makers game out their, the story on this one is pretty good.. while the dev is "working" on the game(check his twitter) there has been no word on steam, no updates since god knows when, and the website has been taken down, stay far far away, the dev can post all he wants on twitter, but it wont help unless he actually puts something besides screenshots out.. [Frederic: Evil Strikes Back is the sequel to one of my favorite rhythm games of all time, Resurrection of Music. If you haven't yet read my review on that game, take a minute to do that now.](#)

[RoM was a fantastic game for many reasons, the most important of which is the music. Carefully remixing select compositions from Chopin's work was a stroke of genius, and was the heart and soul of an amazing experience that should not be missed. If you haven't yet played it, you are missing out on something really special. So the sequel should be another masterpiece, right?](#)

[It is with a heavy heart that I have to condemn this game for what it is. What made the first game special, the music, is why the sequel falls flat on its face. Take the heart and soul from a work of art, and you're left with an unrecognizable shell, feeding off of the success of its predecessor. That is what has occurred here, and I couldn't be any more disappointed with the results.](#)

[When I try to imagine what they could do to make a fantastic sequel, I see many possibilities. Something as simple as more of the same, remixing more of Chopin's compositions into more tracks, would have been perfectly acceptable. Teaming up with other well known musicians like Beethoven or Bach and remixing their music would have been great as well. If the premise isn't broken, then you shouldn't try to fix it. Forever Entertainment has already proven that they are more than capable of doing any of those things, so my expectations were high for the next game in this franchise.](#)

[Unfortunately, that is not the direction the developers took with this sequel. All of the tracks in this game are completely original, and instead of matching the style of a particular country, they match the style of famous musician. For example, a couple of the characters you come across are parody versions of Michael Jackson and Lady Gaga. Not a terrible idea, but the original music fails to be catchy, fun to play, and in some cases, even tolerable to listen to. As I have stated in the past, rhythm games are only as good as the music they include, which makes this game absolutely terrible.](#)

[Taking Chopin's work out of the franchise entirely just doesn't make sense to me. Remixing his compositions to fit the style of](#)

these particular musicians would have been easy enough, and it would have been interesting to hear Lady Gaga's rendition of Raindrops. Without his music, this game just feels uninspired, and it becomes a chore to even finish it.

To be fair, the rest of this game hasn't changed a bit. The gameplay is exactly the same, the art style hasn't changed, the story is just as nonsensical, and the voice acting is just as stroke inducing as in Resurrection of Music. There are no surprises here.

It's a shame that the developers forgot what made the first game so special. Maybe the third game in the franchise will return it to its roots, but I will be researching it first before wasting money on another sequel.. Saira is a game I've been waiting to play for years since I don't really have a ton of money for games and it never went on sale. Was very surprising when it mysteriously showed up as free one day!

Like many of Nifflas' other games (Within a Deep Forest, the Knytt Series, etc) Saira is a chill puzzle/platformer/exploration game where you walk around (usually) relaxing environments whilst jumping around and solving puzzles to collect items.

Sometimes the puzzles or platforming can feel a bit more difficult than I'd like, but for the most part I found everything very easily doable after a few tries (the terminals puzzle in the tech-like area were awful though, IMO). Some platforming segments can feel a bit more demanding than they are though, specifically the ones that require the flying ability as the timer for the ability running out feels shorter than it actually is.

There's also two traits it shares with the Knytt series that I feel are worth mentioning. First, the game stars a female character who I assume is not white, and despite the story revolving around trying to rescue a male friend, lacks any real implied romanticism, both of which are hugely welcomed changes from the typical "white dude does things and falls in love with girls" type stuff I'm used to seeing. Second, the game is non-combative and low violence, giving the player no means of attacking and having the only real "violence" be caused by falling into harmful liquids or touching dangerous fauna, which give a very toned-down death screen. On those notes, it's probably pretty kid-friendly, didn't think about that until just now.

As for length, it took me 5 hours to 100% it. It's not an extremely long game, but I'm happy with its content.

All in all Saira is a very nice chill game with calming music and visuals, though as I said, its sometimes not as chill as I'd like due to mild puzzle and platformer frustration.

It's fun, it's chill, it's different, it's worth a try.

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