Download Orbit: Satellite Defense

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About This Game

Protect your planet from alien invaders in this *unique* RTS experience

- **Reposition** Satellites and Manually dictate their targets

- **Manage** your Energy reserves to send Satellites into orbit or unleash Planetary Powers

- **Balance** the Strengths of each unique Satellite against the weaknesses of aliens

Key Features

- **Campaign Mode**: 5 Planets, 5 levels each!

- **3 Challenge Levels**: Put your tactical satellite skills to the test! Each level features a unique challenge which puts a spin on the Orbit formula.

- **Perfection is possible**: Each Campaign & Challenge level features a unique (non-random) sequence of aliens which assault your planet, and a unique set of available Satellites with which to fight them off. By learning the sequence in which enemies attack, it is possible to defend against enemies in an optimal manner and get a **3 Star Rating**.

- **4 Endless Modes**: Go for the high-score as you fend off an infinite swarm of aliens. These modes auto-save after each wave you complete, so you never lose your progress.

- **Steam Leaderboards**: Compare your Campaign, Challenge, and Endless score totals against players from around the World

- **Unique Satellites + Enemies**: Every Satellite has it's role, every enemy has its weakness. No single Satellite or enemy is just a stronger version of another; this is a game about strategy, not brute-force one-upmanship.

- **Dynamic Difficulty**: The better you get at the game, the more the Spawner Systems will challenge you. Replaying Campaign levels will get more difficult the better you get at them.

- **Designed for Desktop**: Optimized for Mouse/Keyboard; *Orbit: Satellite Defense* has shed it's mobile past. Features Keyboard shortcuts for all on-screen buttons. Manual Targeting has been assigned to Right-Mouse button to eliminate the Satellite pop-up Menu, streamlining the overall gameplay experience.

Title: Orbit: Satellite Defense
Genre: Indie, Strategy
Developer:
Bluish-Green Productions
Publisher:
Bluish-Green Games Inc.
Release Date: 26 Mar, 2018

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Minimum:

OS: Windows XP SP 3, Vista, 7

Processor: Intel(R) Core 2 Duo (TM) 2.0 GHz

Memory: 3 GB RAM

Graphics: Mobile Intel(R) 965 Express Chipset Family

DirectX: Version 10

Network: Broadband Internet connection

Storage: 35 MB available space

English

wtf this game has c*cks?????

c*cke and b*ll??????. quot;The Brookhaven Experiment is an intensely dark, atmospheric wave-based VR shooter for the HTC Vive and Oculus Rift.

The game's story centres around an experiment gone wrong, which has torn a hole through the fabric of reality and let monsters and demons out and into our world. So yes, it's basically Doom, but in virtual reality.

With a game that promises "situational horror" and "occassional pants wetting" you can more than assume it'll be a thrilling pulse-raiser of a game. And, by jove, you wouldn't be wrong..."

The Brookhaven Experiment is a lot of fun. It's basically Doom in VR with angry monsters leaping out at your from the dark. Make sure you've got plenty of space and conserve your ammo and you'll be fine!

"The Brookhaven Experiment is a joy to play, especially if you're a fan of zombie shooters or enjoy fighting off waves of terrifying monsters.

There's no much of a story, but what did you expect? This game is all about intense shooting action. It's one of those games where you quickly work up a sweat. Ducking, dodging, kneeling and popping off bullets at demons quickly becomes tiring, but it's never not fun.

For a wave-based shooter there's plenty of longevity thanks to unlocks and challenges, too, which will keep play fresh throughout its 10 campaign missions. Well, fresh if you can keep your kecks dry."

https://www.youtube.com/watch?v=-r6LOf_YLMY&t=11s

Warning, does contain giant angry spiders.

Read the rest of my review on Pocket-lint here - http://www.pocket-lint.com/review/141799-the-brookhaven-experiment-review-virtual-reality-monsters-in-your-living-room. It IS what you THINK it is... https:\/\/www.youtube.com\/watch?v=_ohV_BhGYu4

Nothing but a very low effort and amateur mash together of Unity assets on a small Unity plane. You can see the edges of the small map without walking very far. Every zombie looks and acts the same. Every zombie drops a soda, a banana, and a health pack. Ugh.

This feels like something the developer just exported from his very first Unity tutorial on Udemy or somewhere else online. It's not complete. It's not fun. It's not a game. It's just more low effort garbage clogging up Steam. It's most certainly not worth any amount of money.

@ The Developer.. You should be ashamed to be trying to sell "this" tutorial project and\/or mash together of Unity assets with no real care to create a complete or fun game to play.

NOT RECOMMENDED. ..My score is a big fat red "ZERO ASSET" I downloaded from Google images. ..That's all this deserves.. Another classic game from when I was a teen. I couldn't even begin to guess just how many rounds of this I played. My only delay on buying this was that I just now realized it was on Steam.. This is a hard recommendation for me. On the positive it is a clever game with a few good ideas, such as the incorporation of RPG elements and focusing the game on boss fights. However, the game is hampered by a few issues that put it a step behind other, better, shoot-'em-ups like Crimzon Clover.

The first is the fact that there is no slowdown button. There is no control button to slow your phoenix down to navigate the more complex fields of bullets. Instead, the analog stick is pressure sensitive. So, when you're using the lighter touch on the analog

stick you're sacrificing maneuverability for movement safety, hoping you can maintain control.

A second big problem is the way the game is structured. Since you only have a single life per fight, if you get hit, you have to go through a continue screen that allows you to exit to the map or select another phoenix. These menus are animated. Overly-animated menus are actually a huge pet-peeve of mine because they add that 1 second that's just enough to be irritating between bouts. On later fights where death is a regular risk, you will go through this a lot, especially due to the often imprecise controls.

Thirdly, there's the repetitive bosses. You will fight the same bosses over and over, ad-nauseum, throughout the game. As you move forward, many of these bosses with become harder. Either their attack patterns will change, their bullets will move faster or start homing in on you, or you will see some combination thereof. When the ideas for tough bosses run out, the game is padded out with fights against two bosses simultaneously, which is fine, but still repetitive. After seeing the same skeleton boss over and over through the game it got pretty old.

Finally, and arguably the most important, is this is a very, very simple game. Unlike a lot of the best shooters ever made, Phoenix Force does little in terms of gameplay. You auto-fire during the fights, so your job basically becomes "dodge the things". The bosses all move the same way, waving left to right across the top of the screen, and while their attacks are varied, simply moving in a U-pattern following them and focusing attacks on them between their pattern cycles will win you just about every fight. What I'm saying is, there is no really unique concept here. There are a ton of bullet hell shooters on Steam now and given the quality of so many of them, I cannot justify buying this game unless you have all of the other good ones in your library already.

Not to say Phoenix Force is a bad game, but in all of its simplicity and attempts to be a progressive experience rather than a flashy arcade game, it loses a lot of the fun factor so many other games in this genre have. The reason people love games like Giga Wing, the Touhou shooters or the masterpiece that is Ikaruga is BECAUSE they are varied and challenging arcade-style experiences. The lack of simple RPG elements does not make them lesser games, just as the presence of those elements in Phoenix Force does not make it great.

Takes a while to get used to the difficulty but is a very nice take on the castle defence game

Pros:

-Two heroes with two different classes makes for different gameplay

-Fun bosses makes up for the wave feeling

-A lot of level skills and item customization

-Good video customization

Cons:

-Somewhat steep learning curve

-The maps could be bigger and more of them. This is the first Sword Art Online game to come to the PC world. Yes, the maps are kind of from Lost Song, HOWEVER, its remastered and new areas are made into it. I enjoyed playing through this game's story and unlocking every character on the path of completion. There is a wide variety of side quests and a bunch more on the "Quest Board" Each character is unique on its playstyle and it gives a nice grind for getting more characters from the Accel World roster and with each one is a special skillset. I enjoyed this game fully, even though I haven't started New Game Plus yet, I still have more stuff to do before I start that because I still have a bunch of grinding to do. The characters are fun and the story is interesting. It's got a nice emotional ending to it and brings about the past and future of the virtual reality worlds and the correlation of Accel World and Sword Art Online. Definitely reccomend this game to someone who loved the SAO anime and Accel World. If you havent watched one or the other, I also reccomend doing that because the characters that mix come from both sides.. utter♥♥♥♥♥. fairly simple but enjoyable.. It may be strong yes, but strong enough to pull a 41 car train including brakevan excluding tender up a 1:50\/2% gradient. No. https://youtu.be/3R-dYggKkpQ

The shift to 3D with an isometric camera ends up ultimately being a negative to the infinite runner gameplay by obscuring the play space which throws off the action timing.. So, I turned Venice into an empire by taking over 80% of Europe and took over most of North America.. Then I went to war with the Middle Eastern nations.

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