Invasion FULL

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About This Game

You love shooting stuff non-stop while your whole screen keeps exploding for days? Then this game's for you, son! Buy and upgrade an assortment of tanks and weapons to roll them into battle! Those machineguns, plasma cannons, railguns, cannons, bombs and missiles will be worth everything you spend on 'em!

And, of course, the game wouldn't be so awesome without the Synth Melodic Progressive Power Death Thrash Speed Everything I Forgot The Words Metal soundtrack!

Your opinion is very, very important to us. We'll pay great attention to your feedback as we work on each and every update to the game.
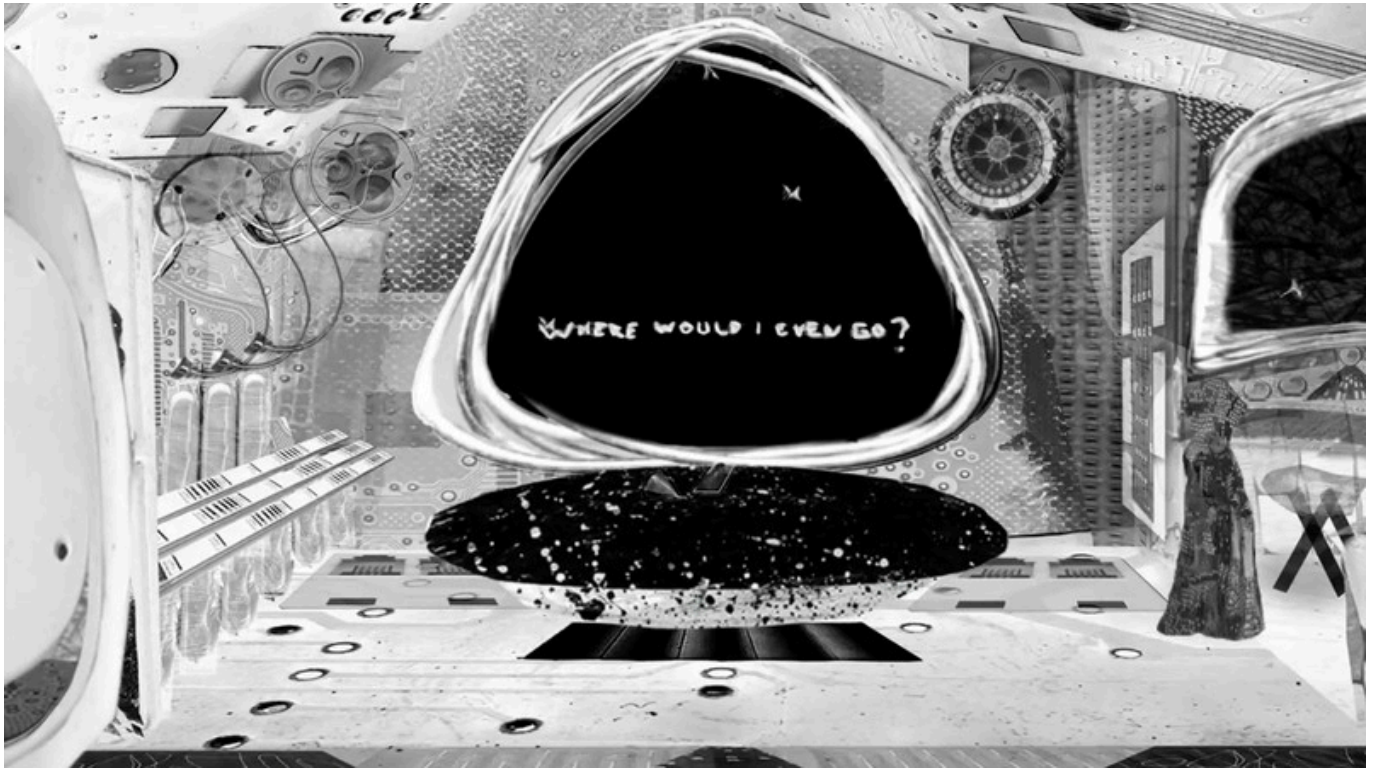
Here are some of the features we've got for you right now:

- the slow-mo mode;
- the nuclear strrrike;
- the shot deflection ability;
- upgrades for weapons;
- many tanks to choose from, each with a lot of room for further upgrades;
- the sharpshooting reward system and combat statistics;
- and a bloody lot of hardcore massacre action with tons of deadly lead!

Title: Invasion
Genre: Action, Indie
Developer:
brutalsoft
Publisher:
brutalsoft
Release Date: 15 Jun, 2018

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English

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Very bland and repetitive game. I had high hopes for it but the difficulty level along with any sort of progression are non-existent.. It's a really great route if you want some amtrak cars a EMD F40PH with some BN rolling stock and a great AI car pack too!. Great game! Lots of fun all along.
The only thing missing is more of it. Would love to go to another planet to explore more. :). A very entertaining game. The tutorial gives a brief overview of what you need to do and then you on your own. It's a game of exploration, crafting and scanning dinosaurs with the aim of using this knowledge to manufacture weapons to assist in beating the "arena".

The "arena" is an area where waves of dinosaurs attack you and you must defend a tower.

It's receiving updates adding new content and I personally would thoroughly recommend this to anyone who enjoys puzzles, shooting a crafting.. Much like Audiosurf and Beat Hazard, you play with your music, this time with...PUZZLES! It's a nice time killer and it's got achievements. The game could look better though. Buy it when it's on sale, you won't regret it. A solid sequel. I love that Tropico has become an archipelago and that you can extend the country across multiple islands. The inclusion of the\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665and commandos is also an interesting addition and I look forward to continuing my cruel dictatorship!. The vast wealth of characters drew me in. The finely photoshopped backgrounds that surrounded the supremely human and lifelike drawings kept me watching with a close eye. Especially the young girl character Alex, who will stay in my nightmares for many weeks to come. I was unable to finish this game, sadly, because the true horror of murder and all it's dirty details was too much for me to bear. I hope someone with a stronger heart than mine will venture forward with detectives knox, clark and don't forget ROBERT! This is a mystery worth solving. 10\/10

I absolutely love this game! It is a good, traditional 8-bit sidescroller and the soundtrack is simple but lovable. The look of the game is cute and the gameplay is challenging enough to keep you playing it over and over. definitely worth $3 even though the game isn't particularly long. Love the general Halloween theme and very basic story in the game which will make it a Halloween game that I play every year! I hope the creator makes more games like this, or even makes a longer sequel.

Cons: Only con I really have about the game is that once you lose an actual life you are not able to regain it in any way that I have been able to find. So while this really just adds another level of difficulty to the game, it was frustrating that if you happened to have a bad run there was no way to recover before getting to the next level or boss!. While the DLC itself is good, there is no one playing it, so i cannot recomend buying it because of that.

But of course, this is not developers fault, but the fact is that the playerbase is small, so unless you are planing to buy it with a few friends, i do not recomend because you will not find public games going on.

But if you are reading this, i DO recomend that you buy the maingame, since is is awesome.. While the controls are a little wonky at times (being worked on, according to the developer[s]), the overall game feels engaging and unique. It's a tense blend of classic survival horror and point & click adventures, with a limited amount of resources you must combine in interesting ways to last out 10 or 18 minutes of a non-stop undead onslaught.

The 'gimmick' to STLD is that time limit. Every single second counts. Every single bullet matters, since there might only be a handful on the map. Do you open a door to let zombies in one-at-a-time, or keep it barricaded and deal with a mob later on? Do you try and run past an enemy (and take a hit) to pick up a dropped weapon, or do you run the other way and hope you're not boxed in?

I honestly haven't played another game that demands such meticulous attention, and the short (10 minute) playtime per-session means you don't burn out too fast. I've been playing a session at a time, and each playthrough I get slightly further in, solve another puzzle, or find another way to use my limited equipment to best effect.

The one criticism I would level against STLD is probably the nature of the 'puzzles.' Once you've found the key to the secret room, you always know where to grab it on your later runs. I can imagine that after a handful of hours and unlocking all the bonuses, the game would feel repetitive pretty fast. That said, there seem to be updates in the pipeline adding new weapons and new enemies, so it looks like there's plenty more to do in STLD. Plus, it's not like it'll break the bank.

(I played the original S:TLD back in the day, a.k.a. 2010, and loved it from the start, though I never got far. Still having the same problems here, but I attribute that to my own failings and not to the game! Totally had the same tense feeling as this version, so if you're reading this and on the fence about paying, pick up the freeware original. It's not as polished, but it's got the same tense atmosphere.)

UPDATE: Hell, I'm sorry, I had one more complaint. It's a double-whammy, a combination of the controls and the interface. More options for custom controls, more resolutions, an option to pause (what if the phone rings?), and other usability improvements would be Great. I don't have a problem on my setup, but I know plenty of other players who'd have issues and thought I'd mention this for completeness. On the bright side, developer HAS been working on some of these features, so it's not all bad.. Average to okay story but the number of bugs means it hasn't been playtested properly before release. Issues include the Smiley Face Tokens which can prevent you from progressing if you fail to pick them up at the right time, a full screen bug which affects the cursor and some of the later messages appearing as ascii characters.. Really fun time waster with nice music. Well done, definitely recommend it.. This game has a lot of potential, but isn't quite there yet. The tutorial is buggy and resets before you're finished, and was written by someone without a solid grasp on the english language. The mouse click isn't where it is poiting, and though you can afford it doesn't always place when you click. There need to be significant balancing going on, had one game where my villagers got a plague and all died because the library to research a shaman is ungodly expensive.

It's not expensive, and if you have the patience this could be a cheap fun god-sim in the not-so-distant future.