
Vector Strain Keygen Generator



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About This Game

VECTOR STRAIN is an addictive fast-paced shoot-em-up with beautiful 3D graphics and an amazing soundtrack. Choose one of the five ships each with its own play style and battle thousands of enemies and challenging bosses throughout five unique stages.

FEATURES

- 5 unique stages with their own setting, enemies and end-level boss
- 5 ships to choose from each with their own play style and special weapon
- 5 upgrade levels for each ship
- 3 difficulty levels
- beautiful 1080p graphics at 60fps
- keyboard/controller/joystick support including dual-controller support for 2-players mode
- 2 players local co-op (requires gamepad/controller)

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- screen rotation
 - elaborate but not over-complicated scoring system

Title: Vector Strain
Genre: Action, Indie
Developer:
OMNIDREAM CREATIONS
Publisher:
OMNIDREAM CREATIONS
Release Date: 9 Dec, 2015

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Minimum:

OS: Windows 7

Processor: Intel Dual Core

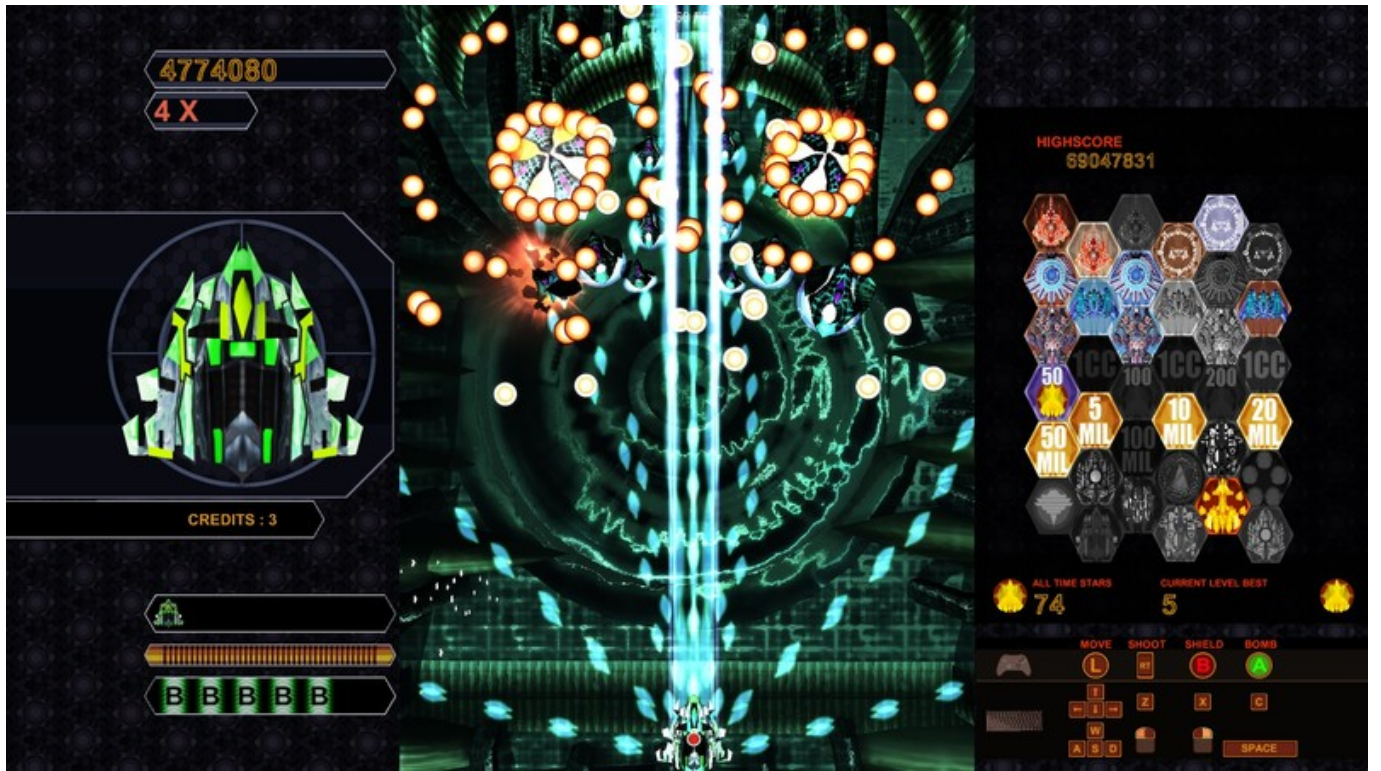
Memory: 1 GB RAM

Graphics: GeForce 9600 GT

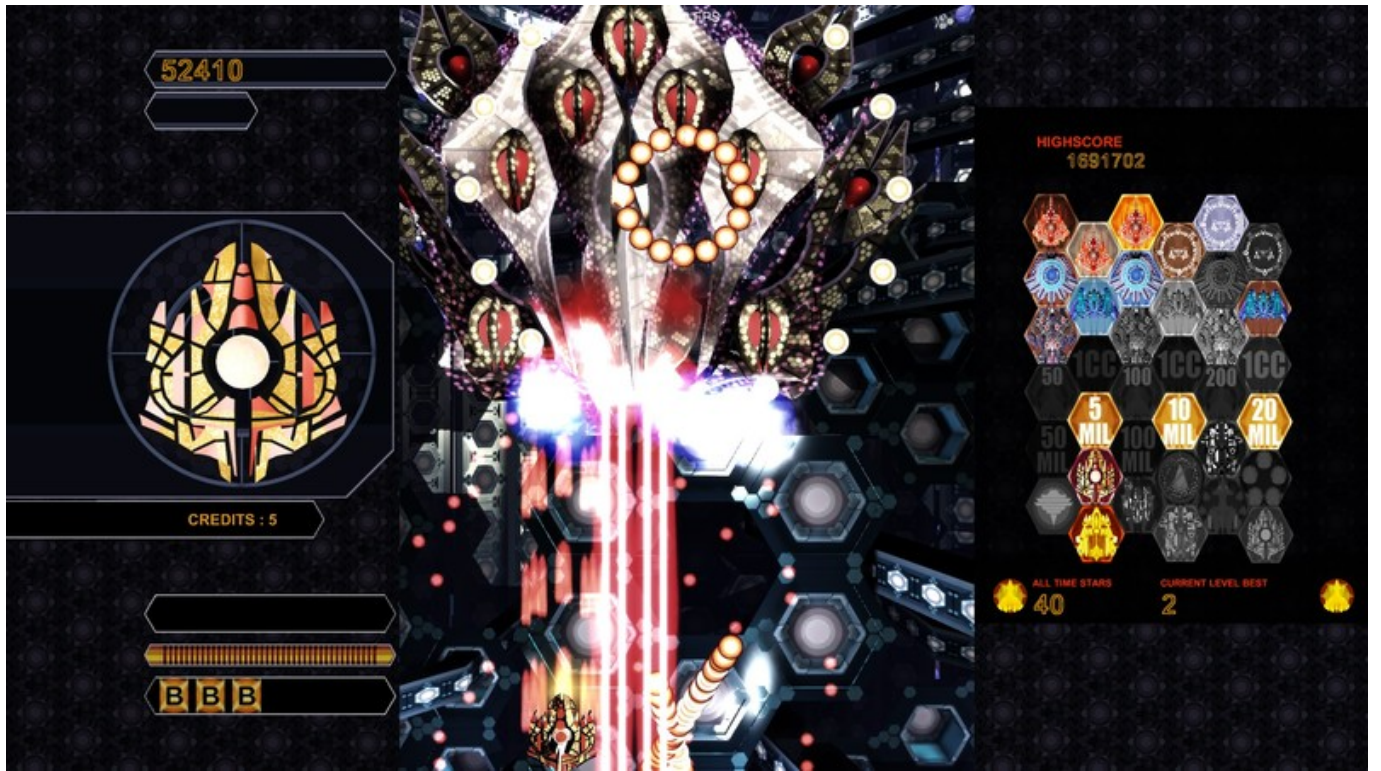
DirectX: Version 9.0c

Storage: 1 GB available space

English







There's no ♥♥♥♥ing reason why I should turn down my graphics in a bullet hell game just to make the framerate better.

It's mediocre, it feels amateur.

bleck.. play this when angry and can make you distress. Very challenging and great looking shoot-em-up!. Very nice game. There's no \u2665\u2665\u2665\u2665ing reason why I should turn down my graphics in a bullet hell game just to make the framerate better.

It's mediocre, it feels amateur.

bleck.. Very awesome space shoot em' up. I was slow to warm up to it, but once I got a feel for it I really took a liking to it. Solid levels and enemies with equally good controls. That is partially what makes it stand out to me from some of the other indie space shooter (I'm looking at you Blade Storm). It controls well and feels like a nice balance between Raiden and Danmaku. Gameplay wise I'd liken it to a combination of the two as well. Gameplay wise as far as powerups and bombs this is very much in the mold of the Raiden Titles but the gameplay feels more akin to Danmaku and other graze shooters in the volume of projectiles and changing speeds from very slow and methodical to hectic and fast.

Initially the difficulty seems to be on par with the likes of those games but is ultimately an easier affair as it takes much less time to figure out the really dangerous moments. Still quite challenging relative to other genres but in the bullet hell world it is a very fair and approachable game on the original/arcade difficulty setting. Granted a newcomer to the genre would likely struggle even on beginner, but I think without too much dedication it is a very beatable game on that setting for lesser skilled players. 5 different ships with unique weaponry and bomb type weapons offer good variety and replay value (two must be unlocked). Oh and there is a shield mechanic that will let you absorb damage for a very short period of time but always must be activated and held by the player on reaction which I think helps balance the mechanic from making things too easy. It is not vital to use, but is a nice feature to get out of some of the really sticky spots.

8/10, especially when considering the price. It's a pretty game with a uniquely metal soundtrack that I normally would not dig but fits the game excellently.

Recommended!. revisiting stuff in my library that I hadn't really played much...

this game would be a fun if not exceptional shmup, if it didn't continually freeze up on me at random times. game just completely locks up, no way to get out except windows key or ctrl+alt+del. can't recommend it due to that.

Decent game for the price.

However I found it to be underwhelming in a crowded market.

Areas of Improvement:

Needs Better sound effects and maybe music. There are parts of the game that could benefit from audio. such as charged laser attacks from enemies. The music is a preference thing but it was dull and repetative though slightly moody.

Bullet patterns are generic and uninspiring but there are some good level boss ideas that need more fleshing out.

some transition scenes when moving in 3d space have bullets awkwardly follow when they should probably disappear. in the same transitions i was moving through the background objects.

The game has a lot of potential but needs a lot of polish.. A fairly basic vertical shmup with a variety of ships which all fire differently. very fun if you are looking for a shmup to play that isnt too intense, though can still through a few challenges on the later stages at the hardest difficulty. speaking of difficulties, there are three, If you complete the game it will loop and increase our difficulty setting by one. This seems to be the best way to get huge scores, my highest score is 215,198,583 , and that was starting on easy, and looping though to the second hard loop.

Graphically the game is pleasing to the eye, and the soundtrack is decent.

Unlocks are earned by performing well on a level and earning 1-5 stars, so there is a decent amount of replay value if you enjoy the game.

realistically this game doesnt stack up to a CAVE game, crimson clover, anything from triangle service, but if you are looking for something a bit moe casual, without losing what makes shmups fun I would recomend this.. Decent game for the price.

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The game has a lot of potential but needs a lot of polish.. Think of what I am about to say as more of a neutral response, since there's only recommend or not recommend.

Hardcore veterans of the shmup genre will probably blow through this game like nothing. In terms of difficulty, it is lower than other shmup games. I personally find the music not very memorable, but I suppose it's a preference thing. This would be something I would suggest if you like shmups, but want something less intense to start off with and can't be bothered to play bullet hell or more difficult shmups.. aw man it reminds me of the good ol days... i played it with a controller and twas cool... it also has a nice modern feel to it, especially when played on a big TV screen :)

the graphics and audio arent hi-fi and thats the point, just a bit psychedelic, but with all that action going on there i think it's a fun game tho. GREAT beginner shoot-em-up. New players to the genre will find this game very easy to pick up, learn the basics, and progress consistently. Ignore the rough edges. Vector Strain simply sets out to be a quick, simple, top-down game. That's it. That's all it needs to do. And it does it.. Welcome to a simple review about this game. I'll make this short. I'm not a fan of bullet hell games because they require alot of skills, But this game takes it easy on you so thats what i like about it. The art style is Unique not bad to say the least.

So why do i like the game because i liked it.. 2D shmup with 3D backdrops, its really trippy! Even on easy its a challenge for a casual gamer. I do like how you have shields, but requires you to push button B. But I wish when an enemy is destroyed its bullets would disappear. So much dodging! This a much better shmup than many other shmups for more money on STEAM, its a very

good game for a very good price. I'd give it an 8/10. Boss fights are pretty darn original and fun.. aw man it reminds me of the good ol days... i played it with a controller and twas cool... it also has a nice modern feel to it, especially when played on a big TV screen :)

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