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About This Game



About:

SpaceShot - a complex arcade game in which you must destroy the alien invaders and collect bonuses. Three exciting game modes that do not let you get bored. This is an ideal game for killing time.



Game Features:

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- Three exciting game modes
 - Items and bonuses
 - Perfect game for killing time
 - Pleasant graphics
 - More than 4500 achievements
 - Gamepad support
 - Low price

Title: SpaceShot
Genre: Action, Casual, Indie
Developer:
Shevchenko Technology
Publisher:
Shevchenko Technology
Release Date: 19 Sep, 2017

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Minimum:

OS: Microsoft® Windows® XP / Vista / 7 / 10

Processor: 1.4GHz or faster

Memory: 256 MB RAM

Graphics: Pixel Shader 3.0, Vertex Shader 3.0

DirectX: Version 9.0c

Storage: 500 MB available space

English







Install > Let Game Idle Until Achievements Are Completed > Uninstall

No actual gameplay is required to unlock all the achievements in this game! You simply let it run and after a few hours you will have all the achievements! Do not buy if looking for actual content, the game is terrible!. The dev fixed the achievements so have fun with almost 5,000 achievements. Well, for sure it's not a "complex" arcade game as the hub store page says xD It's quite classic for being an arcade casual shooter.

Of course, this game's here only for the achievements and when it comes to these games, 99 out of 100 of them have been conceived and realized within a hour.

This one though seems to be a little bit more polished, although for sure not worthy of 100.

The game supports joypads, although you can even more easily play it with your mouse so just don't bother.

Actually, only the mouse is needed - autofire's always on, and it will also auto-target the monsters since you'll be a spaceship with enemies coming from all the four directions.

The main menu features only enable/disable effects and music as options (disable everything, it's an ambient loop probably taken from some 20-years-old website) and three different game modes, one of them of course is obvious ("endless mode"); the other two are "10-waves" and "stress test".

In 10-waves mode, well.. yeah, actually this one's quite obvious xD You have to clear 10 continuous waves of enemies, so I'll take this space to talk about the other things. Everything takes place on the upper part: here you'll have the HP bar (defeating enemies will result sometimes in leaving red bubbles which restore your energy), the classic score points and a row of six squares in which the bonuses you'll collect in the game will be stored. You will be collecting (by basically hovering them with the mouse and going over them with your spaceship) like shot, repair, speed, bomb, magnet and so on.. I don't think they need an explanation. And oh, well, there's also in the upper right space a big pause button but since the keyboard has almost no use, you have to hover your spaceship towards that corner if you want to pause the game (which by the way will run in tray even if you ALT+Tab it XD).

Actually, the SPACE key activates a power-up (the first one and going on if you've stored them), but I didn't find any other hotkey and there are no guides, tutorials or instruction at all.

Almost all the bonuses will be automatically activated, while only some of them - mainly the repair one - will be stored and again without hotkeys you'll have to hover and click on the icon (or press space and activate the first one) in order to repair your ship. The lack of hotkeys is really annoying. Also, a void powerup can be stored and it's basically an empowered bomb, but you've got to manually activate it, again without hotkeys, and a slow-down one too. I think this summarizes the whole range of power-ups you'll find.

Oh, there's also a ghost powerup - they all appear randomly - that makes you invisible for a minute.

There will be some "bonus" waves, like meteor shower or buzzsaw swarm, but it's just the same thing as the other waves, just with meteor instead of enemy spaceships and so on.

The stress test mode is still a mystery to me. You're basically frozen in the middle of the screen and flooded with enemies. You can't move at all and I didn't find any help in other reviews or guide, so really I don't get what it's there for.

So, since this game has no rewards, no difficulty curves apart from adding more and stronger enemies designed all the same, the endless mode is the only interesting one to kill time, but it gets boring after two minutes since it's exactly the same as the 10-waves mode: you're a spaceship with auto-fire always on and you're attacked by waves of monsters. It should have been designed in the same exact way, since even if it's endless you still see the wave progression below.. but just they go on after the 10th one.

Apart from the fact that you'll find Flash games similar to this one for free, and Flash games of this arcade/indie/shooter kind way better than this one, was it for free ok, it could have been a time killer for some minutes, but here you're paying basically only for the achievements and since I'm reviewing a game well, it's not meant to be played and payed for - even if we don't take a peek at guides and discussions that tells us that this one is an asset flip or directly a stolen free Flash game from some other website.

There are lots of Flash games of this genre way way better and even for free :). === [Player Bases:] ===

1000 Everyone

1000 Kids

1000 Casual players

1000 Pro players

1000 Hackers

=== [Graphics:] ===

\u2610 Potato
\u2610 Really bad
\u2610 Bad
\u2611 Okay
\u2610 Good
\u2610 Beautiful
\u2610 Masterpiece

=== [\$ Price\quality:] ===

\u2610 Full price
\u2610 Wait for a sale
\u2610 Average
\u2610 Refund it if you can
\u2611 Not worth it
\u2610 Free

=== [\u2623 Requirements:] ===

\u2610 90's PC
\u2610 Minimum
\u2611 Medium
\u2610 Fast
\u2610 High end
\u2610 NASA computer

=== [\u263c Difficulty:] ===

\u2610 Easy
\u2611 Average
\u2610 Easy to learn \u2610 Hard to master
\u2610 Hard
\u2610 Extremely hard

=== [\u06de Game time\length] ===

\u2611 Really short (0 - 12 hours)
\u2610 Short (12 - 24 hours)
\u2610 Few hours (24 - 48 hours)
\u2610 Long (48+ hours)
\u2610 Endless

=== [\u266c Story] ===

\u2611 It doesn't have one
\u2610 Bad
\u2610 Average
\u2610 Good
\u2610 Fantastic

=== [\u00a7 Bugs] ===

\u2610 Game itself is one big bug
\u2610 Bugs are destroying this game
\u2610 Lots of bugs
\u2611 Few Bugs
\u2610 None

=== [\u2726 Others:] ===

\u2610 Multiplayer

\u2611 Single player

=== [\u221e Extra Information:] ===

This game has no purpose. Nothing to achieve while playing the game. All achievements are just spam.. let me get uhhh
400000000 achievements. 10/10 would waste money for these freakin achievement games again. Ez unlock 4896
Achievements 100%. Please fix or remove the newly added broken achievement.

Fly around avoiding enemy space ships while the game does the rest. The game will auto target and shoot the enemies, so all the player must do, is avoiding the objects flying at you. The game provides power ups such as, speed boost, more shots, magnet for points, etc. The boosts make your ship more powerful as you will need it in later waves. There are three different game modes, two that are playable, the third being just a stress test for your machine. (Or to idle while you get your achievements.) The only reason I would recommend this game is for steam achievement showcase letters that unlock every, yet another second. The achievement showcase is the only reason why I would purchase this game and even then, there are better one-dollar games out there that provide better achievement showcases. Lastly the developers make you play the game to get their achievements. This might sound weird but let me explain, to get achievements in most achievement showcase games you either, unlock all on launch or, unlock as you complete the levels. This games just makes log time into their game to get the achievements, which makes you, \u201cwork\u201d for them. I just don\u2019t know why they make you unlock them one by one, over a course of almost an hour and a half to get all 100% of achievements that didn\u2019t require anything to achieve them.. You get what you paid for, 4.8K achievements at minimum price. If you\u2019re an achievement hunter looking to increase the number of achievements on your profile showcase, then I highly recommend buying this. Else don\u2019t waste your money. This is not a game, it\u2019s just a way of distributing achievements.. It isn't a fun game..... The game is garbage, you pay a buck so you can get a large variety of font achievements to display on your profile.

2 weeks in and the dev still hasn't fixed the achievements, as you don't unlock anything at all.

Nothing but radio silence from the devs; don't bother buying until they fix their game.. why am I doing to myself..

I hope devs gonna be obducted by South Park's Aliens.

5000 spam achievements and 1 is not working...the highest level of trolling devs. Achievements. Easy 100% V 90min Idling.

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