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About This Game

Red Death is a vertical shooter, Prologue of the series Project Starship!

While dodging thousands of bullets, your duty is to destroy the unknown calamity that is afflicting the earth!

Something weird is going on!

Will you save humanity from extinction?

Title: Red Death
Genre: Action, Indie
Developer:
Panda Indie Studio, WrathSchneider
Publisher:
New Reality Games
Release Date: 23 Mar, 2017

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Minimum:

OS: windows xp or higher

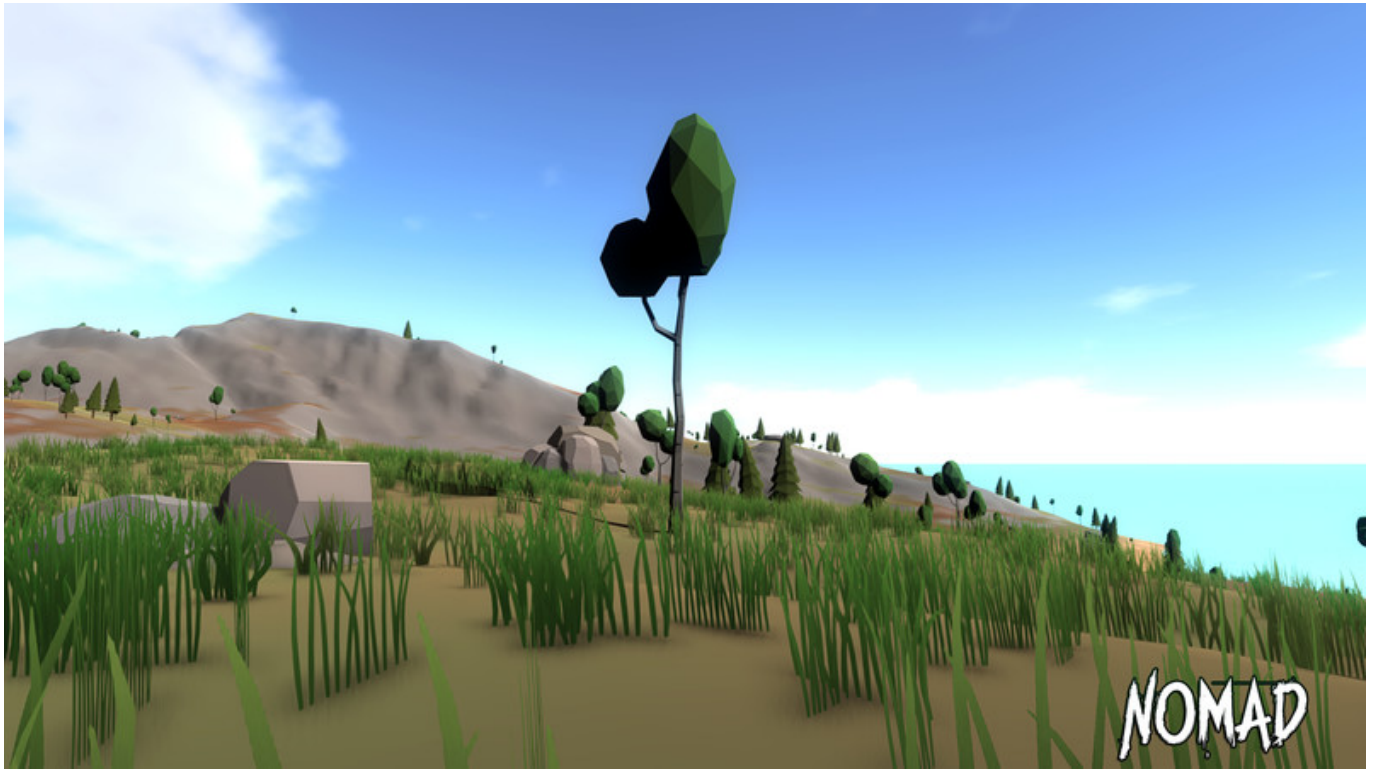
Processor: Intel i3

Graphics: 512 mb dedicated

Storage: 20 MB available space

English







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Haha , what a top experience. Don't need to do anything except listen to an incomprehensible catchy little tune and be mesmerised for 5 minutes in toon land. Couldn't help but come out smiling inside and out.. infinite loading for champion, not even able to play.

can't connect with coop, not even able to play.

random crash even in the menu, not even able to play.

wait for the patch, guess how long will I wait?

never pre order any game from this company and wait for the discount. This unforgiving game is for hard-boiled adventure fans. I swear a lot and almost smash my screen not because puzzles are so complicate but in every room my eye misses something due to a lack of attention. I lost hours for not paying attention to an irregularity on the wall or something like that. On screen inventory is a good idea but not continued in new verison. Not a point and click adv. but very good in itself. Only downside is lack of nice music from nes version. It came free with new verison. Recommend very higly.. I like this. Haven't delved into it, but already the overall look and feel of this game is amazing so far. Will be sure to update my review.. Great game with a throbback to the days of Micro Machines, it seems simple, but has a nice level of depth with the contraptions to make the most of collecting all the stars, which is what makes it "Stunt Toys"

The game excels in multiplayer mode, the competition is intense and tons of fun. You will not be able to play this game after you refund this DLC. -_- like really fix this\u2665\u2665\u2665\u2665\u2665\u2665

EDIT:

nevermind :3333. A classic 16-Bit RPG?

Thats an offence against all real classic J-RPG's.

This one is just a hull of an RPG. I played this offline so my total playing time was short of 4 hours to finish it.

But that was only because of one of the bugs in this game. You see at one point you must talk to an hermit.

But....you must walk into his room from a specific tile. If you don't and just talk with him...well the cutscene won't trigger...because of that I searched every dungeon again (not that there are many).

Back to the game.

The story is simple someone is bad and you and your party must kill him.

The graphic even for RPG-Maker is barren. The 2 TWO cities are lifeless.

There are the graphic errors that let you walk into objects or even the sky.

The NPC are talking the same even if you have finished a quest.

Quests...yes, in your very small hometown you can get some sidequests...looks like the devs lost interest in them after your hometown.

You can see your enemies in the dungeons so you can try to avoid fighting....only that most of them are so big you can't avoid them. Fighting well your fighters don't hit much but your witch kills everything on screen with one spell (boss fights needs 3 rounds), So you only need mana potions.
Whats more to say.....heck there are so many good RPGMaker games around don't waste your money for this one even if its only a few cent.

Horror games these days are in no short supply, especially in the indie department, so it's always a gamble on whether you're going to get a decent, entertaining game, or another cheap cash-grab piece of trash. Luckily, Wooden Floor is more on the decent side of things. It looks good, the atmosphere is pretty well done, the sound is great, the mechanics work well enough. There was one or two parts that frustrated me a little bit, but every obstacle and puzzle within the game is pretty easy to figure out and overcome on your own. The story, while being incredibly vague and very non-specific, is interesting. It feels fresh for this kind of game, which I definitely appreciate. Hopefully they flesh things out a little more in the second one (I have not played that one at the time of writing this review).

\$6 isn't a horrible price for the game, but I would recommend trying to get the game when it's on sale. While it is an interesting, and, for the most part, entertaining game, it's VERY short. If you take your sweet time checking out every little detail in the game like I did, you'll complete the game in about an hour. I imagine anyone that doesn't stop and look at everything will finish around 45 minutes or so. But overall, I enjoyed it, and will be getting the second game in the series.. I played the game for maybe 5 minutes and found no training mode, A very clunky and horrible gameplay, I could combo a "X+X" attack until the enemy was dead, this game is awful.. Fun little game, the progression mechanic and selectable difficulty are really nice features. The dungeon crawling is a game of dice management and filling in slots. You'd think a dice heavy game would screw you on RNG but each threat on an encounter can be mitigated with 1 dice so it's down to you to trade off between time to explore and your health. It's well done in my experience so far.

I managed to win against the Dragon but the Hydra is tougher. Supposedly there are 44 encounter cards but I've only been running into the same 10-12 which is a slight negative. Could use some more variety but I'm sure the rest are in the harder missions.

. I bought the new dlc, just to support you guys from Reiza Studios. Keep up the good work.. Poor bullet patters and too easy. With homing lasers the game basically plays by itself. I one credit cleared it on the first run. Refunded.. I love it! At first I had problems getting it to work, but after I fixed the screen resolution, there were no more problems. Lovely, fun, a bit time consuming. I would totally recomend it to other people. I mean, I'm 22 years old and I STILL love it!. This game is one of the best games ive ever played. I have 144 hours on steam and i never get tired of it, if you are new you should definately check it out :D

. A clicker game trying to impersonate an action-rpg.

Nice graphics, bad everything else.

Hopefully the Steam refund system will prevent the rampant development of such flatulence games.

Also have to mention the massive overpricing of this clicker which is not worth more than a few pennies but they are asking more for their trash than some high quality games out there.

This clicker junk sells for double of what Bound by Flame or Remember Me cost, and same price as The Technomancer on the winter sales...so you could get Bound by Flame and Remember Me together for the same price as this....life is not fair.

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