
Space Codex Full Crack



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About This Game

Space Codex is a casual retro arcade minimal awesome top-down shooter featuring waves of enemy spaceships with different attacks in what is, literally, a bullet hell. To beat them, you will have power-up options available through the map. The game only gets harder. How long can you stay alive?

Features:

- Multiple and unique power-ups
- Beautiful retro, pixelated graphics
- Unique chiptune soundtrack
- Multiple enemies with different behaviors

Music by:

Visager

sawsquarenoise
TeknoAXE

Title: Space Codex
Genre: Casual
Developer:
takk
Publisher:
takk
Release Date: 9 May, 2016

b4d347fde0

English



SELECT YOUR SHIP



Attack: ■■■■■■

Speed: ■■■■■■

Acceleration: ■■■■■■

Space Codex

PRESS ENTER TO START

HIGHSCORE 56310

A TOP DOWN
SPACE SHOOTER 

Lured by the soundtrack and charming graphics I bought this game yesterday. I was a little bit concerned about the slow-paced speed shown in the video, for the low price however I did not care too much.

Music is good. Really, I would buy the game again solely for the different tracks and all these lovely bling and beep sounds. The graphic also fits my taste, quite simple, quite retro. And the gameplay is fun, not overwhelming fun, but good fun in an addictive way. At first I've thought that a slightly higher speed maybe would feel better, but after spending some time with the game I really much like the speed as it is. There are three different ships of choice with different speed and for me it is the high maneuverability in small areas that brings the sexiness. Dodging feels good, power-ups are basic but nice, there is also a boost ability which is kinda useful and a charged shot, which I don't use often.

I definitely like Space Codex and recommend it. The preview pretty much presents the game as it is. Don't expect too much more. It is a nice little game, if you like what you see and hear, get it. Apart from that I'm really impressed by the fast and friendly feedback from the developer, I've sent him some small points for improvements which have been implemented already. This guy is doing a great job!

7V10. It is that kind of game that make you remember old days full of arcade games!
Is better than nothing! Is better than other arcade games i played!. Every now and then I like to page through Steam and see if I can find any weird, cheap games. I usually find nothing, but today I found Space Codex! It's normally \$.99, but I got it on sale for \$.59. Even even if a game doesn't look that great, who could pass it up at that price? Not I. And it even had good reviews! Wowza! (There were only six reviews, but everyone seemed to like it)

Space Codex is a straight forward, top-down twin-stick style arcade shooter. Bad guys fly towards you and you shoot them, that's just about the whole game. There is a handful of power-ups and a few different enemy types. There are also three different ship types to choose from, each with different stats.

The basic gameplay is simple but pretty solid, and the music is surprisingly good. There is a pretty good variety of tracks, too. With a game this small, they could have easily gotten away with a single repeating track, so the variety is appreciated.

Now, here's a few of the gripes I have with the game:

(A couple hours after posting my review on Steam, the dev commented on it and told me he'd fixed a lot of the issues. I'm very impressed!)

-Once you choose your ship, you can't go back. You have to reset the game
(Apparently, you just have to hit escape, then click "Select Ship". This wasn't even an issue that actually needed fixed. I just didn't think to hit escape because I'm a dummy.)

-Power-ups are hard to see against the stars in the background. The shield especially, since it's just a light-blue circle.
(The dev added a nice glow effect to all the power-ups. Not only are they easier to see now, but they look cool, too!)

-No controller support.
(Controller support is being worked on.)
(If you have a Steam Controller, I've uploaded a control scheme for the game, feel free to use that.)

-No Leaderboard.
(Leaderboards are also being worked on.)

-There is a small window after dying where hitting the boost key restarts the game.
(You can totally ignore that complaint now. Totally fixed!)

Like I said, the dev very quickly fixed most of the issues I had with their game. I can definitely recommend it now. It's good fun, especially for the price it's being sold at.. Just as the description says- retro arcade game. You get what you pay for here. For an hour or two of fun, or just 5-10 min here and there.. Unlocked every achievement in 36 minutes 36V36

Seriously though, as someone who sunk literally hundreds of hours into Geometry Wars: Retro Evolved on the xbox 360 I'm absolutely loving this game.. The only common problem is the friend info and the Shift+Tab. Other than that, It's a nice game! 9/10. For the price that i paid , it's a really fun game. awesome when i just bring my laptop out and play this to pass time.. Fun little space arcade game reminding me of the yesteryears.

Gameplay is smooth.

UI is not buggy, other than the fact that whenever you get an achievement, the bottom right part of the screen gets glitched out.

I prefer the second ship for my gameplay style and I'm close to reaching the 100k score for the final achievement. (UPDATE: I've got this one too now, with the same ship)

The game is pretty easy but with time, unless you properly position yourself and shoot accurately, you will be overwhelmed. The background score sounds good too.

If the dev hasn't done so already, I hope he thinks about releasing this game on the Android, iOS and Windows 10 Mobile platforms too, because this has potential to be a fun game to play on the go.. I am a fan of Bullet hell and Top-Down games so I like this game too.

However here are things that are needed:

- More ships: Each ship has its own ability/powerup (for example, one can shoot long lasers and another is able to fire homing rockets/lasers or something)
- Multiplayer Local
- Different Randomised Stages
- Powerups that stack (a triple fire powerup and rapid fire combined if you collect the two.)
- (Possibly) Level editor
- Enemies with different AI (Apart from charging into the player, some can stay back and try and snipe the player or one can be made to simply charge in fast speed into the player)
- Global/Steam Friend/Local leaderboard
- Difficulty (Easy for calm and casual play style or ultra hardcore for very hardcore playstyle)
- Better menu screen (Something like Play, Controls, Settings, Quit or something like that)
- Replace dying sound effect with an explosion sound

Other than that its a nice game.

Uggghh, it's hard to know what to say about Space Codex. Long story short; every review has to answer the question as to whether you would recommend the game or not. I wouldn't recommend this. I'd say go off and play something like Geometry Wars instead.

HOWEVER, it's not like the game is bad. It's just completely inoffensive, There's a few bugs but nothing majorly broken, the gameplay is fine but nothing to write home about by a long shot, and so on. I played it for 45 minutes (And left it running to get the trading cards DON'T JUDGE ME) and will never touch it again, but for the price I paid I can't complain; You can easily spend three times as much on a cup of coffee, for goodness sake. There's better out there, yeah, but you won't hate yourself if you end up buying this.. Got it with a Steam Coupon for 10 cents. Well basically this is a space shooter, kinda like asteroids. You pick your ship in the beginning with different attributes and then shoot other ships in a quadratic area. On your way you pick up items like a shield or temporary firing modes. Presented to you with neon pink and purple aesthetics and a really suprisingly great chiptune soundtrack for such a little game. After 10 minutes you get every achievement and those other 8 hours of my playtime were basically just idling for the cards.

I guess its alright if you like to get high scores and have not much to do and want to spend your time quickly. Otherwise there isn't much to say about here to be honest.

. Just run around in circles using the second spaceship, every drops count (The items that can be used for protection of your ship or bonus damage) overall, just think of some strategies that you can pull off quickly, cause the longer you play, the harder it gets. Great game for the price, soundtrack is badass and it really does feel like a retro arcade shooter.. It's fun for like 15 minutes and becomes repetitive then. Isn't with 1\u20ac sorry it's just too simplistic and reminds me on a browsergame Nah, I don't get how this game got so many positive reviews. No fun at all, no challenge, keys are not bindable,... The only interesting point if you're into achievements is that you can 100% the game within 10 minuts. Otherwise, save your time and money.

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