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About This Game

Alien Shooter 2 -Reloaded is a large-scale sequel to the first part of Alien Shooter. This is the unique alloy of arcade action and RPG elements which combines well-established world of classical games and unmatched dynamics of the first part.

Alien Shooter 2 - Reloaded is a modified version of the Alien Shooter 2 game. Sigma Team started working on it right after release of AS2, taking into account the players' wishes:

- **Size of the full version installation file was reduced to 300 Mb, compared to 1Gb of the original Alien Shooter 2. Large installation file prevented users with slow connection from buying and downloading the game.**
- **Player upgrade parameters simplified. Now you don't need to develop separate skills for each weapon type, so you'll be able to complete the game using all the weapon types featured in it.**
- **Two new missions added. Now the game features 17 full levels.**
- **New individual shooting mode added - Gun Stand. You will use powerful military equipment to eliminate advancing enemy troops. As the game goes on, you will upgrade your weapon in different ways, and the right choice will let you win the battle!**

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- about 10,000 monsters on each map, showing up to 100 monsters simultaneously on one playing screen
 - Arcade action combined with sophisticated RPG elements
 - Many hours of game play with 17 missions
 - 3 game modes: Campaign, Survive and Gun Stand
 - And, to crown it all, dynamic music and sound effects
 - Natural phenomena (fog, rain, water)
 - A variety of playable characters, each featuring unique abilities
 - Character upgrade facility
 - More than 50 types of weapons - now you can not just kill but also burn, freeze and even diminish the enemies
 - More than 20 types of handy gadgets - from flare guns, radar and medkits to battle drones and much more
 - Red or Green blood selection
 - Highly imaginative selection of enemies
 - Reactive music which helps to drive the action

Title: Alien Shooter 2: Reloaded

Genre: Action, Indie, RPG

Developer:

Sigma Team Inc.

Publisher:

Sigma Team Inc.

Franchise:

Alien Shooter

Release Date: 14 Mar, 2009

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English,Russian







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A great argument against procedural generation. Very repetitive, and poor interface doesn't help.

A pity, it has(had?) potential and I really wanted to like this game.. Spent an hour building a decent Battlestar Galactica replication, went to Test it and the game immediately crashed to desktop. My creation didn't save. I'd like my hour back.

I'd say the game is decent, but this soured my mood so much that I immediately uninstalled it, so take what you will with that.. this whole game is advertisement of hyperion's loader bot

10\10

definitely would buy a couple of them. This game actually has more beautiful Water and more realistic sailing than Witcher 3... If they fix the Horses a little, then and add in MOD access on Steam and at the NEXUS Enthusiast mod site, then it will be simply amazing ! But It's great now... However... Witcher 3 really has the best Story development I've ever experienced in any Game... In this game you can use a very well fleshed out set of consel codes to add in almost any aspect of items or abilities that you can offer in a game... I flesh out fields with herds of horses... Park dozens of sail boats on the docks... And add in small armies of monsters here and there... T.W. 2 Really is one amaizing RPG open area Sim.... I cal it a sim, because it really is quite beyond a video game in scope... It had a lot of bugs when released... That was for a good reason... They made the scope of this RPG Sim so big, and with so many abilities and area options, that it really took a while to get the code all stable and optimized... Well ! It's There now, and Damn well worth the money ! Purchase it all, because they are now making a come back... I suspect we will see a New #rd complete Two Worlds Release within a few years... Probably it will include both Antalore, The Fortress Isles, and The Home Continent of the ORCE's as well... Maybe some Big Sailing Ships Too, that will be combat capable !. Play Amateur Surgeon from Adult Swim games. It's free and a lot better than this.. Probably one of the best horror games i've enjoyed in a long time. I can't really put it into words in this small space, so my Let's play is all I can use to fully describe my enjoyment.

<https://www.youtube.com/watch?v=C46OWP3T3QE&list=PL02MF-8t55wM5JPvhKqsiWmxBDcF7Z0eQ&index=1>. ass game

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It suprised me how good and adictive this game is.

It's a hack 'n' slash arena game (with resemblance to Diablo) with character growth, rewards and basicly thats it.

But it works! :)

It's super fun and exiting to slash your opponents in arena.
Graphics are very nice, and music also adds to gameplay.

Downside is repetative combat. Also for battles, it's better to use controller than mouse\keyboard (expecially for some weapons).

Suggestion: There should be more info on your characters records. Like: enemies defeated, score with bosses, favourite weapon, kills with different weapon... stuff like that.

If you see it on sale, it is a must BUY. 3,50€ που κανει τωρα στα steam sales, κατι λεει δεν λεει αν ειναι να το αγορασεις full price.... For 5 bucks, this is an extremely fun game that you can pick up and put down.. I want to like Barter Empire as it has all the elements of a great game. It has nice mapping, a large range of equipable items and a robust gathering\mining and crafting system. Unfortunately, the game is let down by some questionable design decisions that make it unplayable.

The first and by far the most detrimental would be the enemy battlers. They are google images of animals that are three times the size of the heroes and come as quite a shock after seeing the level of detail in the mapping. If you were to change them to the RTP battlers I would immediately recommend the title. It is that bad and interestingly there are no screenshots of them on the store page. I wonder why?

The next would be the style of the portraits. The realistic facesets clash with the rest of the assests and just look unprofessional. I want to focus on the story and dialogue, but I'm just distracted by these ugly pictures. The RTP facesets are far better.

The last would be the gathering animations. In general all of the resource gathering wastes your time. The huge "Ore Mined" picture is nice, the first time. When collecting a resource takes 10 seconds it becomes tiring. I would recommend three sound effects followed by a dialogue box. That's all the player wants and expects. By all means put the fancy pictures up for the first time the player performs them, but they add nothing to the game after that.

I want to play more as I enjoy resource gathering and crafting. I can look past the early combat being boring (standard attack to win) and some of the dialogue falling flat. There are also some troll moves by the developer (sword guy) that annoyed me but they add character and charm. The enemy battlers are terrible and are the weirdest design choice I have ever seen in an RPGMaker game. I just don't understand...

. Very fun game, hailing from the era when games were exhaustively tested before being released.

In the campaign, you play as Jim Hawkins, now a naval officer, working his way through the ranks, and resolving a threat to queen and star-nation.

The skirmish mode gives you the chance to either play scenarios of various ilks, or to simply fight ships controlled by the computer all day.

The gameplay is "simple" in the sense that chess is simple, and a large part of the game is customising the huge range of ships, ranging from a tiny torpedo boat or sloop, to a massive man-o-war for whatever operation you are using them in. The combat gameplay is fast-paced, with everything from cannons to mortars available to arm your ship with, each with its own set of models, sound effects and animations, and based on ship-handling as much as simply carrying the best weapons and crew.. TO DEVS,

WHAT WERE YOU THINKING!!!!!!!!!!!!!!!!!!!!!!

TO BUYERS,
DONT YOU DARE BUY THIS 'GAME'!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! Why did I buy this?

I Should really discard it tbh.

0V10. I like this.

It's quite similar to Caveblazers, but you have a jetpack, and it's dark. You're playing with a squad and gathering resources for permanent upgrades (health and guns, team members); also your progress down into the asteroid is saved. But each time one member dies its XP and perks are lost; if everyone dies you also lose all your loot for the run.

What I mostly do so far is kill all enemies in a level using someone with a gun, then climb back up and start digging for gems with the pickaxe guy (then take the loot home and upgrade). The first part feels like a roguelike (there's plenty of danger; also plenty of situations where you can switch members) but the second is downright relaxing - you can easily traverse the level with the jetpack, there's no time limit and no fall damage; the upgrades are satisfying too.

Controlling the characters feels really nice and smooth, and I love the bassy sound effects. I dig the graphics too. This is worth way more than the 2 euros it's going for right now.. Dragon games are always fun, burning down complete villages, eating sheeps and humans, but beware, these humans fight back!
Good controls when flying, and the area's to explore are pretty big.

https://www.youtube.com/watch?v=2R_5svISRjQ

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