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About This Game

A tough-as-nails cave-flyer for players who want a solid challenge. Stay on your toes or this galaxy will devour you.

Retrobooster is an exceptionally difficult 2.5D shooter, focused on skill-based flying and enemy blasting. Pilot your nimble thrust ship through bizarre worlds littered with vicious enemies. Each new level takes you farther from home and, ultimately, into the deadliest reaches of the galaxy. Retrobooster also has speed-flying challenges, puzzles, juicy monsters, a warped sense of humor, and a healthy dose of bullet hell action. Survive to the end if you can, and use your new flying skills to replay for high scores.

Features

- Master classic thrust ship controls, plus reverse thrust
- Enjoy detailed physics (with plenty of death by crushing)
- Navigate 30+ increasingly diabolical levels
- Unlocked levels can be replayed any time
- Unleash 10 fierce weapons on a galaxy of enemies
- Challenge yourself with 4 difficulty levels

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- Customizable controls, because Retrobooster is all about daring flying and unbridled shooting
 - Keyboard
 - Mouse and keyboard
 - Game controller (Some popular controllers are recognized automatically)
 - Split-screen multiplayer for up to 4 players (no online multiplayer)
 - Cooperative and deathmatch multiplayer modes
 - Electronic soundtrack by [Subatomicglue frontman, Kevin Meinert](#)

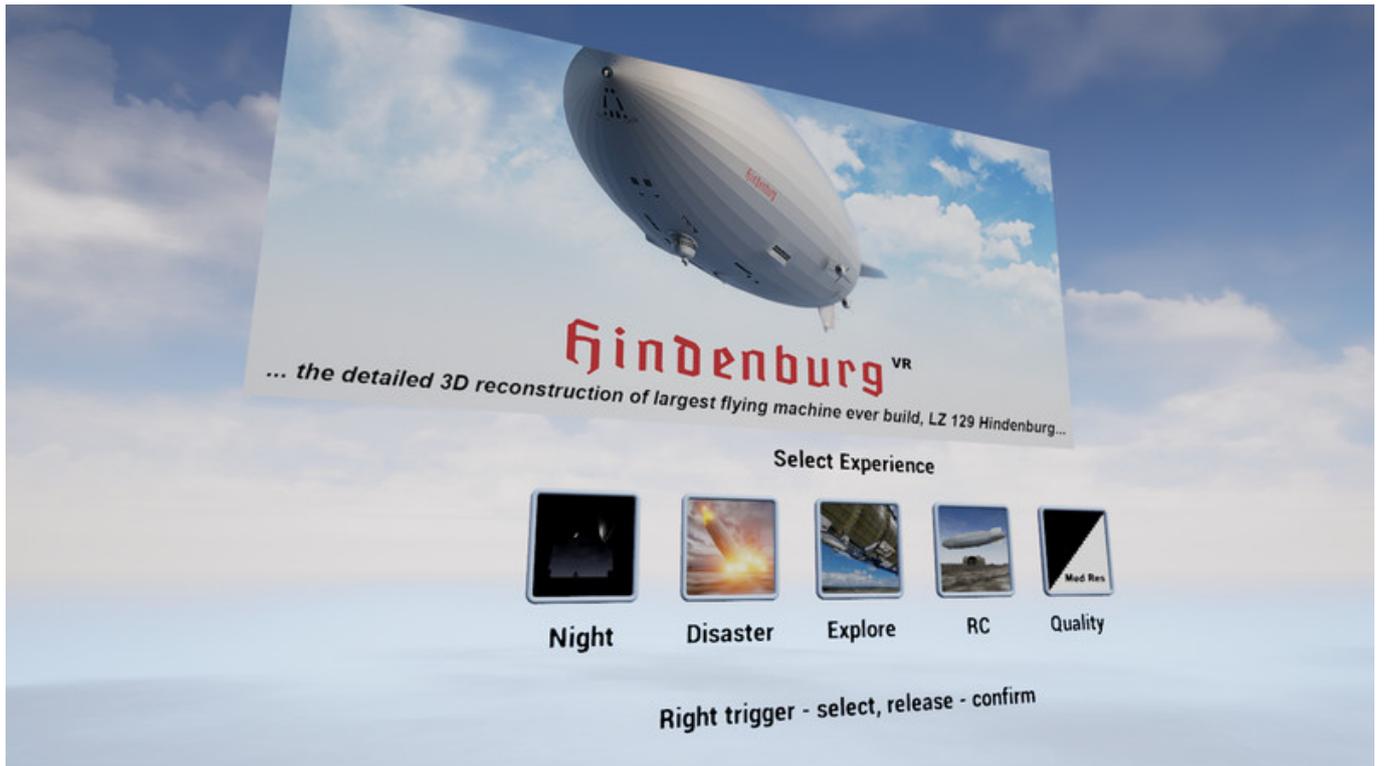
Title: Retrobooster
Genre: Action, Indie
Developer:
Really Slick
Publisher:
Really Slick
Release Date: 11 Jul, 2014

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English







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Is this an out of season April Fools joke?

No public servers Pepega. Boost is great! Oh, and the toppers and banners are nice too. Kinda wish there was a home run goal explosion.... I could recommend this game to a younger audience. I came into this expecting a somewhat deeper kind of experience. The bat and ball game is annoying because it's a tad repetitive and doesn't really ask for much strategic thinking nor reflexes. It would be cool if you had to hit a moving ball like you do in the next game I'm going to talk about.

The 3D air hockey game has its moments. But hitting balls with shields just isn't that satisfying. The game, and only game this needed to be, was the ball and bat but in a small area like the 3D air hockey mode with tiles that incrementally come toward you until they reach you and its game over. That would have been a fun game.

The arrow shooter game I found to be a bit tedious. Holding out a bow like that for a long time also strains your arm too much and makes the amount of time you can play the mode limited.

Anyway, if you're 34 like me and want something deep enough to sink your teeth in, maybe look elsewhere. But if you're 12 and under, well, what are you doing? VR headsets aren't designed for kids. ... This game hasn't aged well in its mechanical execution. It provides tactical depth (which is a good base to continue working from) however it is not presented in a way that offers intuitive, clean and fluid gameplay experiences and mechanics compared to the sequel SWAT4.

Recognise any nostalgic bias you may have when determining objective critical analysis of the game itself to modern standards. Asking for a game to be presented in a better way does not mean it will lose the tactical depth. No-one is asking for the game to be "dumbed down" or "become a fast paced arcade shooter".

A few examples of how this game hasn't aged well include:

- I tell my team to stack up on a door to a room from within a hallway. I want to reposition myself on the side opposite side of the door from the team so I can quickly enter and assess the situation once we breach, however my team doesn't move out of the way so it takes longer than it needs to. In SWAT4 the A.I recognises I'm trying to get somewhere and will move to make room and then move back into position.
- The number keys are used to control your team and most interactions. This requires you to take your hands off either movement keys or the mouse to do almost anything. This doesn't make for dynamic and fluid gameplay. SWAT4 offers contextual quick keys and allows you to control your team without stopping you from either moving and/or aiming/shooting at the same time.
- When you lockpick a door it flings open immediately after. SWAT4 keeps the door closed after its picked open.
- When you lean left or right, you need to press a third separate button to return your character to the default stance. In many other games either letting go of the button or pressing the same button again would return you to a normal stance.

I purchased this game and gave it a positive review to show my support for the series in a hope that SWAT4 gets released on

Steam and that maybe one day Activision releases a SWAT5 sequel.. It's basically a crappy mod. I get that it wouldn't have made sense to put a big budget into making an expansion for a +10 year old game, but the lack of production value is just embarrassing.

I use a lot of photosource for my tiling textures, and this is an amazing tool. It's very intuitive to use after following along with Allegorithmic's video walkthrough, which takes you through all the stuff you need to get started. The normal maps this program generates are miles better than anything Photoshop generates, and you get all the other PBR slots like Height maps, and whatnot, which really pushes the texture to new levels. This is a must buy for anyone serious about environmental art.

The only "gotcha" is that some maps are exported as greyscale, which Unity can't read naturally, so you have to change thme to RGB in photoshop, but once you do that you're gold. I plopped everything into the standard shader and after tweaking how intense I wanted each thing to be, it all looked great.. If you liked Choice of Deathless you'll enjoy this game as well.. CAN'T DO♥♥♥♥♥♥♥♥. Very lovely but short 2D action platformer. You jump platforms, shoot enemies and collect "soja beans!?" for points. Solid, easy to pick up and play, good pixel artstyle and very crisp controls.. Pros:

- Adds a fun logistics twist and skill tree to traditional tower defense.
- Ever-stronger waves force you to make risky expansions to keep up with your supplies.
- No micromanagement, just strategy.
- Played perfectly on Linux with Steam Play.
- Excellent game for the price.

Cons:

- Clearly a web game. Performance gets worse as your base grows, and the attack waves feel more and more like a slide show. There are options to disable effects and reduce lag, but the game is so minimalistic already that I didn't want even less to look at.
- The enemies get stronger and have new abilities, but there is no way for you to examine them, eg see their stats, abilities, name, etc.
- For a logistics-focused game, there are some severe shortcomings in the UI. For example, no way to tell how overloaded (or not) your transporters are. No way to tell which factory is supplying ammo for your weapons. Etc. You end up guessing at which upgrades are needed.
- Resource pathing is sometimes suboptimal, and you have no control over it. For example, I built parallel supply lines connecting two main areas of my base, but only one was ever used regardless of how choked the other path was.

Overall I recommend it for the unique blend of game elements, but the logistics flaws were a stumbling block and in the end I got tired of the performance issues. That said, I really enjoyed the core mechanics, so I probably will come back to this one occasionally.. it's fun game once you learned how to control, the control is quite different from other tennis games. Dev team keep updating and patching and improving the game, very nice. Still a lot of issues and shortcomings but it's decent game, best alternative to topspin4 on PC..



.. Took about 5 minutes to finish the 10 available levels. Not even worth the sub \$1 price.

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