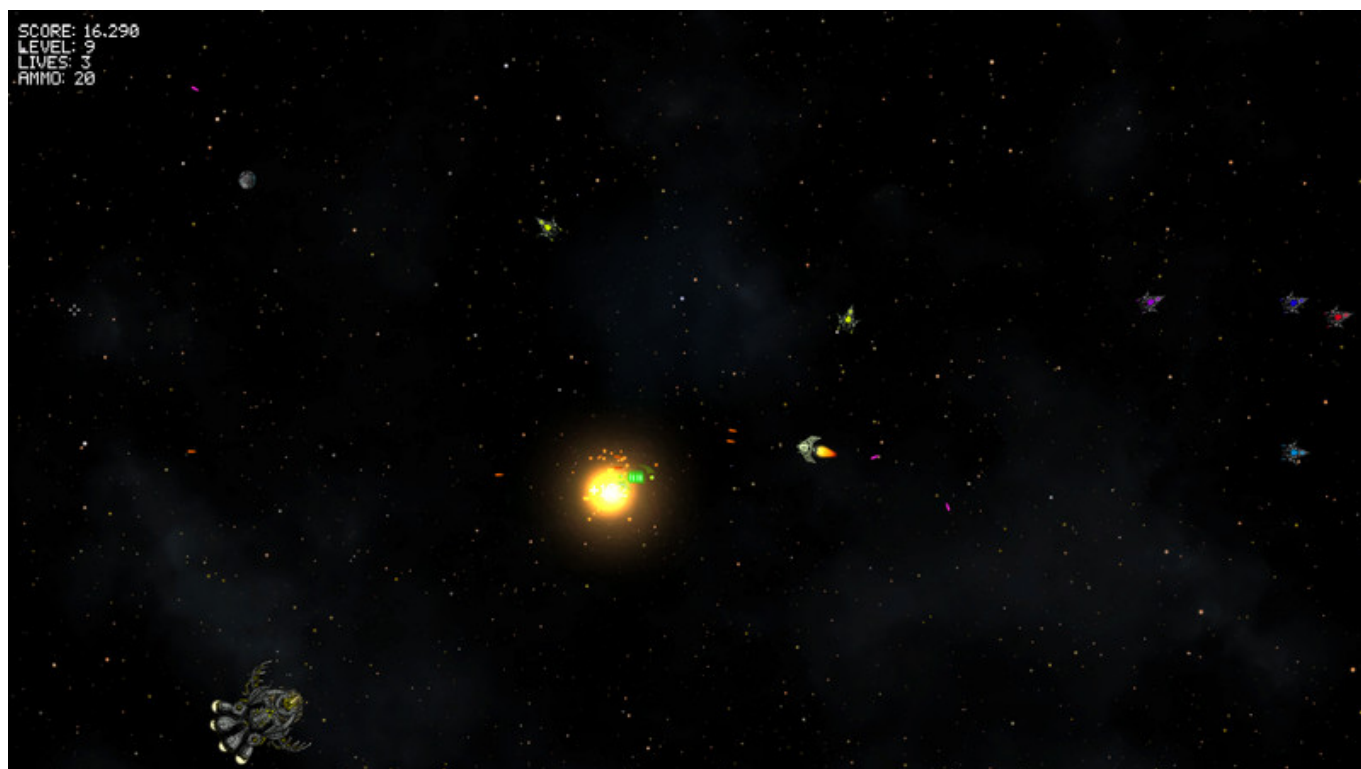

Generic Space Shooter Free Download [pack]



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About This Game

The aim of the game is very simple; SURVIVE! Try and survive for as long as you can, the longer you are alive the harder everything gets. New enemies will start spawning, different bosses will spawn, and the older enemies will start getting a little more aggressive. The twist is within the powerups and spacecrafts. There are a bunch of different powerups that can aid you when battling the enemies. Keep playing to figure out what each powerup actually does. You can unlock different spacecrafts (30 to unlock), which all have a different abilities (apart from the default one) that will enhance the powerups in different ways.

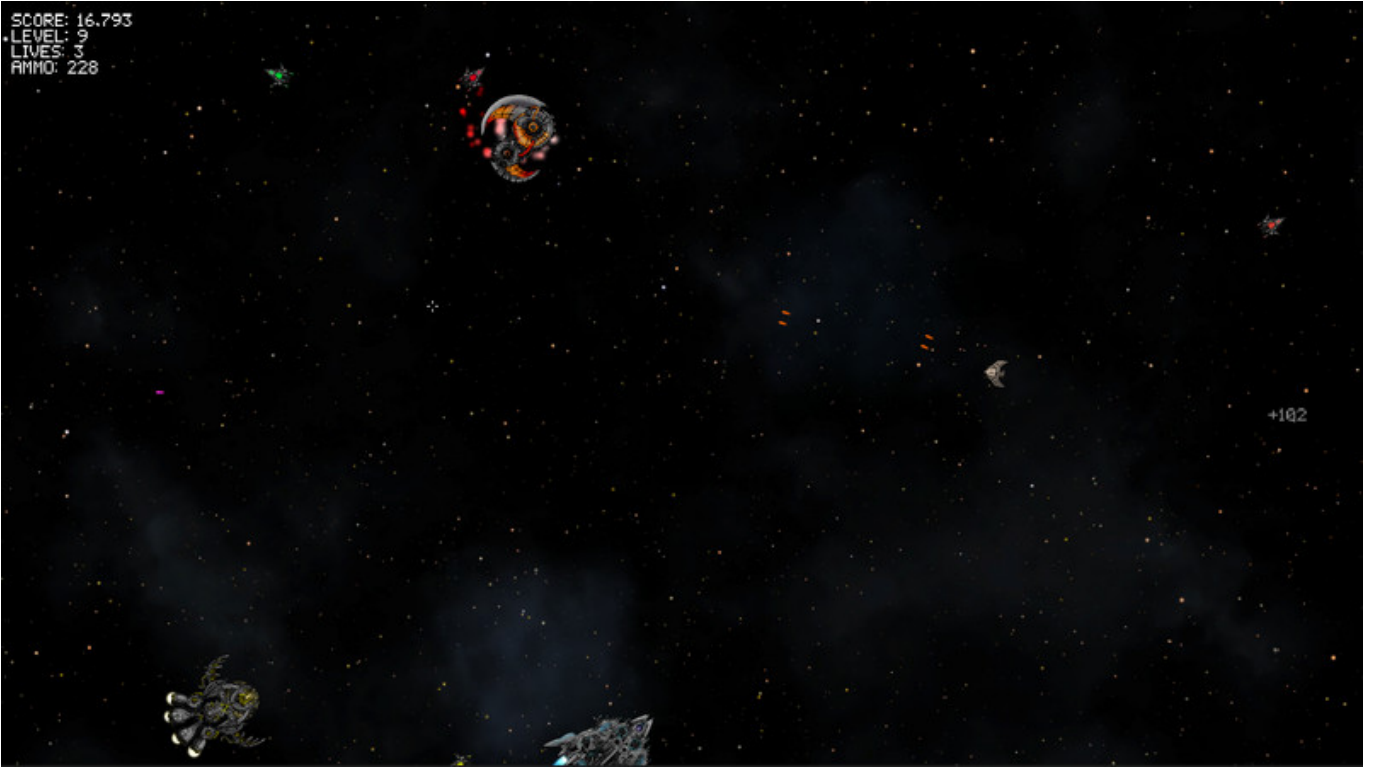
You also have the ability to slow down time at will. Everything apart from the player is slowed down. This is a very useful ability but you only have a limited amount of time you can use it for so use it sparingly. Earlier versions of the game were very generic, hence the name. However, I do think the game provides some very fun and unique gameplay elements.

Title: Generic Space Shooter
Genre: Action, Indie
Developer:
LionSword
Publisher:
LionSword
Release Date: 11 Mar, 2016

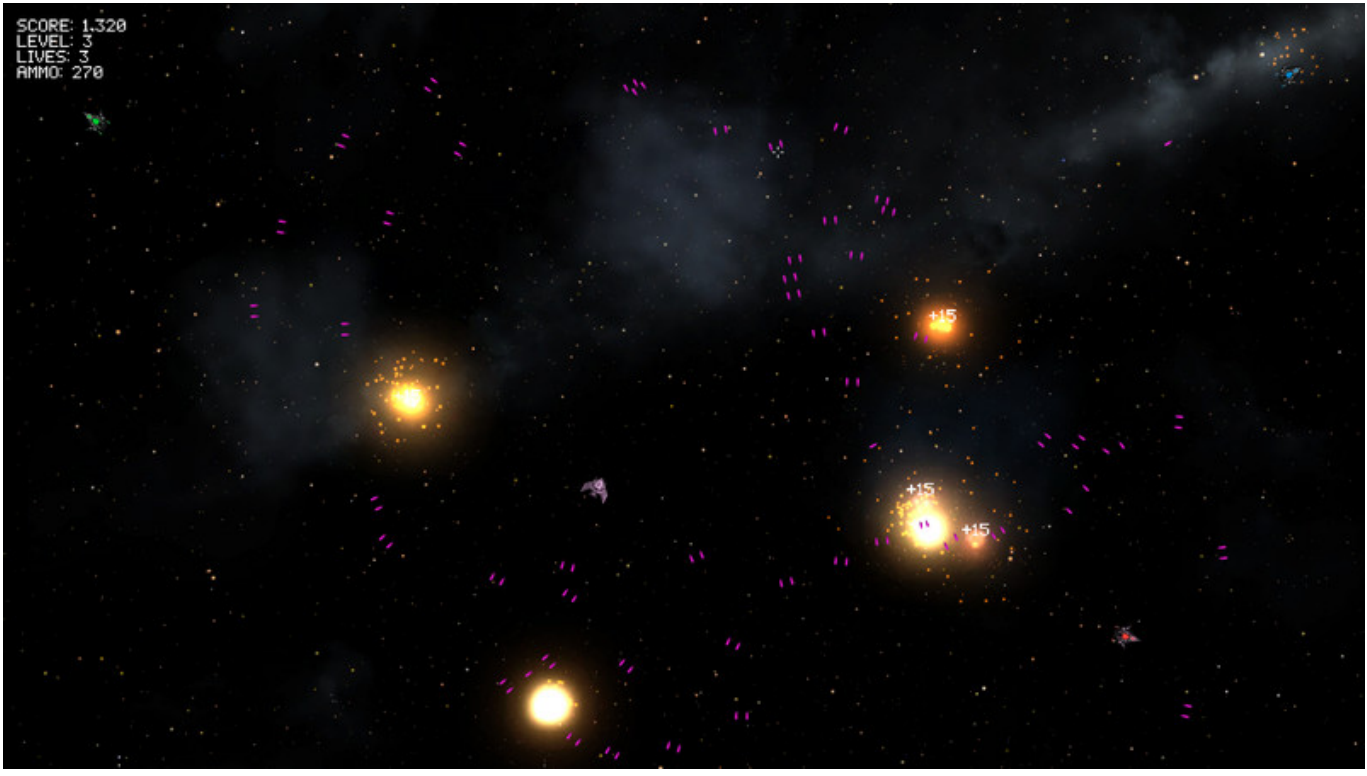
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English

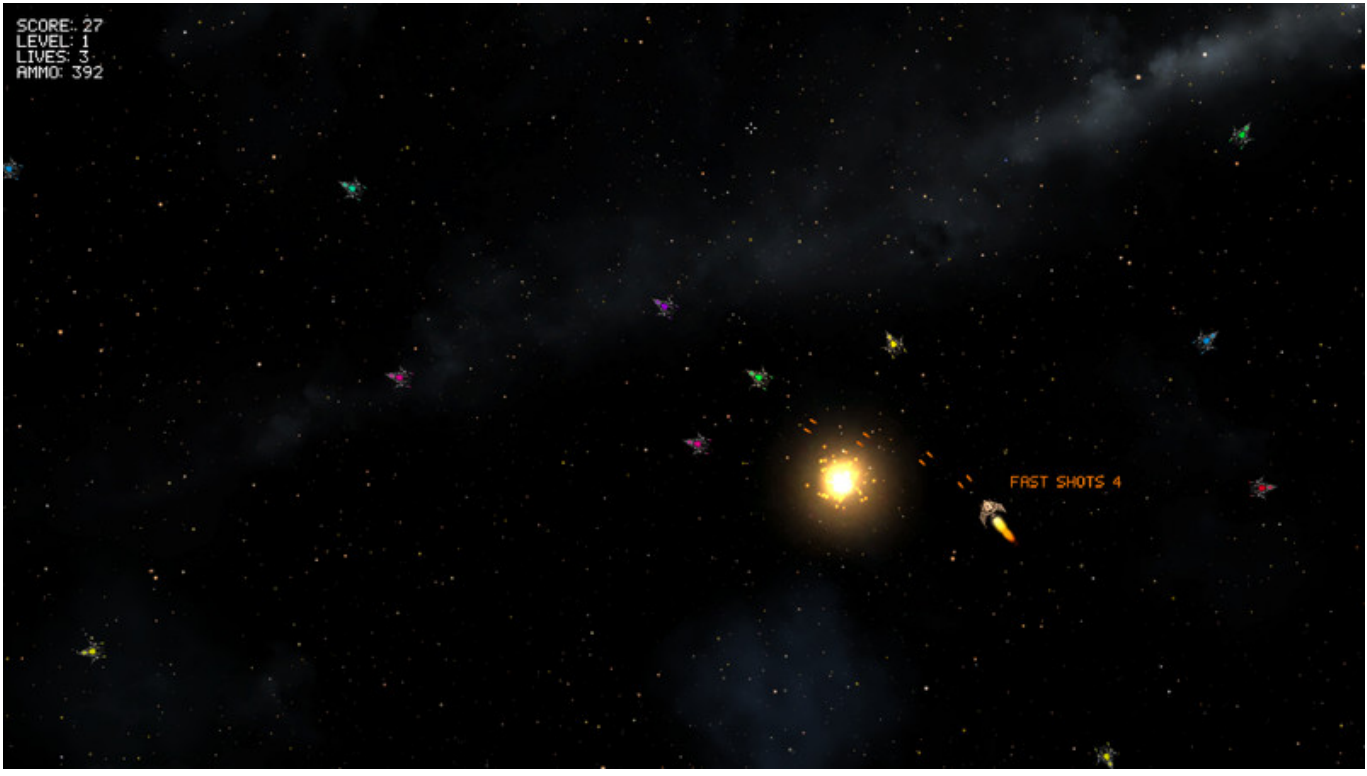
SCORE: 16.793
LEVEL: 9
LIVES: 3
AMMO: 228



SCORE: 1,320
LEVEL: 3
LIVES: 3
AMMO: 270



SCORE: 27
LEVEL: 1
LIVES: 3
AMMO: 392



generic space shooter game. generic space shooter

Played this for a short while. Got to say it is fun and challenging. The controls are about as easy as it gets for a game like this. You fly and shoot all from the mouse. This makes it different than others that let you fly around with one control type, aim and fire with another. If you like 2D space shooters, give this one a try.. "pew pew" - GSS 2016. Generic Space Shooter can only be described as a classic arcade shooter, it's clearly influenced by Meteor and other games of that era. All I need now is trackball, a pint of mild and upright cabinet to complete the picture.

Plus, top marks to the developer for fixing the initial Linux issues.. I seriously cannot believe how awesome this game is. I literally have trouble putting it down. Every time I die and see my end score I go "AAAHHH I have to try that one more time! The powerups are a lot of fun and the ability to unlock ships that aren't just different skins slapped on the same ship is great! The simple controls allow you to concentrate on defeating the enemies and the fact that your gun is not perpetually stuck in the on position, as it is with most space shooters, makes the game more challenging. An online leaderboard would make this game better, but other than that this is a great game for a great price!. Watch my "First Impressions & Review" video on Youtube here:

https://www.youtube.com/watch?v=uIFprSy3r_c

[Anything but "generic" due to responsive, fluid and brilliantly simple mouse controls.](#)

[30 ships to unlock by beating certain tasks while playing the game, each with its own perks and advantages and procedural game elements mean that no two games will ever be the same. This all equals a super high replay value.](#)

[Games play quick, meaning that this is a perfect game to play when you don't have much time to sink in and want to have a "blast" fast.](#)

[Watch my quick video above to see exactly why I not only scored this game super high at an impressive 93%, but also why I give it my rare "MUST BUY!" recommendation!](#)

[** Notes on HOW TO FIX A "MISSING EXECUTABLE" Error When You Launch The Game **](#)
[.... These steps are only for Windows, I don't have a Linux or a Mac, sorry](#)

[If you get this error when you buy and install the game, please do the following to fix it..](#)

[1\) Navigate to your C Drive... \(Double click My Computer, Double Click C Drive\)](#)

[2\) Double Click {Program Files \(x86\)} folder](#)

[3\) Double Click {Steam} folder](#)

[4\) Double Click {steamapps} folder](#)

[5\) Double Click {common} folder](#)

[6\) Double Click {Generic Space Shooter} folder](#)

[7\) Double Click {Windows} folder](#)

[8\) Click on {The GSS Data} folder to highlight it, then hold CTRL down on your keyboard and also highlight the GSS file](#)

[9\) With both of these highlighted, Right click your mouse and select COPY \(Or hit CTRL-C\)](#)

[10\) Hit the blue back arrow at the top-left of your window to navigate back to the Generic Space Shooter folder and move your cursor to a blank spot in the window below the windows folder](#)

[11\) Right click your mouse and choose PASTE to copy the folder and the GSS file here \(or press CTRL-V\)](#)

..Now your game should launch from the desktop shortcut or from Steam with no problems! :-) Have fun!. Farily good game. Wish it had a better movement system tho. While the left mouse button to fire the weapon was good and the space bar for the special was good, and using the mouse to aim was meh, the right click to accelerate sucked.

Needs an option to use keyboard instead of mouse, for instance traditional ASDW keys would've been ideal with WS being thrust and brake respectively.

Paid \$2.99 for it.. I'm a thief and a liar and I think this game's awesome.. A fun little game, though a bit too hard perhaps, at least for me, but well worth the price.

Yeah it's pretty fun. For the price I wasn't expecting much but I was surprised. It runs really smooth. Simple enough and yet does have difficulty. Starts off normal as most arcade shooter-based and gets increasingly harder especially after the initial Boss battle as the amount of space you have to avoid bullets increases. The one thing that this game does different is it's ammo count (you start off with 400) and that it forces you to rely on/pick up the powerups so when that's depleted an ammo powerup will show. It has all the normal ship unlockable achievements. One thing that I feel might add to the game is a scrolling space vortex like in the original asteroid where enemies followed you as you moved through space, so at least you have a bit more freedom to move when things get more hellish. All in all, good game. Recommend play with a gamepad.. This would be a great game if a player could configure the controls. The way it is set up you can't shoot and move at the same time. very frustrating.. Great game to kill some time.. This is a very fun game! There is a lot more to it than it seems at first sight. It also has very good potential for expansion. I definitely recommend this game to anyone who is bored and looking for some game where you shoot some things while dodging bullets and other things flying at you. Also the soundtrack is pretty good too :P. EDIT: As of March 21st, all issues with the game have been cleared up, and I will give a full review of the game. The art assets have been changed over so they are not anyone else's, and launching issues with the game have been resolved. With all this said, I now feel I can give a full (and positive) review of the game, which I actually enjoy.

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Generic Space Shooter is pretty much like the name says, but this isn't necessarily a bad thing. It's a single screen shooter much like in the vein of Geometry Wars, with its own twists being the type of upgrades it has, the unlockable ships, and the unique (from what I've seen) control scheme. The game controls entirely with the mouse, with left click being shoot, and right click being the ship's thrusters. This can create a sort of frantic back and forth with the mouse, especially when fighting bosses that get progressively faster and faster the weaker they get, so I'm not entirely sure if I like it more vs a traditional WASD move, mouse aim to shoot. It definitely makes kiting a very different experience.

Powerups are varied, and I have a mixed feeling on how a few of them work.

Fast shots (orange) let you shoot your standard shot very rapidly. One of the best upgrades imo, since in shooters spamming the screen with your bullets as much as possible is how you "not-die".

Quick shots (yellow) shoot your normal rate, but the projectile speed is much faster. This is useful for long range sniping, but otherwise seemed a fairly minor upgrade to me especially compared to some others.

Wavey (sic) shots (teal) make your shots move wild and erratically, making aiming impossible and forcing you to just fire a cloud of shots. This can be useful, it will shoot down enemy projectiles, but I never really felt happy to get a Wavey Shot over say a shield or a Fast Shot.

Piercing Shots (red) lower your rate of fire a bit, but make your shots pierce your enemies. This is very useful on bigger enemies, since the piercing shot seems to damage on a per frame basis, so one shot will pretty much rip big enemies to pieces. Shield (blue) Gives you a shield that stops shots, and also lets you ram into enemies to destroy them. Very useful since you can grab it and power into a big crowd. Doesn't seem to damage bosses? I'm not sure, I couldn't tell.

Bullet Trail (purple) makes you fire extremely rapidly, but your shots stay in place unless an enemy gets very close to them, then it home in and hits them. This lets you leave a trail or trail or minefield of shots behind you, and is extremely useful for the bosses that like you chase you. As a bonus, when the powerup wears off, every shot fires and gains momentum at the same time, allowing you to effectively shotgun people. Also very useful for bosses: you can lay a hyperdense field of shots, and watch them all crash into the boss simultaneously for huge damage. Fun powerup.

Ammo (green) doesn't give you a boost, but just adds ammunition to your basic weapon. I think this is an odd choice in the genre, and I feel like adding an ammo count to your basic weapon in a space shooter doesn't actually add anything. I would like it if Ammo was changed into say, a spread shot, or a rear firing shot, or something, and the concept of ammo just removed from the game. You don't get point bonuses for precision or not missing, so it's just an artificial limitation. Powerup shots don't consume ammo, so picking up ammo doesn't feel fun or exciting, it feels like a wasted powerup. Now, if powerup shots had ammo, and picking up Ammo refilled your ammo for that powerup, that would be cool, but that would be more work, being able to swap between ammo types, etc, and it's understandable if that's work the dev doesn't want to do - the current system is fine, I just think it'd be better without ammo for the default shot.

The game works on a timed level system, and every so often the game levels up, making all enemies worth more points, and making new and more enemy types appear. Every so often, bosses and 'enemy fleets' will appear which are huge clusters of normal ships. Bosses generally follow a pattern of getting faster and shooting more often the lower they get on life, to the point where it can be difficult to continue to move and still get shots in without having Fast Shots, Shields or Bullet Trails. The



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downside of this timed system is the very early game can come off as very slow - it often takes me 2 levels before I get enemies that actually shoot back at me and don't just slowly fly towards me and ie in one shot. Once the game gets rolling though, it doesn't slow down.

As you play the game, you unlock new ships, most of which focus on and upgrade one particular powerup type, making it last longer, show up more often, etc. I don't have all the ships unlocked yet, so I don't know what all abilities exist yet, but it's cool that you can focus on a particular powerup you enjoy the most. I'm curious as to what the Ammo powerup ships to, since I don't have those ships yet.

The game is fun, and I've definitely paid more for lunch than I paid for this game, so you can't beat that. I would happily recommend it to anyone looking for a quick fix or a game to be able to play at lunch, before work, or any sort of short burst playing.. Its alright but a total pain in the\u2665\u2665\u2665\u2665\u2665finding a guide. i have no idea what the ammo stat or power up even do.. Surprising little twin-stick shooter. Unlocking ships and choosing which ship to play keeps you coming back. I don't think it'll keep me hooked past 5 hours, but the price point is spot on for that.. The controls are not good.

The boost/gas button is next to the shoot button on the mouse.

This makes it hard to control the ship in hard situations. There is no way to change the controls from what I have seen.

Also the escape button only pauses the app an it doesn't let me exit the app. I had to use command + control + escape to exit the app.

. Fun timewaster for cheap.

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