
The Thing: Space X Download Gratis



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About This Game

Boundless cosmos, a distant constellation in an unknown galaxy. You are a pilot of a spacecraft. Your task is to clear the sector of enemy fighters and destroy the main threat - a leader by the name of a "Thing".

At your disposal are a dozen of the best combat spacecraft equipped with death beams, machine guns and missiles.

The sector is divided into several subsectors, which swarm with enemies.

In the end, you will have an unbeatable boss - the "Thing".

Play the classic genre game "kill them all" space shooter.

Title: The Thing: Space X
Genre: Action, Adventure, Indie
Developer:
LillyWelland inc.
Publisher:
Bitlock Studio
Release Date: 20 Sep, 2017

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Minimum:

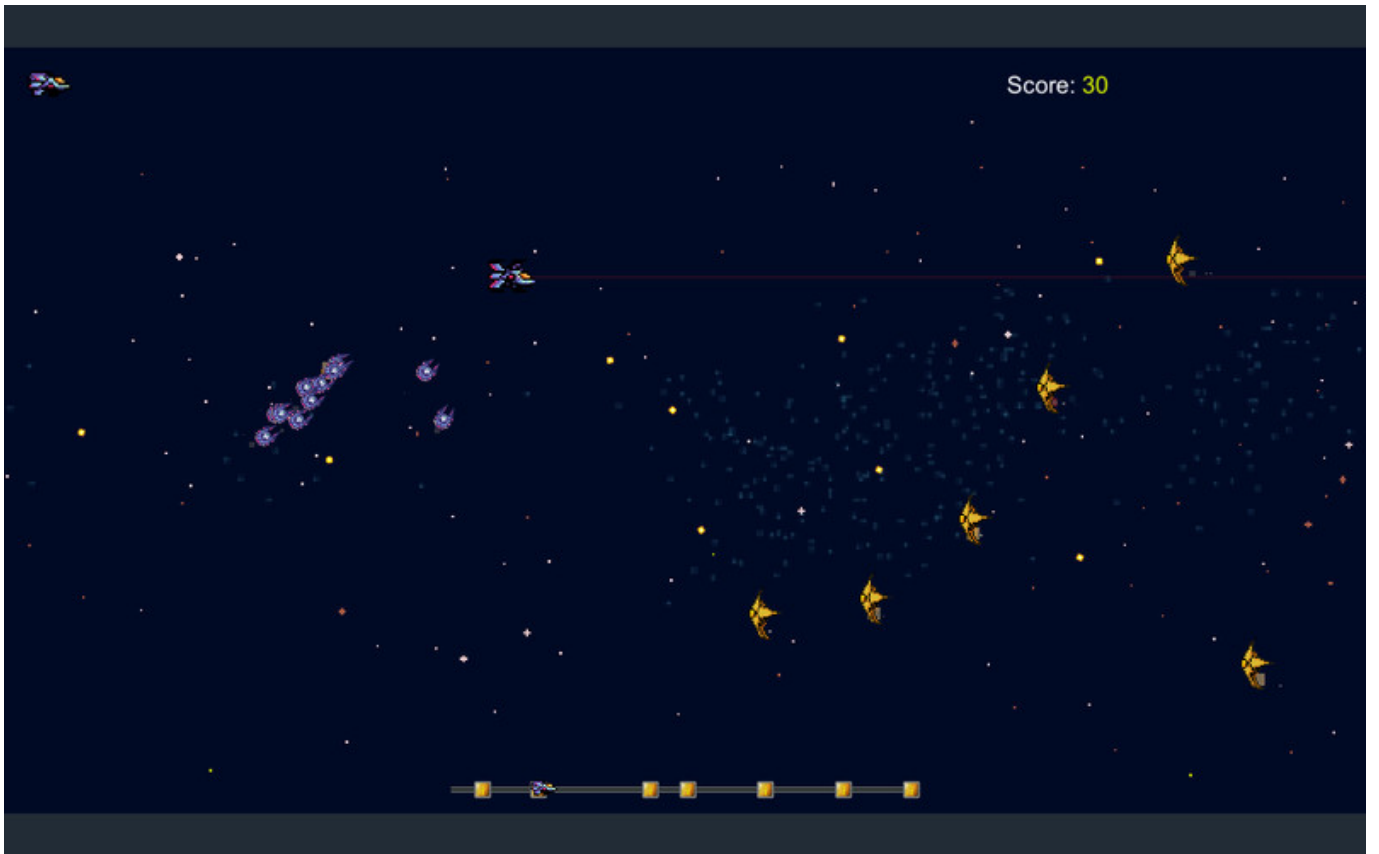
OS: Windows7

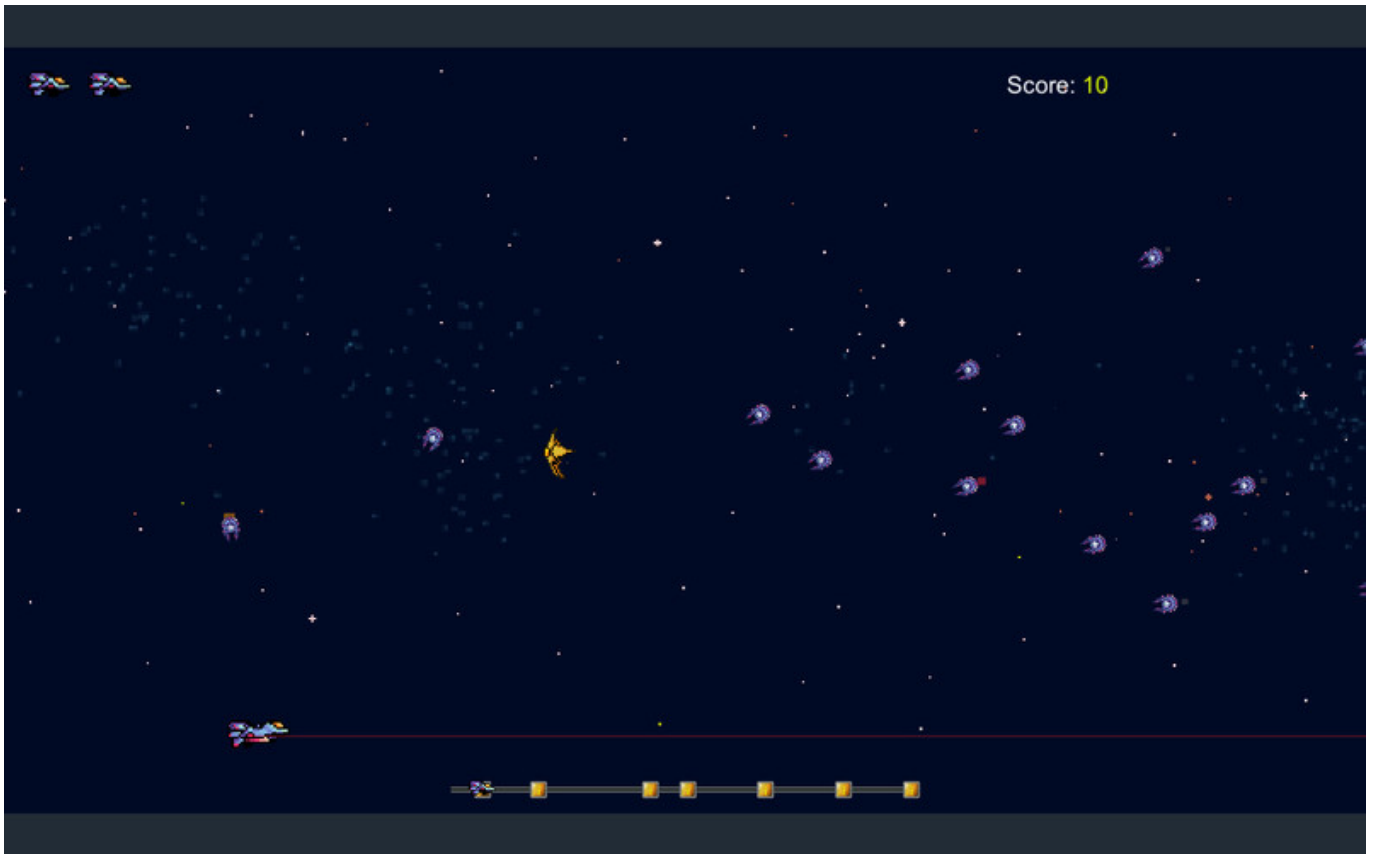
Processor: Core Duo/Amd Phenom

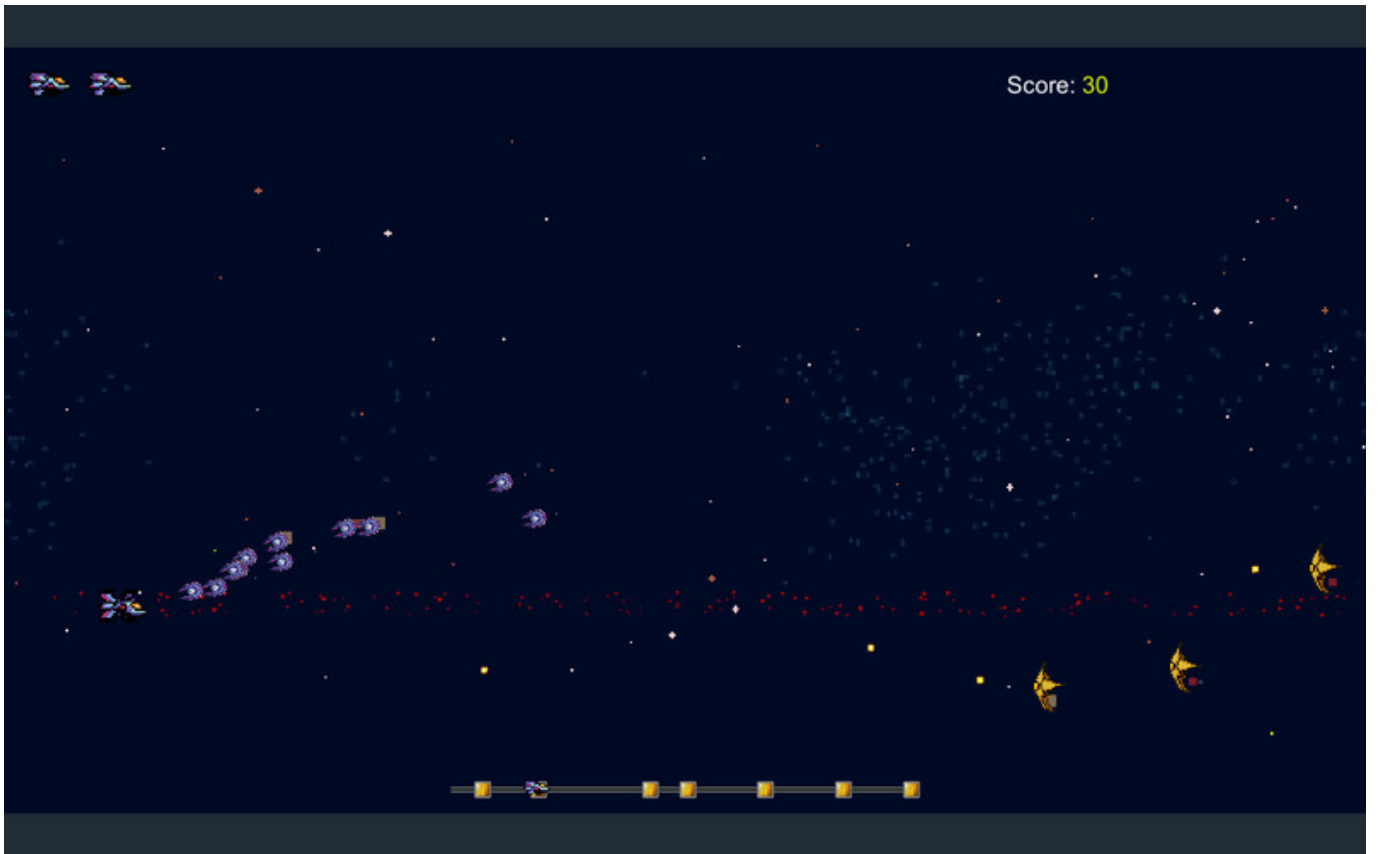
Memory: 2 GB RAM

Storage: 150 MB available space

English







the thing spacex. spacex thing in sky

The game is the usual crap, what makes it "worth it" is that you get an achievement for each different letter or number you press.. Was worth buying for 0,10\u20ac lmao

otherwise a meh way to spend time if you are really bored. WARNING: Stay FAR Away.. At ANY Price!

IN FACT... I'd highly recommend staying away from anything these developers put up on Steam as this game proves they care NOTHING about quality or selling you a good bang for your buck. They have poorly reviewed games before this that I see now, and have two more upcoming games in the next week! .. Ugh.

<https://www.youtube.com/watch?v=9K47-QVUwNc>

[My Score: "AVOID at ANY Price". Dont buy the game. Takes less than a minute to get all the achievements .the game itself though is trash.](#)

[Overall:2/10.. pretty good game. This a fun game if you have noffing to do :\). + free 100% achievements](#)

[- the ships feel all the same. most weapons simply fire in a straight line with one bullet per mouse click](#)

[- no spawn protection often resulted in loosing several lives instantly](#)

[- low enemy variation](#)

[- no menu. pressing escape exits the game. Since there is no config or tutorial either. the only way to restart seems to be restarting the whole game](#)

[= at least they put in free dubstep/electro soundtracks, mostly from Machinimasound <https://www.youtube.com/channel/UCI-jVSaMOXYIkyC5o9HyNWA>](#)

[If you manage to get a coupon for this, be happy about free achievements. Otherwise, keep your hands away!. It's been a while since I've played a horizontal shmup like the Thing: Space X. If you only want to buy a game for A-Z lettered and numbered achievements for your profile, this might be the game for you. If you're into an enjoyable, little space shooter, then keep on going. Some of the design decisions resulted in good laughs.](#)

[Let's start with the good. The presentation is fair, it looks nice and then it goes downhill from there. There's some big electronic beats that are so intense it's hilarious for a game like this. Other than that, a lot of the music fits.](#)

[Now it's time for the unique hook this game has concerning gameplay. Each projectile you fire takes a second to drift out below you and then fire forward. The trajectory of the projectile depends where your vessel is from where it's launched. If it's above, the projectile will skew itself upward. Even after your projectiles have gone off, you can steer them with your ship. If you haven't moved it will fire forward.](#)

[Here's the thing, enemies come toward you rather than the projectile which drifts below you before it launches forward. So having your projectiles fire forward is futile. This forces you to move up, down and all over the screen. In fact, you can move off the screen if you'd like. Enemies fire at you from off screen behind you as well. That's quite a big sin. I suppose the trick is, never let them get behind you.](#)

[For each projectile you fire, you need to mash that space bar once. So it turns into a game of endurance, because your projectiles are so inaccurate. Another issue is your projectiles destroy enemy projectiles. Sure that's good, but that also protects the enemy as well. When your aim is so inaccurate, keeping any enemy alive is a danger.](#)

[Enemies always move toward you, so if an enemy rams you, you're dead, but the enemy stays alive. There's a bigger issue, because you spawn where you die and there's no invulnerability, so you can waste all your lives because you died once.](#)

[If you destroy the enemies before the next wave? You'll have to sit and wait before there are more foes to fry. It gave me time to write down notes for this review. At least there is a bar at the bottom to show when the next wave is coming.](#)

[There's a bigger sin here. If you beat the boss at the end, you meet up with a space ring. Using this space ring you launch off... and nothing happens. The game just sits there. You're off screen. There is no second level, there is no loop back to the start of](#)

the only level. You'll find no congratulations or victory. That's it. The game refuses to do anything after that.

There are a few ships to chose from, but they all perform the same in game. It's laughable that the selection cursor fails to keep up with your selection. Sure you can pick your vessel, but it takes a few seconds for the cursor to catch up to you.

For an arcade style score chaser like this, I'd also like a high score or a leader board, but both are no where to be found. It's a game to get people A - Z achievements for pushing a keyboard.

It's tough to recommend. I did have a few laughs for a minute at the design choices, but the game is shallow and there's no need to stick around. Its tough to recommend The Thing: Space X under any circumstance. Then again, I did buy it in a cheap Steam bundle, \$2 for 15 games. This developer is dealing in bulk at a cheap price.

How many keys does your keyboard have?

Mine's the classic European type I think.

Well, we've got all the alphabet letters and all the numbers, and that makes 36 overall.

36 achievements in this game, and they'll unlock by pushing the corresponding button one time each.

Quite difficult and challenging, definitely something that asks you to play the game even more and makes you eager to complete and explore it.. xD

Ok, coming for 0,99\u20ac at least they're just trying to grab some money from guys like me and they don't ask 2\u20ac or more..

So, what's the game about?

It opens with the same Unity settings we're used to, graphics, full screen or windowed, and so on. Play it windowed, I think it's better, if you really bought it and wanna play it xD

The main screen has only the Start button, which actually isn't a button (I tried for like ten times to click on it but no way, keyboard only ahahah), hit Enter and choose your level.

They're pretty much all the same. And don't think that there's a pause button: P only unlocks the corresponding achievement, Esc.. well, Esc shuts down everything without even asking.

As I was saying, at least formally you can choose between different ships and levels but actually they feel quite all the same. And the design is so basic, pixelated and abysmal that you can't even tell the differences between them until, maybe, you see them shoot.

The game's a shooter, an arcade-like one: you move with WASD your spaceship, you have three lives, a terrible soundtrack that you can't turn off (no menu at all as I said, no pause, anything) and some "checkpoints" on the bottom row that indicate the progress on that particular level.

No autofire, no upgrades: click and shoot, get to the boss and finish the level.

No leaderboards or high scores and such, if you're interested into these things.

The funny thing is that the game is completely slapdash (just searched in the vocabulary for this term xD); for example, when you die the game will progress 'till you get to the end with the GAME OVER screen.. or the fact that all the enemies and even almost all of your spaceships' bullets are the same, and you will find yourself dying from getting hit by tons of enemies out of nothing.

So, there's no difficulty progression and this game lacks also the most important things a shooter must have - upgrades, extra lives, money to collect, customization, different bullets, shields.

This game has nothing. Worse than the Commodore64 things we played when we were just kids.

Avoid at all costs!!

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