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About This Game

Build your own levels and bosses, defeat other player's levels and surpass their score on their own creations!

XBridge is a fast-paced 2D shooter with new genre defining social multiplayer game play. Build your own levels using our intuitive level designer. Share them with the world.

Warp onto the front lines and defeat other player's levels to gain experience and money to unlock units to bolster your own armada's capabilities! Beyond just the creation and playing aspect of Conquest mode, it also functions as a mini-social network where players create their own pilot avatars and personalities. You can add friends or rivals to your friends list and chat with them anytime in game! Share Ideas and collaborate with each other working as a team to build up your factions armadas and win the war!

Custom mode- Build anything you want with few limitations and even challenge your friends to your creations! The best custom armadas are voted on by the community; the more creative and fun a custom armada is, the better.

Title: ReVeN: XBridge
Genre: Action, Indie, RPG
Developer:
Varia Games
Publisher:
Varia Games
Release Date: 22 May, 2017

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Minimum:

OS: Windows XP Service Pack 3 or newer

Processor: 2 GHZ Processor

Memory: 2 GB RAM

Graphics: Nvidia or AMD graphics card with latest drivers

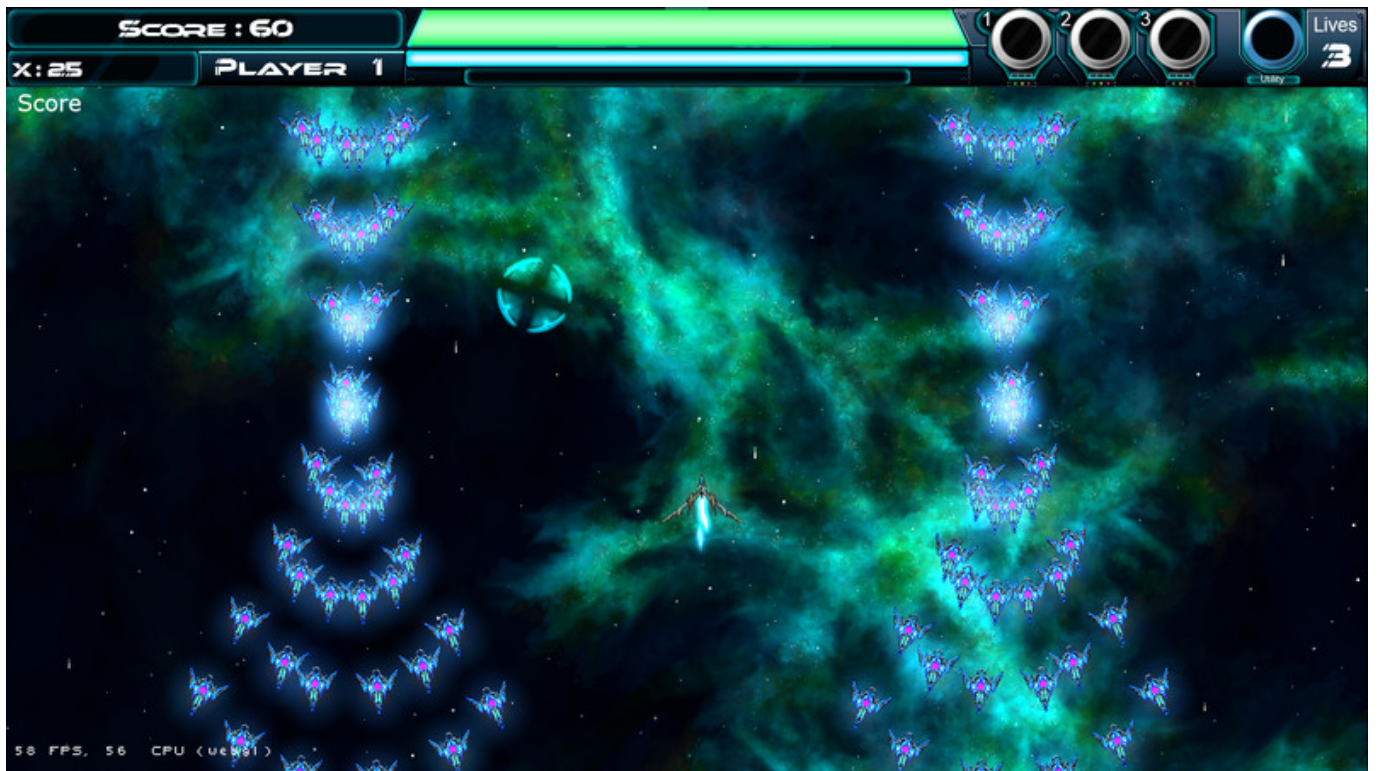
DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Additional Notes: This game requires an internet connection to play.

English



X : 2385990227

MIRROR FLIP UNDO
SNAPPING REDO

TEST
UPLOAD
EDIT
HELP
BACK

Venom
X:
Nexus Type/ TANK
Defense / [Progress Bar]
Speed / [Progress Bar]
Perk: +50% Weap Defense
Flaw: -10% Aiming Speed
A slow moving Nexus with very high defense. It's weapons share similar characteristics.



NIGHTMARE

NEXUS MODULES PARTS WEAPONS LOCKED THEMES

Default

SPEED [Progress Bar]
ANGLE TIMER [Progress Bar]
DEFENSE [Progress Bar]





CÓNQUEST
CAMPAIGN
ARCADE
FREE-BUILD
OPTIONS
EXIT

[Coming Soon](#) [Credits](#) [Logout](#)

reven xbridge

Love the visuals, it makes me wish I was on drugs.. It's sooooo dead.. Not a Happy Camper guys...I ordered this on Steam as I enjoy games like this. Problem is, no matter what I do, I can't log in ! I got in once a couple of days ago, but after that, no luck. I've tried logging in from my PC shortcut AND from within Steam. it just....don't. I do not have this problem with other Steam games. Seems ya'll still have a bug or two on the loose. I Want to like this game...but so far no joy.. This is an awesome space shooter!. UPDATE 5V31V17:

The first update has addressed a lot of the issues i was having and added more things I wasn't expecting! Keep the updates coming Varia!!

ORIGINAL POST:

Over all a good game!

There are some issues with the User Interface (which makes me cringe) and some other bugs that still need squashing, but it is for all intents and purposes- a finished and full game!

At its core and when it is all working together- the bullet hell is pretty dang fun!

When it doesn't work and your weapon you chose doesn't fire where your joystick is firing... it can be frustrating! When that happens I just try a new weapon! There are alot of combos that work well together and it is fun experimenting! I just wish that it did a better job of explaining things...Also! Is there a story mode? I would think there would be a story mode and not just custom maps. Either way! Its still SOLID!!

I think it is a fun game and I recommend it!. Not a Happy Camper guys...I ordered this on Steam as I enjoy games like this. Problem is, no matter what I do, I can't log in ! I got in once a couple of days ago, but after that, no luck. I've tried logging in from my PC shortcut AND from within Steam. it just....don't. I do not have this problem with other Steam games. Seems ya'll still have a bug or two on the loose. I Want to like this game...but so far no joy.. I dreamed a game like this for ages. Now it's real.

It's the perfect mix for both casual and hardcore players: fast matches for casual, much depth/longevity for pro players.

There is a hall with a global chat, a friend list, your faction, your upgradable stats, your inventory (which contains materials and upgradable weapons), and a couple of panels to start Custom player scenarios, or the editor, to build (test and share) your levels. Here you can spend the points earned by playing, to unlock new drones, modules, parts, bosses, weapons, etc... these ones are used to make your custom levels more challenging. Every drone unit has a different ability (example: Mandible units are able to drop black holes, which attract you), so the gameplay is extremely fun because of the unit combinations. The editor is very easy, everyone can build something through endless possibilities. Also, they are going to add many other game modes.

As 2D shooter game, starting a match is fast and not stressful, but in the meanwhile, there is a RPG part if you want to farm, or a leaderboard dedicated to every single scenario, if you want to improve your scores and beat the other players like a pro!

In other words, this is A GAME FOR ALL.. Summary: A great idea in theory: combining interesting storyline with the frenetic action of shoot-em-up, and adding simple-to-use support for player-created levels. But the game is deeply diminished by a wide variety of bugs and some questionable UI and input design decisions.

Pros:

- + Includes level editor that makes for pretty robust shoot 'em up level creation
- + Better story-telling than most SHMUPS
- + Customize your character
- + Some controller support

Cons:

- Controller support is immensely patchy: many oft-repeated actions still require a keyboard (such as progressing through the

extensive dialog sections), and sometimes the controller buttons suddenly won't work the same way (like using items)

- Steam screenshot go-to button "F12" always seems to just trigger the console in my browser (etc)
 - Steam overlay doesn't seem to work at all
 - Frustrating controls and overlapping UI decisions mean you may do a lot of what you didn't intend (example, it tells you to chat which probably requires you press the space bar, and yet the space bar is also how you progress through the tutorial, so I missed a ton of guidance while trying to explore something they asked me to do)
 - Settings menu sometimes won't detect buttons or keys, or will tell you a button is already in use when it isn't
 - A lot of grammar mistakes: not a HUGE deal, but enough to be obvious
 - A wide array of bugs (one easily repeated example was just trying to close the game, it wouldn't respond, I needed to alt=tab and close the window from the task bar)
 - Likely more: I stopped playing after the first hour and am unlikely to return. This is an awesome space shooter!. Too much stuff up front and in game. Just let me get in play the game.....
- some nice ideas but a lot of bad noobish gameplay choices.

I mean I have a joypad in my hand but I have to constantly keep pressing space to skip text why cant I hit A ffs

also movement of the ship is not precise or responsive enough to allow bullet dodging

the movement is laggy and travels a set distance minimum which is really annoying.

check the japanese bullet hell shooters to see how to do it properly. i.e either use the analog input so we can control speed or use a fast slow system like used in most japanese bullet hell games. any way as I said nice idea but you need to get the basic mechanics right before you start building a massive game around them. ill look out for 2.0

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