
Astro Tripper Activation Key



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About This Game

Astro Tripper is a furious shoot-em-up experience inspired by the painful, knuckle busting video games of years gone by. An evolution of PomPom's 2001 award winning game, Space Tripper. Travel the surface of large horizontally-scrolling platforms, and pit your highly maneuverable craft against hoards of enemies eager to blow you to bits, eat you or worse.

Gameplay is simple. You are free to travel anywhere on the platform at anytime, but don't fall off! Powerful Blue Lasers and Red Spread Lasers come equipped, so use both weapons tactically to get through tricky situations. Power up your weapons with power crystals dropped by destroyed enemies. Oh, did we mention the blasting absolutely anything that moves?

Enemies encountered are varied. Zippy UFOS. Fat Motherships. Tanks. Choppers. Slimy Slug creatures. Alien Insects. Aztec structures brimming with electricity. And of course, Big Bosses! 14 unique levels spread over 4 diverse worlds means there's always something new just around the corner.

Key features:

- Furious retro shoot-em-up gameplay
- 14 completely unique levels spread over 4 worlds
- Vibrant 3D visuals and effects
- Global Online Leaderboards
- Unlockable Challenge Games
- Achievements

Title: Astro Tripper
Genre: Action, Indie
Developer:
PomPom
Publisher:
Pom Pom Games
Release Date: 15 Sep, 2011

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Minimum:

OS:XP, Vista, 7

Processor:1.6GHZ or better

Memory:512 MB RAM

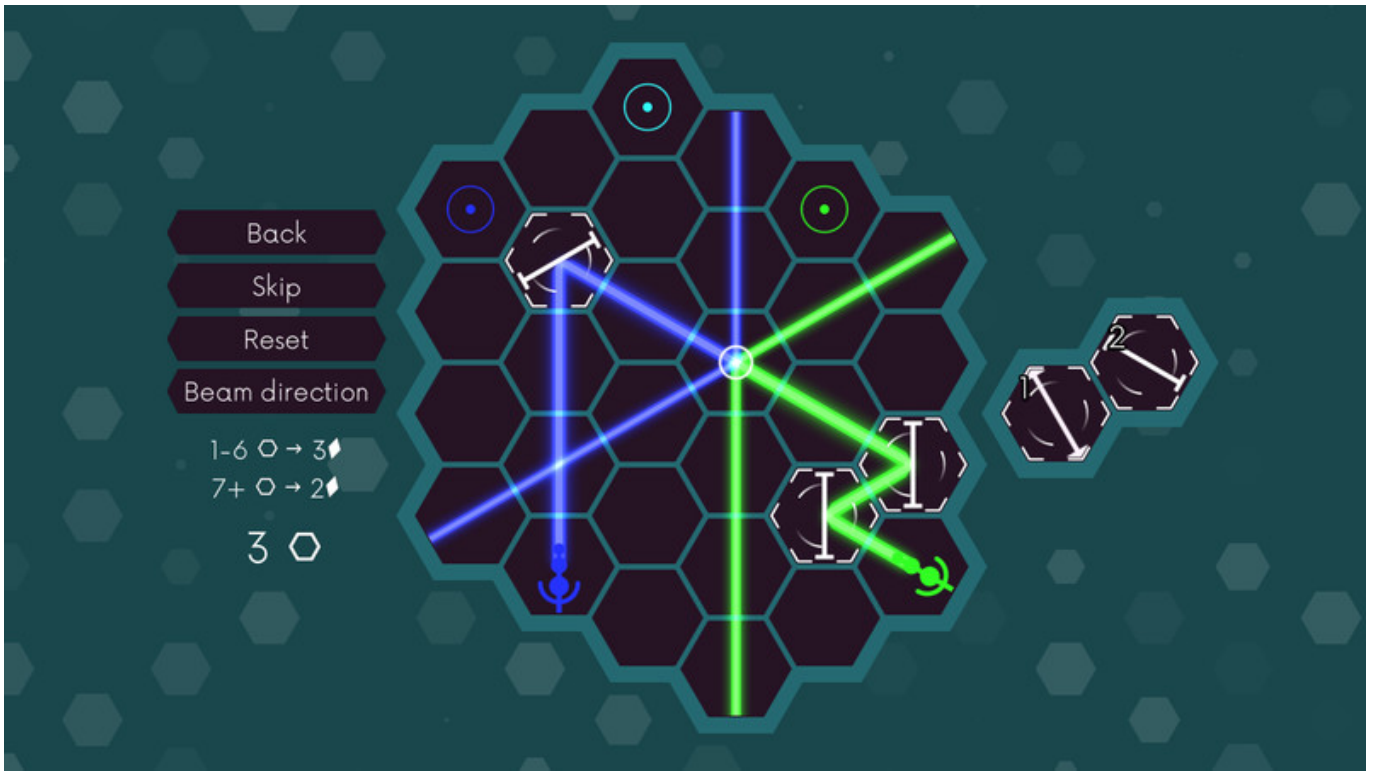
Graphics:DirectX 9.0c compatible Shader 2

DirectX®:dx90c

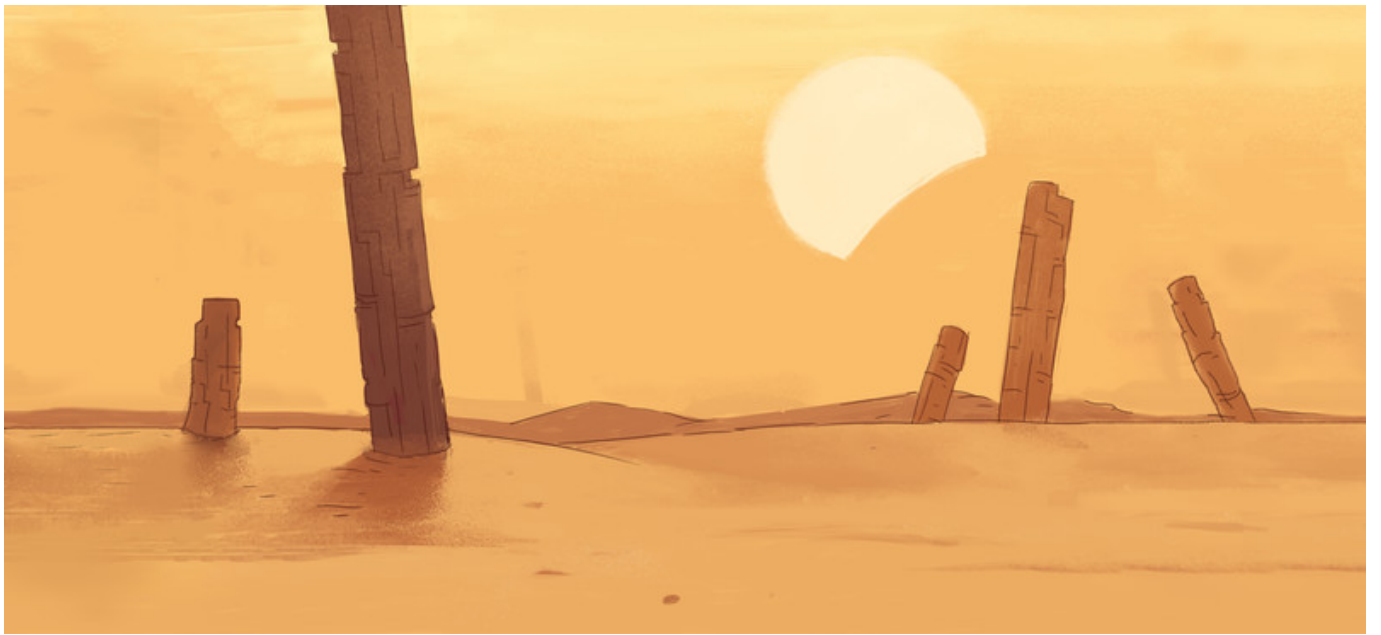
Hard Drive:75 MB HD space

Sound:DirectX 9.0c compatible

English, German, French, Italian







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For a game to have China on;y servers, i play just fine, im in Cali. BY MEXICO! everyone just got doodoo internet i guess. They updating it anyway, this thang is clean still. I'd port this boy to xbox asap. While the price point is fair, it's basically 3D Flappy Bird.

It's not very fun, and definitely not on par with something like DeadCore.

For me, the game often has a massive framerate hiccup when collecting the green orbs.

The "press any key" is also inconsistent... Sometimes it doesn't like which key I'm pressing.. Really awesome concept. This is the only train simulator that appreciates crashes with live interactions and physics. Really love what you've done so far..

Refunding for now, might buy at a later date when more content is added, i will say though that the up-coming "Apocalypse Hotel" game made by the same dev does look interesting.. Despite the many bugs, glitches, low-quality graphics combined with extremely basic and unimaginative gameplay, I've still somewhat enjoyed playing over 5 hours of Head Shot.

Again, you just have to look past the lack of players, unimplemented content, and pictures in the store page gallery of in-game items not even included. While they may not have a key, treasure chest, any of the other weapons, or as good of graphics as the gallery suggests, there are still a few different classes with different equipment (although no buffs/debuffs) and a selection of maps to choose from.

And while I'm still in search of the shown moving objects, walking animations, and a way to detect teammates from enemies, I really have had some fun. Also, the ability to create your own room that is instantly available to people around the world is impressively quick.

Ultimately, if you ever see this game anywhere for free, I recommend picking it up! Maybe worth paying a couple cents for, but probably not any more than that.. Level One Begin'

'Level One Begin'

'Level One Begin'

'Level One Begin'

'Level One Begin'

'Level One Begin'

'Level One Begin'

Brilliant game, Level 1/10

An amazing rogue-lite deckbuilding game with super unique and interesting mechanics!

Gameplay and more details: https://gaming.youtube.com/watch?v=2j_lGhHorM. I actually like beards. So it's cool yea!. This game is super fun, much more fun than it looks. Get it for srs.. ok for 1\$ is worth da try that is BUT for me -controls and dim screen INSTa unplayable torture ;(((

p.s. first thing i did after launching game on steam was MUTE music - now that might be just my reflex when something does hurt my ears ;E

-6V+100. It may seem like a steep price for what is just one part of game development; but the amount of time and effort it saves you is invaluable. It took me 10 minutes to create a one-two punch for my character rig. 10 minutes. Like I said, invaluable.. Ok after finish all achievements and see that community maps ... not work (at least for me)... i have to say is not a bad game.. actually remember me a little other plataformers... but basicly game is like this...

1. there is a square map, and floors, disapear floors, false floors,spines on some floor, a ball with a spines and some creature, your objective is get 3 items and go to door... well being honest you no need get those 3 items all the time.. but i think it should for make game really long and interesting.
2. you have 5 movements, first the classic left and right, second jump .. and here is a big cons... jump is sensitive a lot sensitive .. alot of times died cause jump too high ... you can combine jump and left and right. and last rotate screen left or right as long you are hitting a floor... IMPORTANT.. you cannot move left and right or rotate again after rotate screen if you are not on a floor. Basicly the game will give priority to the gravity and will move all the way until hit floor or die.
3. so becomes a puzzle with sensitive controls.. that a lot of times will say... really i'm not a machine to do something so precise without fail... like when you have to run.. jump and take cover of a row of balls.. and there is only 1 safe zone that is too narrow. The creatures can be killed using the ball with spines.. so that requieres plan too.. where you are, where is enemy.. use rotate screen to move the ball .. etc... if a ball is up from you when you fall... is ok keep moving to left or right and you can evade... as long you can move those places.
4. this for me is a con.. but well for others will be not... the hidden floors sometimes work fine cause are a laberynth.. other times will make you fail.. and fail.. and will become a game about die .. see what floors were false.. and memorize... could be fun sometimes... other times... when the item is hidden in those floors are a pain.
5. the Disapear floors are for move left of right fast.. you can't use them for jump again.. and actually that is ok.
6. music... well i suggest mute and put youtube or something.. this game dont take much ram.. or anything.
7. this is very negative.. screen change the illumination a lot when you die.. sometimes becomes too black.. and for this type of game ... that is very bad.

so at the end.. game is fun... have a a level editor if you want keep yourself busy making challegenes and test them.. sadly i dont see the public one working... also game is too sensitive sometimes for their own good... failing and failing cause ask a precise thing is not fun after a while... but if you can keep your patience you will enjoy the game.... The sound quality could be better on this one. Has background noise buzzing like it was recorded using a mic.

Not horrible but I did expect nice and clean sound. Great for fans of RPGs in the 80s and early 90s era. My summary in 4 sentences:

A bit unfun,a bit bare puzzle game built with unreal engine.I really liked the graphics.The levels are decent.Not worth full price tho.

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