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About This Game

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About This Game

❓About "The Hurricane of the Varstray"❓

"The Hurricane of the Varstray" is a vertically scrolling shoot'em up with a SF story: in the distant future, to defend the Earth against the invasion of mystery mechanical structures, 4 girls head to "the Varstray sector," far away from the Earth and considered as the villain.

This is the latest original work by "Studio Siesta" which produced "The TOMBOYISHI☆WITCHES" after an interval of 7 years, into which we exhaustively poured our long-held shooting game development know-how!

❓Feature❓

■Abundant in game mode

❓Arcade mode : basic mode with 12 stages total

❓Score attack mode : mode to compete on how much you can score within a certain time

(This mode will be implemented with an additional free patch in early Jan.)

❓Story mode : mode to enjoy the story with voices attached to all the characters

❓Unlock mode : special mode which will appear when you fulfill certain conditions

Additionally, you can freely select (by default) 1 character from among 4. Every character has different properties and you'll get a wide range of attack methods.

■Supporting English

The game interface supports Japanese and English. You can also select subtitle language in "Story mode." Therefore, English-speaking people can enjoy the game content exhaustively.

■Offering various download contents

After the release of the main story, the successive provision of download contents such as additional modes or characters is scheduled; you can play it long time.

■Offering refreshed feeling for a wide range of users

Various relief measures for beginners are ready to have them experience the same refreshed feeling as that of experts. Additionally, methods of operation are designed to be user-intuitive; anyone can enjoy the game right away.

For more information, please visit our website at
<http://varstray.com/>



Title: The Hurricane of the Varstray -Collateral hazard-

Genre: Action, Indie

Developer:

Studio SiestA

Publisher:

Rocket-Engine Co.,Ltd.

Release Date: 21 Dec, 2015

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English,Japanese





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The definition of a hidden gem, Sojourner could easily be missed in the crowd of games on sale. If you did, you'd be missing out on an absolutely heartwarming, 4th-wall shattering, and just straight-up interesting JRPG. With plenty of humor and humility, the developer riffs on the classic formula by introducing a unique party system, allowing for great customization. It's paired with pleasant graphics and a great soundtrack that clearly has a lot of love and effort.

More people should know about Sojourner, because it's fun and wonderful.. I you're good at shoot em' ups, this one is good for you. This game really feels like an arcade game.. Even in early access, this is a pretty complete game, very fun and enjoyable.

It's a nice tip-of-the-hat to Atari aesthetics and controls well with a mouse. Not very long yet, but it's only going to get better. It's fun to see the character of SUSAN unfold over the course of the campaign.. It's not too straight forward so you have some searching to do. What I personally appreciate is that you keep some things (like a knife) and use them more often instead of throwing it away after one use and trying to find one again just two minutes later. I had fun playing the game.. Got this game for 50 cents. Still regret wasting that on this.

Let me start this review by disproving all of the "features" listed on the steam page

Features (directly from steam page)

"The most unique Female Protagonist to ever appear in a video game"

This is wrong for so many reasons. I will list two of them. All the Lady is is a sprite that looks like a zombie and doesn't exist from the waist down. We get absolutely no character development from her at all. There is no reason to root for her because we know nothing about her, AT ALL.

"Five unique levels each with their own play style"

Yeah thats a lie. all you do is walk back and forth occasionally stop for falling glass and maybe shoot a thing. At some point a door appears and you go to the next stage. Rinse and repeat with only slight variations to each level.

"Retro difficulty"

No. Just No. If by "Retro difficulty" you mean the game has no checkpoints, and closes the games window if you die three times then yes it is "retro difficult. (It's not).

"No tutorials, no hand holding"

This should not be a selling point. I know that some games get out of hand with tutorials but a little bit of help would have been much appreciated. EXAMPLE: the first time I played this game I walked back and forth and a "door" appeared. Well because it looks like a bar of static and nothing at all like a door I had no idea that it was a door. So I kept walking until it rained glass on every inch of the screen to insure I died. Now, would it have been "handholding" if you put a \u2665\u2665\u2665\u2665ing label on the first static bar that said "door"?

"Puzzle exploration"

This is such a lie that whoever wrote it should kill themselves. As previously mentioned all you do is walk back and forth and

wait for a door to appear. There are no puzzles and no exploration.

"A story that will make you ask questions about "The Lady" and about yourself"

To be fair this is true. I did ask questions about the Lady and myself. I asked: What the hell is happening in this game? And: Why the hell am I still playing this garbage. There is no story. You are dropped into the game and crazy things happen. I think that it is supposed to represent mental illness or something but I wouldn't have known that if I didn't read the Steam page. I learn more about the story from the Steam page than the actual game. If you ask me, that is a problem.

Another thing to mention is the game talks about its Noisecore soundtrack as a plus. I would not qualify this "soundtrack" as neither music nor good. It's essentially static that just goes on and on and gets irritating really fast. I would have preferred some real music that fit the atmosphere of the game not this noise I could record between radio stations and call it music, but that doesn't make it music.

Do not buy this game even if it is on sale, Not worth a dime.

The game has the visual aesthetics of Tron while it feels like what the old school arcade game of Battlezone would look like if made today. While the story is a fairly standard and generic 'freedom fighters against the evil government/corporation', the game play is a lot more challenging than you make think. You have to plan your shots while being on the move because the AI aim is good. The downside of the AI is the vehicle pathing, it's pretty easy to predict and it's easy to get surrounded as the enemy tanks don't stop showing up as you push forward through the level. Tank upgrades are not the usual fire speed, tank speed, and armor upgrades so you can't really farm points and turn it into 'easy mode'. I really wish this game had multiplayer or co-op. I think the maps, if a little bigger, could make a great competitive tank game. Finally, this game has very low system requirements. I'm playing on a Athlon X2 4400+, 2GB Ram, 1950Pro 512MB with no issue at all.

Pros: Aesthetics, shot planning, upgrade planning, map layouts, map completion strategies, low system requirements, cost.

Cons: Story, AI pathing, No multiplayer or co-op, framerate capped at 30fps.

Alright I've played 4 Pug Games counting this one I just want to say that I do recommend this game because it is good but Turbo Pug (Not 3D), Super Mega Neo Pug and Space Pug are better because this game has a lot of bugs and this may just be me but the leaderboard has some issues that need to be fixed. I've just unlocked a yeti on an iceboard. This is amazing!. Good game but will cause some raging by doing the quests. If you want an adjility side scroller, go away. If you want indie side scroll diablo with more rpg, then this may be right up your alley. I love what the designers did with theme, and the art is fantastic. I really disliked how you click and drag in the interactive screen. Feels like you are moving a layer in Photoshop, rather than doing physics. I didn't like that you can't jump attack, but if you take away the idea of an adjility side scroller, and think of it in RPG terms, this is fine. So depending on what you are looking for, you may or may not like this. For me, I wanted more action less story. If you differ, for sure try this.. Incredible game. You won't regret buying it. I love the concept of this game, but in its current state it's unplayable. There are too many bugs and issue from crashing upon startup to crashing in game to the game getting stuck in a permanently paused mode. This game needs a lot more work before I would reccomend anyone buy it.. Good game to play with a group, core gameplay is more fun than I first expected and there is a decent amount of content with a very unique tutorial that helps you understand the core mechanics aswell as add some context. Would recommend buying a few copies to play with friends if this goes on sale as it seems to be a peer to peer based system.

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