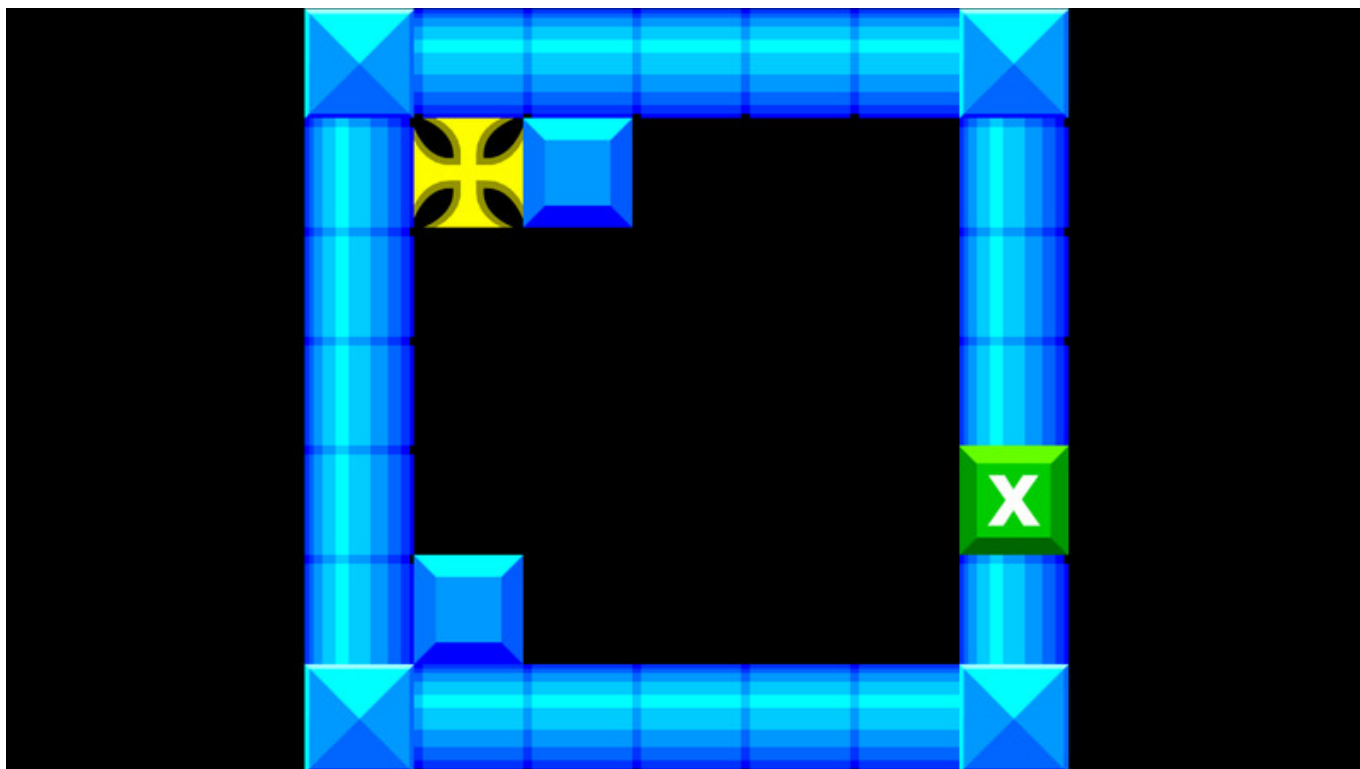

Cosmic Rocket Defender Download Android



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About This Game

Shooting down alien invaders never felt so good! In Cosmic Rocket Defender, use your rocket launcher to dodge bombardments from swarms of attackers, while blasting them out of the sky as they swoop down, strafe and attempt to dive bomb you out of existence. Hit 'em with your arsenal of rockets. Capture trophies, extras, and CASH. Upgrade your speed, rocket power, and shields. Quick reflexes wins the day in this Blast-o-rama. Destroy or be destroyed!

Title: Cosmic Rocket Defender
Genre: Action, Indie
Developer:
Lorenzo Kirkpatrick
Publisher:
Lemon Pepper Games
Release Date: 17 Jul, 2015

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English

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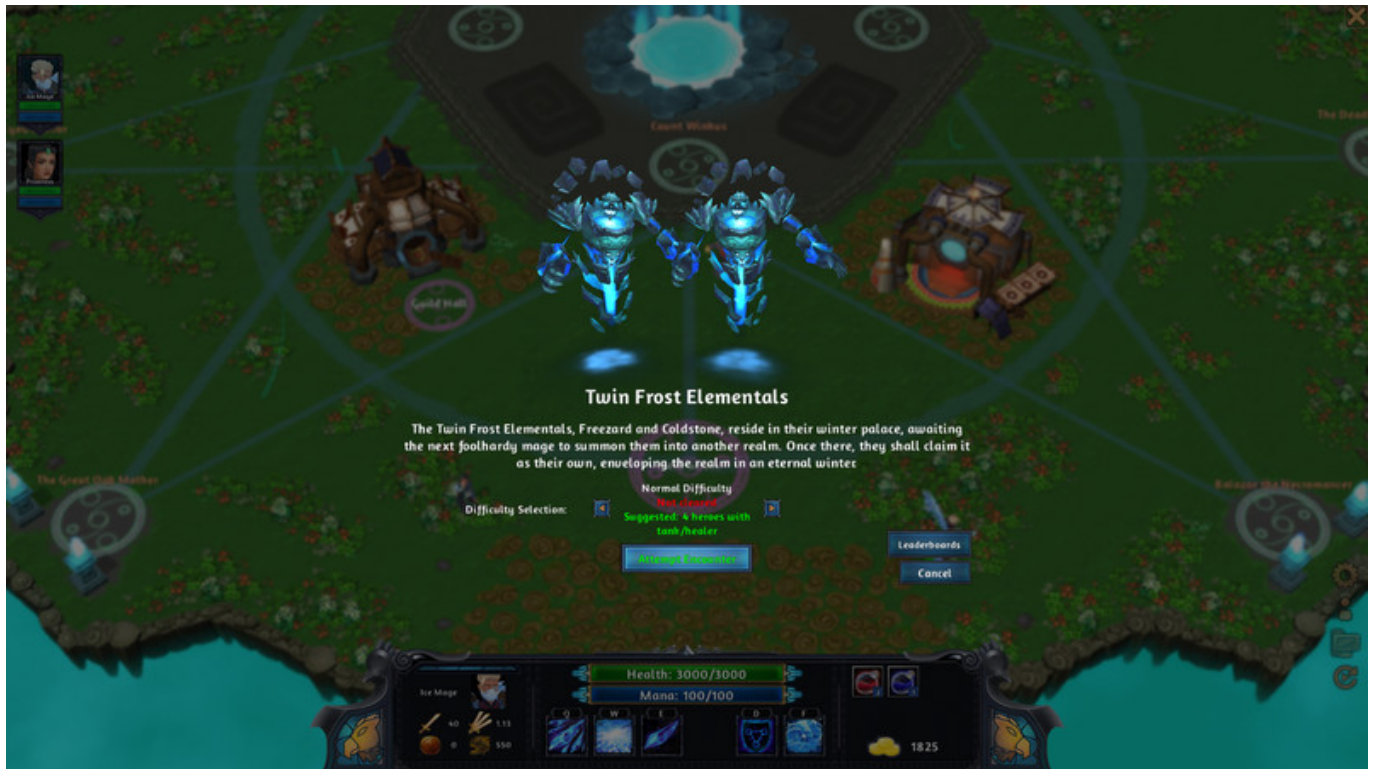
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Really cool game. Especially when you are in asteroid and build megalostuctures.....Althought there is still some bugs, but overall reaction is positive.. Very well made game, my only complaint is there doesn't seem to be very many players. I have yet to meet one online and I've got a decent amount of time in. Still a great game that I'm sure to show everyone that I showcase my vive to.. Nimbus is surprisingly good. The controls are tight, great level design, highly recommended given the price.. What a wonderful game, in every way! Beautiful, challenging and fun to play!

...and you can get the soundtrack for FREE here!:

<http://carlkarjalainen.bandcamp.com/album/nimbus-soundtrack>. This game sucks!!!! Throw to the garbage this tutorial, make easier menus.

Make open worlds and more to make a good game.

Instead that, this game is a piece of crap!

There are a lot of gamedev docu's out there, and this is one of the better ones. The focus is on Atari and the people who worked there. These people actually created the industry with their bare hands, something that cannot be said for a lot of other gamedevs.. It's a clicker game. It was fun when I did play it.. It's honestly a close call for a recommend. I've been playing tower defense games for years, seen many types, good-bad and everything in between. Apps, flash games, custom maps in RTS games, etc. This one is pretty good, but it leaves a lot to be desired that would make it really quite solid, and probably be easy enough to implement.

To be desired:

- For starters, there is no tutorial. It's not exactly rocket-science, but hey basic instructions would probably help.
- You cannot move the table/map once in the game. Coming from games like Smashbox Arena where you can fully move the arena around, spin and rotate it, zoom it in and out (all when dead), I was expecting as much here. Instead it's static, and you have to basically move yourself in relation to the table. Not the end of the world I suppose, but would be nice.
- You cannot view enemy health, stats, information, weaknesses, attacks, nothing. Not even a health bar. I mean come on, a health bar would be REALLY nice. Seeing a visible HP stat when selecting an enemy (something you cannot do) would be really nice to. This seems almost basic and mandatory, but is completely absent. So you have to learn overtime which enemies do what, what towers hurt them more. All types from what I could tell always do maximum damage, I didn't see any elemental resistances or weaknesses, or armour. Random enemies would start attacking and destroying my towers, that was brutal to find out on the fly, and definitely would have changed my positioning. One wave of two skeletal mages in particular nuked 3/4 of all my most expensive and best towers.
- A general information "guide" to view about towers, their upgrade costs and benefits, and especially of enemy types, health values, and what they do would be really nice. Even if this guide wasn't accessible during a game, and only reviewable between matches. Of course you can learn overtime what your towers cost for full upgrades, their stat values seen in real-time, and whatnot, but it would be nice to see in one place for reference. There is absolutely no information on enemies which is disappointing.

Now for the pros:

- Many tower types and variety
- Upgradeable, and at max level have options for elemental type damage, splash, multi, etc.
- Interactable environment (for example you drop logs to block enemy paths)
- Special moves that respawn overtime and don't cost anything (a blimp that shoots stuff)
- You can adjust table position between matches
- There are harder modes, faster modes, endless modes
- Many levels
- Weather
- Can place towers directly in line of enemy paths, so you can make interesting mazes for the enemies to pass by
- Can sell towers
- Good graphics

As far as tower defense games go, this is easily a 7. If this were not in VR and were a flash game, or an app, I would still say it's pretty good. The BIGGEST single detriment if I had to name one, would be lack of enemy information, especially a health bar.. it's better than nightmare in north point but it's still less than an hour long. I'm not normally a fan of rail shooters as I prefer to roam freely, however that just wouldn't work with this particular game. That said at least the route is varied a bit & the targets are random when repeating previous routes so it's not easy to predict whether a friendly or enemy will appear. There are plenty of targets to shoot at other than the humans, some of these contain bonuses such as shields, money, infinite ammo (for a short while) & many others, whilst some contain a downside so be careful what you shoot at.

There is a shop where you can upgrade your abilities using money you gain from within the game, so it's not P2W. There are also several game modes some of which will certainly test your skills as you progress through the levels.

Pros:

- Great bold & colourful graphics
- Excellent background music & sound effects
- Nicely paced progress through the game with difficulty increase to match
- Wide variety of targets both good & bad
- Plenty of achievements to play for
- Lots of replayability

Cons:

Needs ingame music volume control rather than just off/on

Would benefit from controller support, I don't personally use one but I could imagine that many players would benefit

All in all, a great little game which is ridiculously cheap even if you paid full price, 9/10 will shoot innocent parties again. pewpew. This game is for offroaders, what else is there to say. It has plenty of cars that can be tuned to different terrains that consist of mud, sand, rocks, obstacles and more. There are multiple races and different events to attend across the map and each one has something unique.

It isn't really an easy game to play at first and needs some getting used to and the multiplayer function doesn't really work for some reason but overall it's an awesome Offroad Racing, it's hard to get better than that, maybe if the multiplayer functioned and the game had free ride mode with some open areas.. It has the same feel to it as the previous Fox Hime game, so if you've liked that you'll like this too. It tells a really enjoyable love story with great art style and great BGM. And what's even better than the previous game is that this time the translations actually turned out really good! Plus this even has voice acting now which makes it even better.. There is no way I can recommend this game unless you are looking to be frustrated at:

- Slippery movement
- Annoying wall-jumping
- Random spikes in difficulty
- and mostly boring levels

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