
Alien Shooter Download Requirements



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About This Game

The endless darkness and the somber, long passages of a military complex have become the abode of evil, as thousands of blood-thirsty creatures fill its offices, storehouses and mysterious laboratories.

Your mission is simple: clear the base at all costs. You will be provided with explosives to help you gain access to the teleports from where thousands of pitiless creatures pour. A stationary gun will aid in the defense of the area. You have been granted access to the most advanced weapons technology money can buy. As you earn your pay, you can equip yourself with additional weapons in the arming area and biomechanical implants that will make your fighting abilities super human.

The alien invasion has begun, we have one chance, and that is to stop them cold in their staging area. Do not allow them escape this facility, you are our last hope. The fate of humanity now depends on you!

- About 1,000 monsters on each map, showing up to 100 monsters simultaneously on one playing screen
- Many hours of game play with 10 missions and a survival mode
- Full-on-action male or female character
- Character upgrade facility
- 9 weapons of mass destruction
- Red or Green blood selection

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- Highly imaginative selection of enemies
 - Reactive music which helps to drive the action
 - Useful gadgets - flash lights, medkits, battle drones

Title: Alien Shooter
Genre: Action, Indie, RPG
Developer:
Sigma Team Inc.
Publisher:
Sigma Team Inc.
Franchise:
Alien Shooter
Release Date: 15 Sep, 2003

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English,Russian





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This game looks very promising.

It feels great to play.

There are some really cool ideas happening here.

It's basically a twin stick shooter roguelike type game, but with an item/ inventory system that allows you to tailor the combat to your liking (most of the time anyway, depending on the RNG factor)

Pretty much all the items you find could be used in combination with another to make some really interesting, and often surprising, results.

The game has only been out for a few weeks, and already it has greatly improved from the original build.

I look forward to seeing what the developer does with this game.. Okay, so I missed the part that this was a musical when I bought this. I'm playing along and all of a sudden the characters burst into song. YIKES! Then ... hey, this is actually good. I mean, really good. Not only were the voice actors very talented singers, but the music and lyrics were fun and creative. As a player, you get to choose the verses. There are only three songs in a chapter that took me 5 hours to play, so if the musical thing is scaring potential players, know that the songs are well interspersed and again, very well done. In my opinion, it adds to the game and not distracts and fits the story.

This game was well written, full of lots of humorous dialogue in the style of classic adventure games. There isn't one negative thing I can say about this game. All aspects of it were creative and so much fun. This game was well worth the price for my play time and I absolutely cannot wait for Chapter II. Hope it will be soon.... You get to play as a mute special force unit who wrecks havoc upon Black Ops assassins, and aliens from an alternative dimension with a wrench.. A nice little city builder that looks great, even by today's standards.

I didn't like the way the game handled combat, as it felt incredibly clunky.

But overall I would definitely recommend it.

Try it out, it's fun.. Locks up FSX and will not load..... This series not only had the wife and I rolling around, but the kids go around repeating a bunch of lines as well. I really enjoyed their Gamers: Dorkness Rising - but JQ has a bit more spit and polish to it.. Quite fun actually, the Graphics look good.. I am not much for writing reviews on games, but the developers just launched a huge update adding more content and fixing bugs that people were having trouble with before. They have listened to the feedback they got on reddit and here on steam. Not every first game launches can be a big success.

There is not a lot of content in this game, hence the price. I have played just over an hour and had my fair bit of fun, for that small price I would say it's worth it.

There is a bit of a learning curve to get the bullets flying where you want them to go, but after a while of playing you'll get the hang of it, making the whole experience quite fun.

Final word: The game is not expensive and totally worth the price, atleast in the state it's in now! :). Slightly different from other RPG games, more serious in tone and using the first person battle system, Advent stands out as an example of how to do an RPGMaker game properly. The dialogue is all very professional and battles are well-balanced. A lot of thought went into it and lots of people should play this game.

I have just completed my first playthrough of the Westport Independent. I stayed loyal to the government, always painting the rebels as the bad guys and making sure every district adored the Loyalists. My extreme devotion cost me an employee, Frank, but I weakened the rebels' movement and remained a popular newspaper.

While the game is a bit shorter than I would have liked, I still loved this experience. I loved imagining how the people reacted to the articles, how this dystopia changed. I see a lot of replay value in this, to see how the other extreme and min-maxing would work out.

If anything, my main gripe with the game is a minor one; the achievement don't have a description after I unlock them. Minor but annoying.

If you enjoyed Papers, Please or want to see how government censorship can work out in a dark world, I highly recommend this game.. A sumptuous homage to the isometric action adventure games popularised by companies such as Ultimate in the eighties, brought up to date with graphics and polish from the modern era. The level design perfectly walks the line between exploration and hair-pulling frustration (although you'll always want to have *just one more* go) and the game is festooned with tributes to games and game developers from that era.

If you're a fan of games like Knight Lore, Head over Heels, Sweevo's World and their ilk or just fancy trying something different from the usual fare, I'd highly recommend it.. Something was missing from this one. Namely, there seemed to be too many dead ends and abrupt changes in direction. I found myself asking "Really?" several times when it seemed giant swings in the story happened instantly and without my ability to avert them in any reasonable way. You might think this isn't a big deal, but when you're hours into a story and a severe shift in the story occurs and 'ruins' the direction it feels like you just wasted your time. Which is quite infuriating.

My story ended by being (slight spoilers ahead) turned into a tortoise. Making my entire story culminate in a three-hour long joke. It was completely unforeseeable and irreversible and was the final whiplash curve that felt indicative of the entire experience.

Weird pacing too, with long patches of the story seeming to stall out as the writer seemed to be waiting for you to choose the option he wanted you to choose. And then, BAM, giant swing. I just have a really bad taste in my mouth after this one. I felt like I wasted my time.. Love it so far!

The save function deleting after you die is frustrating but gives the game character...

It's also why I haven't gotten past the second boss yet. Owo

I love the classic rpg feel this game gives, looking at the stats of different armor and deciding which one is best, deciding whether you like the quick but small dagger, or the big but slow axe. Choosing from the random selection in the shop and battling through hordes of mixed monsters in chest rooms only to open the chest and find a freaking rusted dagger. (You got me there, but one day, oh, ONE DAY.)

Nice learning curve and hard levels in a good way!

It's an awesome game to cater to grinders, nostalgia-junkies, and rpg fans alike.

I recommend to anyone!. I just purchased 19 achievements for 0,39€20ac. Sadly there are no game modes or anything like that.. WHEN IS THE WATER COMING? also great game. I love games like brick break let me just say I LOVE this game the music the different blocks the bosses everything in this game is just awesome in my eyes

Remembrance/Armistice Day Weekend Update:

Hi all,

I've added a couple of new features this week!

Alternate Font



The Settings screen in the main menu now has the option of switching to an alternate font which I believe shows up better at lower resolutions. This can only be done on the main menu, because allowing it from the pause menu would be MUCH harder to implement. Let me know if the new font helps - I can always change it to something else if necessary.



Aircraft



I've now made it necessary to assign aircraft to individual pilots before sending them out on sorties. It's pretty basic at the moment. Once you get 1,000 Valour points, you can upgrade any of the aircraft to better models, which provide bonuses in combat against inferior enemy aircraft. You can also have pilots change planes if one becomes too damaged.

Let me know what you think of this feature. I'm not 100% sure how much detail should go into it, so I'd love the feedback.

Bugfixes:

- In the process of tweaking the aerodrome, I noticed that new pilots weren't being generated. Now, at the beginning of each month, if the number of pilots and/or planes is too low, new ones are generated.
- Pilot info now contains an icon to indicate whether they are Recon or Escort pilots.



- Fixed bug in which scheduled orders for dugouts and blockhouses wasn't working.
- Fixed bug in which Dry Weather Only scheduled orders wouldn't work a lot of the time.
- Optimized pathfinding a bit, which should reduce some lag whne pathfinding over long distances.

Thanks for playing!. On The Western Front **Tweaks:**

Hi all,

It's been a busy week for me personally, so I mostly focused on some more content and tweaking the AI to make things a bit more challenging.

Bugfixes/Changes:

- More events, which are not tied to a specific staff officer
 - Disease: Increases rate of wastage even during favourable weather.
 - Officer Birthday: Choose between allowing an impromptu birthday celebration in the trenches, which decreases Readiness, or banning the celebrations, which decreases Morale.

-
- Shellshocked Officer: Choose to limoger/relieve an officer or monitor him, which may result in a new trait.
 - More names for all factions.
 - Map is now 50% wider and can be scrolled from left to right. The camera can also be zoomed out a bit further to see more of the battlefield.
 - Firepower of rifle and machine gun units has been increased.
 - Enemy AI is more proactive about attacking units in no-man's land. Prior to this, players could build trenches and wires relatively unmolested by enemy fire, which is obviously unrealistic.

Thanks for playing!. **Over the Western Front:**
Hi all,

Decided to focus a bit on the Aerodrome this week, as I've been neglecting it recently.

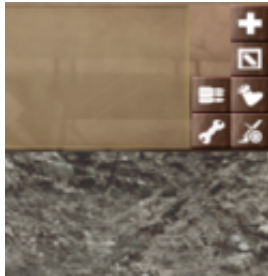
Bugfixes/Changes:

- Pilots now have traits, just like officers.
- Pilot balance has been tweaked, so that really good pilots are harder to shoot down, and lower-stat pilots are easier to shoot down. I believe this actually reflects real life a lot better.
- Following from above, monthly pilot regeneration rate has been increased to compensate for the fact that you will probably be losing more pilots.
- Pilots now have personal stats, like flight time, number of sorties, number of kills, etc. This is all "flavour" for the moment, but provides a solid base with which to flesh out the individuality of pilots. Feel free to suggest anything else that needs to be tracked.
- Officers also have personal stats. They're self-explanatory, except for raids. Company commanders will be given credit for a raid when one of the platoons under their command returns with prisoners in tow.
- Pilots now can develop an affinity for a certain model of plane, causing a temporary penalty when changing planes. This penalty is less than the gains you receive from the new plane, but is still something that needs to be taken into account when upgrading. The greater a pilot's affinity for a certain model, the longer the penalty lasts when changing.
- I wasn't happy with the rate of wiring that the enemy AI does, as it seemed unrealistically low. Thanks to better optimization of the game in recent weeks, I've been able to tweak the AI so that it lays far more wire than it used to.
- Fixed potential crash if units were withdrawn as the enemy AI was attempting to target them for bombardments.
- Fixed bug with supply units randomizing their load type instead of keeping the one they originally had if they return to supply depots automatically.
- Pilots shot down weren't being properly displayed or tracked, which in turn wasn't updating the number of pilots or planes properly. This should now be fixed.
- Supply units could restock gas shells without having either gas upgrade unlocked, but this has been fixed.

Thanks for playing!. **New Buttons:**
Hi all,

Hope you're all having a good weekend. I've taken into account some of your suggestions and added a few more quality of life improvements:

- The top right corner of the screen now contains some extra buttons which help highlight things such as which units need supplies or medical attention.



- Players can now choose to only show units of certain types ie. only Rifle units, or only Machine Gun units, etc.
- Turning off Fog of War is now an option. This can only be done from the Main Menu when starting a new game, not from the Pause menu.

Hope this extra information is helpful!. **Hotfix:**
Hi all,

Just published a quick hotfix for two easy-to-fix yet important bugs that were introduced in the last update.

1. Fixed dugouts, blockhouses, and mine entrances not working. I broke this when I tweaked the code to allow for field supply dumps.
2. Offensives no longer reset if the enemy performs an offensive first.

Sorry about these bugs, folks. Guess I introduced too many new features in the last update :). **Staff Officers:**
Hi all,

Sorry for the long delay between updates. Fairly sizeable content update this time, as I've added both divisional staff officers and random events.

Chief of Staff		
	Guntram von Hirsch	Closeminded
	Artillery Commander  1	
	Change	
Operations		
	Oliver von Bergmann	Bean Counter
	Sneaky  2	
	Change	
Administration		
	Leberecht von Koenner	Multilingual
	Infantry Commander  4	
	Change	
Logistics		
	Ottomar von Hausler	Closeminded Aggressive Raider
	Traditionalist  2	
	Change	
Intelligence		
	Meinard von Raitmcier	Multilingual Propagandist
	Aggressive Raider  3	
	Change	

The headquarters screen now contains a section which allows you to assign divisional staff officers, each with different effects on the division as a whole. Additionally, the frequency, type, and possible outcomes of random events are dictated by who you assign to these positions. For instance, it might not be worth it to have a competent Chief of Staff if his personal traits aren't very good, as the events and decisions he forces you to deal with might be a giant pain.

For now, the number of events and decisions is limited to one per officer type - I'll be adding to it gradually as I continue to work on the game.

Bugfixes/Changes:

- Staff officers now appear in the HQ screen.
Chief of Staff: Affects order delay for all units.

Operations: Affects artillery effectiveness and readiness decay when both attacking and switching tasks.


Administration: Affects passive morale loss and replenishment rate of units in reserve.

Logistics: Affects food/water regain when in range of kitchens.


Intelligence: Affects success rate of air reconnaissance and revealing of units due to noise.

The help text for this new feature is also included. Additionally, German staff officers now have the "von" in their surnames, and British staff officer names will sometimes be preceded with "sir."

- Random events and decisions now appear every now and then.



Operations
Sir Alexander Underwood

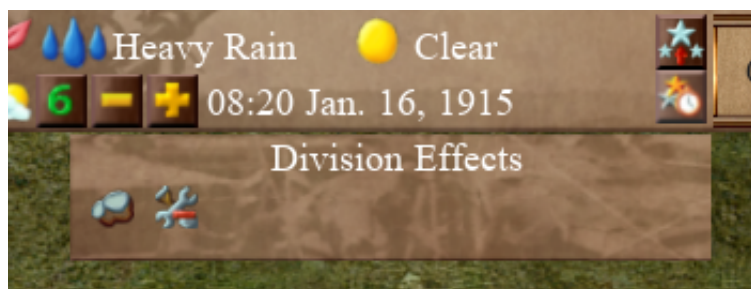


The experience of our armies on other parts of the line are revealing new gunnery and spotting tactics that may be useful for counterbattery fire. I suggest we attempt to adopt them into our own artillery units, which will hopefully improve their readiness. Hopefully our men will benefit from our training, although it may disrupt their current training.

Let's give it a shot.

Let's stick with what we know for now.

These can sometimes cause temporary effects that affect the whole division.



- Since your Operations officer now affects the number of tiles attacked by artillery batteries, the default number of tiles bombarded is reduced.
- Following on from above, the number of tiles bombarded is now affected by current readiness levels. This is to encourage more frequent drilling and troop rotation.
- Readiness used to be reduced when in reserve, as sort of a tradeoff to the restoration of morale and numbers. Readiness now increases when in reserve. However, readiness now goes down when units attack, to simulate the breaking down and overuse of equipment. Thus it becomes necessary to rotate troops even after taking offensive actions.
- Fog of war has been tweaked to make it harder to scout enemy positions without constant reconnaissance.
- Aerial reconnaissance is now more difficult, but can be mitigated with a good intelligence officer.
- Added a few more variations to the officer portraits.

Important notes:

You might notice a few references to something called "unit cohesion." This is irrelevant for now, but will eventually come into play once I get the Russians, Italians, and Austrians into the game. No timeline yet on when that happens, but it's just something for the future.

You might also note that a lot of traits for the staff officers, such as "Reactionary" don't have proper tooltips. This is related to some of the random events I have in mind for future updates, so proper tooltips will appear for these traits once I hash out their associated events.

Thanks for playing!

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