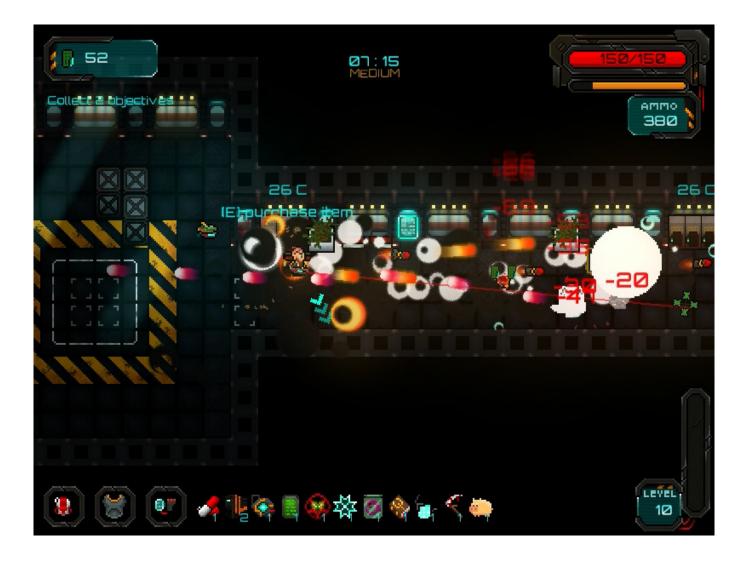Void Raiders Download] [Keygen]

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About This Game

Void Raiders is sci-fi top down shooter focused on character progression and shooting both humans & aliens that stands in your way to become most feared raider on Neptune planet. Blast your way through many exotic locations, collect mysterious artifacts, powefull relics and shards of power to upgrade your characters, their equipment and even Lone Invader tavern whitch serves as a base of your marauding operations.

Title: Void Raiders
Genre: Action, Indie, RPG
Developer:
Tryzna83
Publisher:
Tryzna83
Release Date: 14 Jun, 2016

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Minimum:

OS: Windows 7

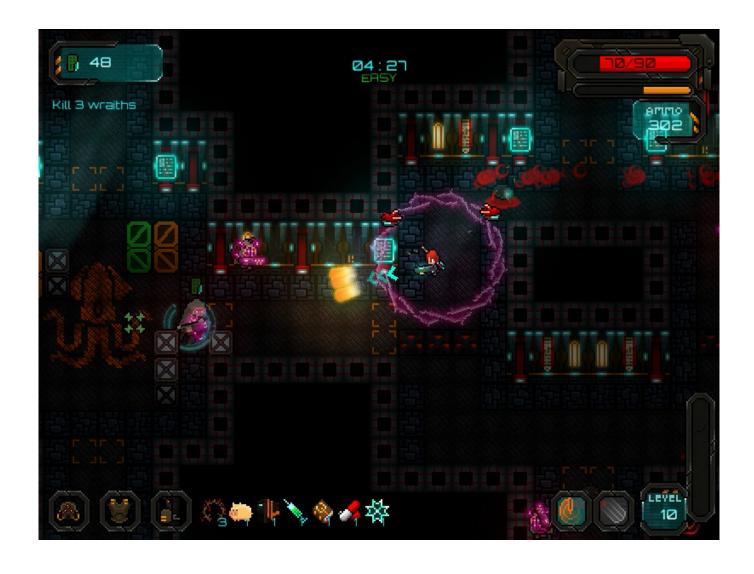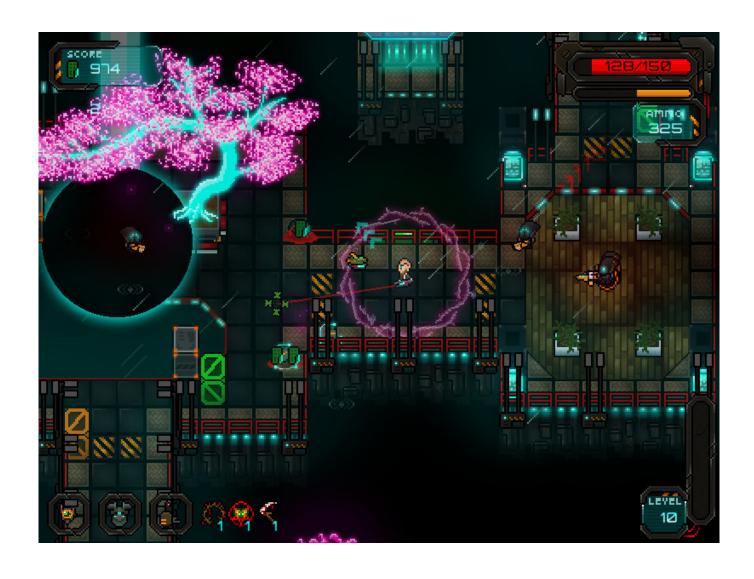**Processor:** Intel i3-4160 3,6 GHz

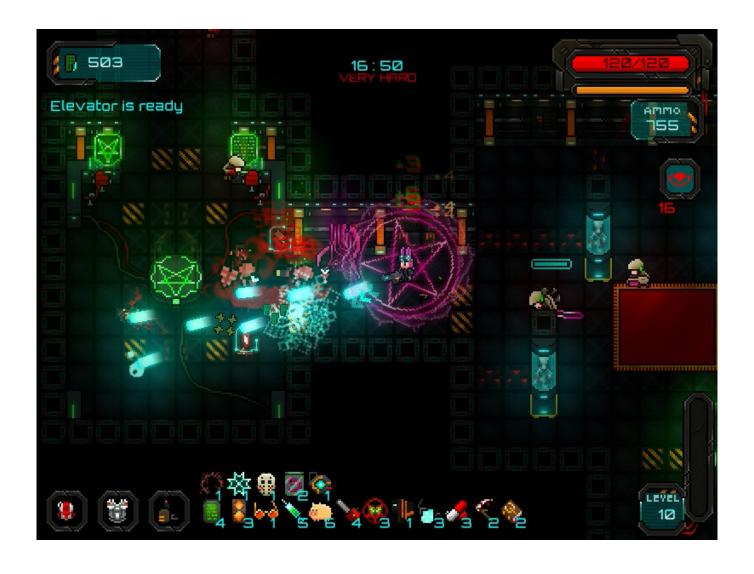**Memory:** 2 GB RAM

Graphics: Intel HD Graphics 4400

DirectX: Version 10

Storage: 200 MB available space

English

Some direction would be nice. Are there any points to be placed in-game when you gain a level? Maybe mention how that works?. Bliss. Combine smash hit games Nuclear Throne and Risk of Rain and you get Void Raiders. There are two excellent systems at play that make this game work. First you have the temporary character upgrades\/pickups during the gameplay. You are able to purchase one of three upgrades between randomly generated levels and these stay with you until you die. They are pickups such as a thorn halo that hurts enemies close to you or an increased critical chance. These are welcome but incremental, almost anemic, upgrades. They help once you stack 5 or more of each but initially they won't do you much good.

The second system that makes this game work is the permanent character progression. You start with 3 selectable characters and as you play with each they level up. Upon levelling up they get skill points that you can apply to two different skill trees for each character. These are serious improvements and you will likely die a lot at first with each new character. However, once you apply 2 or 3 skill points your character becomes a death-dealing, apocalypse wielding, mayhem spitting machine. To take it one step further for you progression junkies, there are 3 equipment upgrades as well. While beating levels you will earn four different resources and each hardware upgrade uses 2 different, very rare, resources. This will likely be the slowest upgrade path and it seems to be an odd choice at this point given that they appear to be fairly week changes.

This is early access though and the game isn't without it's potential improvements. To be a true classic it needs to tighten up the controls\/responses. A real SHMUP needs lightning fast movement and tight controls. The game currently is a little swimmy and the shooting feels off, inaccurate. That might be due to the impossible cursor\/aimpoint that is lost in the oversaturated graphics. I'm not a graphics snob and I love pixel art as much as the next guy but I find the lighting, color choice and minimalist art to hurt the experience a little. At the same time the individual art is charming at times and shows real talent. I just think the art direction could benefit from more consistent style and a little more restraint on light effects.

I think this is a true gem in the making. Great work Tryzna83. Great Rogue-type twin stick, very addictive gameplay, and I haven't even listened to the soundtrack yet. All the best stuff from my 80s and 90s arcade upbringing in one nice package, I haven't had this much fun since Ikari Warriors. Do yourself a favor and buy it, and support this good effort.

Edit: I add this part at the end in case any other developers read reviews for other games to try to understand what makes something so popular or attractive to users. I would say this developer pays an appropriate amount of attention to the visual effects, not so much that they ovewhelm or that the game loses focus, but it makes a really nice "paint job" on top of great mechanics (which seem very well-tweaked).

A lot of other games, including ones I have bought but not played lately, seem almost to this level, but are just missing that extra variety in the color palette or visual effects to stay up to date with modern games.

Here's a hint -- if the visuals on things like Bejeweled look head and shoulders better than your game, it needs some shine. This developer used relatively low-pixel 8-bit style graphics and gave it the right shine to make it do its magic, with very simple yet effective art. I consider this game to be a model for other developers in its class, and feel very happy with my investment, to the point that I have shown it to coworkers and family. Kudos, and may your competition learn from your efforts.. A budget mix of Nuclear Throne with some of the roguelike mechanics of Risk of Rain.

Gameplay consists of blasting baddies on the way to collectables to unlock the elevator to the next floor of baddies. Similar to Risk of Rain, there's a timer at the top of the screen that raises the difficulty of enemies as it ticks upward, so speed is encouraged. Enemies constantly spawn in on top of you, ruining any tactical feel from the top-down action. Damage done by enemies seems to vary between "nothing to worry about" and "oops you died", rarely striking a happy medium.

There are 3 characters, each with 2 very small skill trees of passive abilities to upgrade. The characters are rather bland. Boris, for example, can hold LMB to shoot, or hold RMB to... shoot faster.

The pixel art visuals are amateurish and unattractive. Obstacles such as crates and tables, enemies, and treasure-containing lockers all melt together in a difficult-to-read blob of dark pixels.

There's no tutorial and virtually no explanation of game mechanics. There's a bartender who allows you to select a drink, which gives you various bonuses. One of these is "Start the game with 2 datacores and 2 void cores." I still have no idea what void

cores are, though I think they're the green boxes you find as objectives.

All in all, it feels like an uncompleted Early Access title. With more characters, extended skill trees, a visual makeover, and some mechanical polish the game could be a solid pickup. Ultimately however, you're better off grabbing one of the games that clearly inspired it, such as Nuclear Throne, Risk of Rain, or Neurovoider.. I've had this game in my library for quite awhile and never got around to playing it enough to feel comfortable writing a review but I've come to that point now so, here we go.

Void Raiders is a very "light" Rogue-like \/ "bullet-hell" game. It's a fairly small game that was developed in a short time window. For the time invested in it and the end result however, it's a solid game and I have no complaints about the price I paid for it. (Bought it at the regular price \/ $4.99, no sale.) This developer has real potential if he can take what he did here and improve upon it in the future.

Void Raiders has 3 characters, each with respective talent trees that you can put points into as you level them up. You pretty much choose one of the characters and are thrown right into a randomly generated dungeon to survive as long as you can (or beat it entirely on the first try?).

You'll fight your way through several floors, retrieving items on that floor which a helpful arrow will point you in the direction of, while wading through swarms of enemies. After which, the elevator will become accessible and you can return to it to ride it down to the next floor.

You'll earn credits which you can use to purchase upgrades inbetween levels, or from vendors throughout the level. None of these are permanent and will all disappear if you die. Your levels and talent tree points are what remain permanent.

Every few floors, you'll encounter a boss. Killing the boss earns you a special kind of currency which can be used at the title screen to permanently upgrade your character's equipment. There are 3 bosses in total.

That's really all there is to this game. Void Raiders is a short and sweet dive which the creator made in I believe just a year's time, working in his spare time. For what it is and for the time invested in it, he's done a very good job with it. The artwork is simple but clean, the game is well programmed and plays flawlessly.

It's a well polished, fun if not bitterly short romp through bullet-ridden mayhem.

One "criticism" is something I read from a few other people too. I know the game was intentionally designed to be fast and hectic but many people I saw felt the enemies should have respawned a bit slower and I share this belief.. Best scroller shooter on the market. I love it! please continue to update this game.. This is a first impression of the game and I will probably write more about it later.

Void Raiders is a top down mouse-aim shooter-RPG with random level layouts and item drops, persistent character progression and lots and lots of bullets.I played a pre-release alpha build and was immediately enamoured of it, and for five bucks, this early access build is an excellent foundation. Though it lacks plot or characterization of any kind at present, it has good enough music and spritework to convey a sense of style: a dark, neon-lit, occasionally rain-soaked metropolis on... Neptune?

It has three playable characters- Boris the Brawler, Tina the Gunslinger and Gudrun the Bladedancer, and of the three thus far I have had the most success with Boris, whose upgrades slowly turn him into a bullet-spewing tank. Tina puts out even more shots with her dual guns and has an entertaining special ability that causes her to spray bullets everywhere around her. Gudrun, with proper use of her blade-dashing and bullet-reflecting, is surprisingly survivable, and has a shotgun for when her sword isn't enough, but if you can't effectively use her sword to intercept incoming shots, she's by far the most fragile of the three.

Stages are split up into floors. On each floor you must obtain a certain number of key items, either these metal boxes with pink lights or these glowing green datacubes, before the elevator to the next floor becomes available. Enemies respawn endlessly, but you get xp for every kill. They drop cash, ammo and the occasional health pickup. Cash can be used to purchase stat-boosting (more damage, higher crit chance, health back on critical hits, etc) items from in-level vendors, one item per vendor, and you also get a choice of three items to buy between floors. However, you don't know what you're getting if you buy the in-level items, and in roguelike fashion, these items are lost when you die.

There's another review on here mentions the somewhat sluggish player movment, noting that you often have no choice but to "take the hits", and I'm inclined to agree, but if anything that's the game's only real shortcoming apart from not-yet-added features. However, I personally feel like the current level cap of 10 for each character is a tad low- admiteddly, leveling only gives you skill points, with the actual stat increases instead coming from upgrading your armor using components earned from defeating the bosses. I can only hope these upgrades have no cap, or at least a high one, as the game still becomes very difficult in later stages. Interestingly, I noticed that the difficulty increases not per stage but rather at certain time intervals in the length of your run- if you waste time, things will only get harder, but you might miss out on extra funding and items.

I've played a lot of roguelikes and am glad to see another one with character experience and skills that carry over between runs. I hope that, like Rogue Legacy, or Galak-Z's arcade mode, victory in this game is an eventuallity, or at least a reasonable possibilty as in Ziggurat.. 10\/10
Better than Nuclear throne

Very well done and constantly updated\/evolving twin-stick shooter.

It's a game where you'll not get much help from within the game but for sure in the community. The reason I say this is there are lots of pickups that you get and save from run to run that come into play throughout the run and also equipping your 3 raiders.

It's a bit hard at the start to put this together if you dont' know anything [I picked this up day -1] but once you get used to those and understand how they work; you can tweak your raider with skills and items, both initial setup as well round to round.

I've really gotten to like this and it's a shame that it doesn't log time while offline :(I have way more hours in offline mode as my kids talk to their friends on the account.

It's a great time, it has progression and it's a shmup so what's not to like?. This may be kinda biased as i have been playing since early alpha but this game is VERY fun and a great early access title. Worth the 5 bucks for sure.

It is a bullet hell rouge lite with permanent character leveling.. only ever buy this for a dollar, seems incomplete. Really enjoy this game. Fun bullet dodger with great upgrades that really make you come back for more. Check out my gameplay for more excitement!

https:\/\/www.youtube.com\/watch?v=9qtYZlzle8I. I bought this game day of release and honestly after playing it a few times, I really can't stand it. the ability to progress is based less around actual player skill and more about luck. You're pretty much soaking up bullets and hoping you can make it to the next boring objective. the progression system is negligible and you can fully level up your characters after a few agonizing hours of dying on objects that should clearly labeled as solid. I guess the constant waves of enemies are supposed to give you a sense of urgency but i feel like it's a really cheap way of doing so that totally destroys any reason to try and explore levels making this a boring scramble from one objective to the next. maybe if the character progression was a little deeper and there was more ways to deal with the constant bullets other that soaking them up and hiding behind cover that you rarely know was there in the first place it might be playable till then this is the first game I have regretted buying on steam. 4\/10

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