
Heckabomb Download] [Torrent]



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About This Game

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Heckabomb is a twin-stick shooter for Windows. Works great with any controller. Supports mouse+keys play too. It has varied levels based in a circular arena and a host of upgradeable stats including bullet spread, rate of fire, turbo boosters and magnetic collectors. There are six varied add-on weapons too, including a chain-lightning gun, bullet-reflecting satellites and a rapid-fire swirly thing! (a legal requirement of any arcade shooter) Loads of different of enemies, including huge boss warships, missile batteries, tractor beams and a deadly enemy ace pilot will challenge your arcade reflexes and endurance.

- Twin-stick (controller or mouse+keys)
- Visually intense, massive explosions, huge debris clouds, trails everywhere
- Spectacular arcade soundtrack
- Campaign mode, Survival Mode, Hardcore Mode, AI Duel Challenge
- Online hiscores

Your planet is dead

The Heckabomber is a doomsday weapon, the only thing that survived the destruction of your home planet by the alien armada. Loaded with devastating planet-destroying bombs, you'll fight across the Universe. Seek out enemy worlds to obliterate, crush their defenders, crack their planet and harvest the remains for construction materials to upgrade your ship and continue your rampage.

Asteroids

Asteroids exist throughout the Universe and are often the leftovers of planet formation. With Heckabombs detonating across the galaxy, asteroids are often the leftovers of planet destruction too! Mining them for resources allows you to build new weapons, upgrade equipment and resupply smartbombs.

Every second level you'll race to harvest asteroids before the blast wave reaches you from the planet you just blew up!

Planets

After charging up on ship upgrades, you'll take on aggressive enemy ships, crash through their defensive lines and try to get close enough to their planet to drop a single, devastating Heckabomb onto it.

Enemies come in various shapes and sizes from tiny fast-moving divebombers to massive lumbering tractor-beam transports that'll try to pin you down for other enemies to shoot.

Warships

Every 10th level, you'll face increasingly huge enemy Warships. Each one carries a unique bonus upgrade that you can only get if you choose to engage the Warship rather than steer clear of it's deadly weapons and fighter launch bay.

Hardcore

In Hardcore mode you get no continues and enemy accuracy, rate of fire and bullet speed all increase substantially. One life only, extra challenging fights, vie for a place on the elite hiscore table.

Casual

Casual mode unlocks when you complete just one level of the main campaign. It offers a lot less challenge and a lot more salvage loot, making for a relaxing shoot-em-up ride up through the game as far as the first Warship encounter. Practice your moves in relative safety, or just watch the pretty explosions.

Survival

Unlocking the bonus Survival Mode gives you a huge upgrade budget to customize your ship just once then hurls you into an endless battle against increasingly ferocious odds and a limitless armada of enemy Warships.

Duel

Face the elite enemy ace pilot in the campaign and you'll unlock the bonus Duel Mode where you can challenge the ace alone (with his 5 elite henchmen... hey, he is a bad guy!)

Title: Heckabomb
Genre: Action, Indie
Developer:
Allicorn Games
Publisher:
KISS ltd
Release Date: 27 Feb, 2015

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Minimum:

OS: Windows 7

Processor: 2+ Cores, e.g. Intel Core i3

Memory: 1 GB RAM

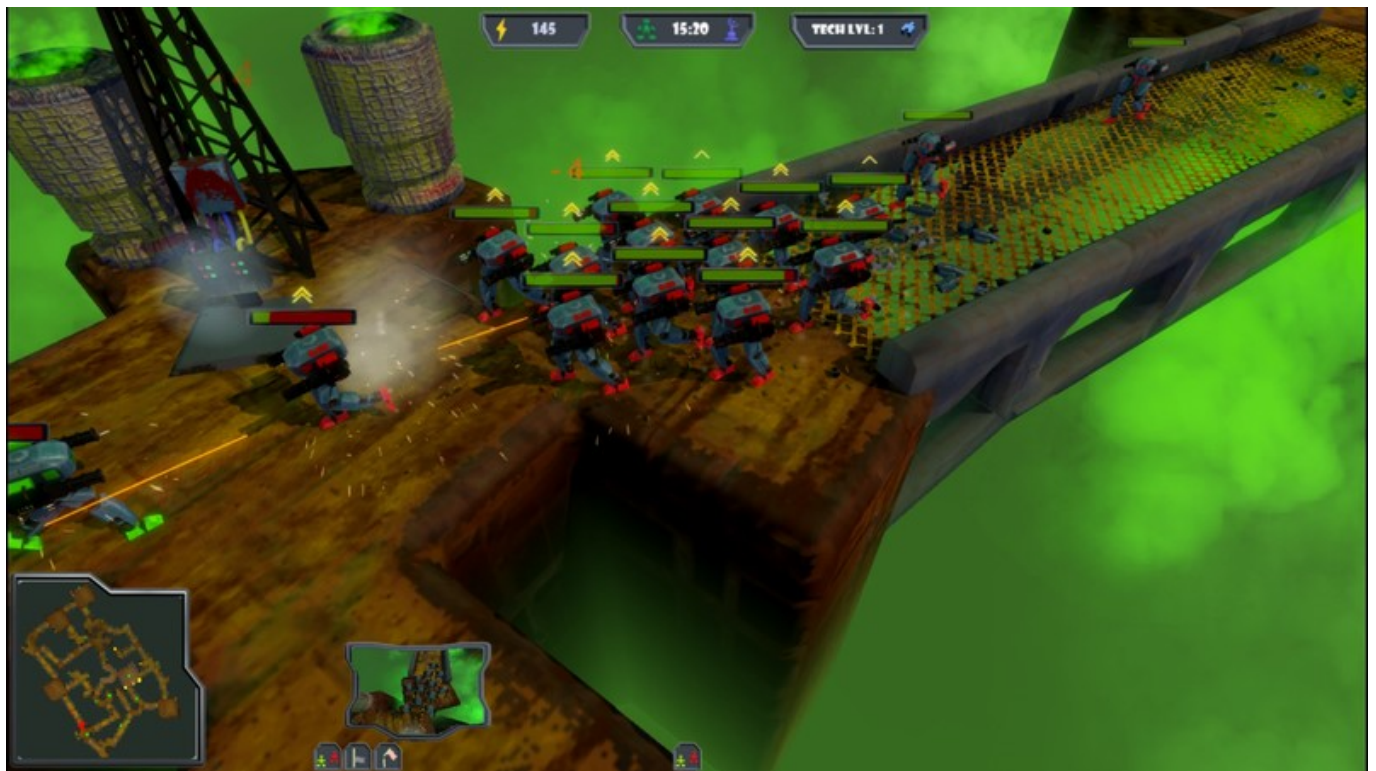
Graphics: GeForce 100 series, Radeon HD 4000 series

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 800 MB available space

English







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Very punishing

No work is done on animation WHAT however

hitboxes are unclear

Levels are either short and easy or short but copy and pasted and punishing

Controls feel floating and inconsistent. Fast paced, quick kill quick death, free exploring.. Very good game so far, I recommend this game because it has a lot of potential. It's very challenging and you have to be quick to harvest your resources or you will see your village getting destroyed on the first few nights. I would recommend the team to maybe add more time during day light or reduce the number of resources needed for some building (archer tower) instead of 60 woods it could be 45 or 50 and that would make a big difference. It would still be challenging but at least more possible to reach. Also, I find the day time too quick and I most of the time, I end up with not enough resources to move forwards since I'm always using all my resources to fix or rebuild my buildings which is frustrating after a while. I'm looking forwards for the future updates. I would love to have the capacity to build walls and fortifications.. Thank you guys so much for bringing Z1 Back to life and free placement of base! <3. What the hell is this♥♥♥♥♥♥♥♥ I thought I'd try something new and instead, had to spend most of my time in the lobby. I think the people who created this game described themselves in the name, Noob Squad. I want my \$0.2 back.

now this was a good visual novel. i think it really hit the spot on the stories. 2 very important ones that a lot of people have been through. there are a lot of people who can relate with bullies or someone treating you like a sex object and not care for you. i think they did a great job on this one.

my time spent is completing every option and seeing both sides of the coins.. Where do I start? Why don't we start by saying that this game calls back to several classic games, as well as a classic system that passed the test of time in the 80s. No knowledge of the ZX-Spectrum (yes, Z as in proper british Zed) is required to play the game, but the colour scheme and pacing as well as the audio draws (and screams) authenticity as if you're using it to play this game.

Control schema is very simple. Two keyboard setups, SPACE as a command button, along with simplistic gamepad support (directional buttons + A on a XBox controller - or in ZX terms, FIRE). The tutorial is simple enough explaining how to use the controls.

Audio sounds just like it's coming from the audio chip in a ZX-Spectrum; the graphics also the same, with the intricate shading.

Gameplay? A mix of the firing and option mechanics from R-Type with the powerup selection akin to Gradius/Nemesis. You collect Zogs (the game's currency) during a mission to activate powerups as well as to purchase upgrades between missions -- any powerup selections during a mission don't subtract from the Zogs you bank -- but you do lose Zogs you carry if you get destroyed during a mission as well as activated powerups -- just like those old shooters.

Difficulty is dynamic and is based on the hostility level as well as the type of planet. Several ingame achievements can be earned for pulling off specific feats during a mission or throughout the course of a game. And with so much to explore -- and CONQUER -- it will be likely that the game will take many hours to complete.

Interestingly recommended.. This game isn't an AAA++ title, but the time i've played it i had fun. the enemys aren't intelligent, but hard - its a 6/10 but really worth to play if you like shooters with a bit of story. but don't expect to much! :) i'd buy it again..... This game is pretty good so far just waiting on more content to come out for the game but anyways I did a really good high quality video on this game for YouTube if anybody wants to see the game before they buy here's a link to the video <https://www.youtube.com/watch?v=a6a54QeMuU> or you can see it in the videos section on my steam profile! :). Playing this game 6 years after the release still feels good, no lag, no bugs, smooth gameplay.. As a big fan of SAO I bought this game thinking it would be fun to play, however if your like me and prefer to use a keyboard and MOUSE then this is not the game for you. The entire game is controlled with a funky control scheme that uses only the keyboard to do everything, if your a fan of playing games where you use just the keyboard to play then this game is for you otherwise dont waste the \$20.. So after playing this game for a total of 195.5 hours, its time I probably wrote a review. For an early access game, it runs pretty smooth for me. There are points where it tends to have an FPS drop when entering certain spots of the map, but generally most of the time it runs beautifully. It should be noted that I don't have an amazing computer.

This game is definitely moved away from the building aspect of survival games, with instead of building houses, you capture a shelter and build storage and craft tables for inside. Lots of time has been spent crafting so if you enjoy games that are always fast paced this may not be for you.

The map looks as though only half of it has been released, and updates are frequent to fix any bugs and issues that come up along the way. Remembering that this IS an Early Access game and is still being developed, I would still recommend it.

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