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About This Game

Introduction:

Game is sequel to Cyborg Invasion Shooter. Player character is again cyborg soldier, who need to save world. Enemies have conquered now world and there are 3 hidden artifacts in every level, which player need to find to complete level. Different enemies are defending those artifacts. There are different enemies like soldiers, turrets and flying enemies.

First version contains 12 different themed levels like: Village, City, Desert etc.

Player has 4 weapon to use and also player need to find ammo pick-ups and health pick-ups. Every level contains 1-3 checkpoints where player respawn after death, if player reaches current checkpoint. So player first mission is to find first checkpoint that he can continue level after death

Player can also use melee attack if no ammos. **So be the hero, kill the enemies and find hidden artifacts**

Features:

- 12 different themed levels

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- 4 Weapons:
 - Rifle: Most powerful weapon
 - Shotgun: Powerful, but very inaccurate weapon
 - 2 pistols: Pistols aren't very powerful but they have lot of ammos
 - Health pick-ups
 - Ammo pick-ups
 - Lot of enemies: Different soldier, turrets, flying enemies

Title: Cyborg Invasion Shooter 2: Battle Of Earth
Genre: Action, Indie
Developer:
Tero Lunkka
Publisher:
Tero Lunkka
Release Date: 28 Feb, 2018

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Minimum:

OS: windows 8

Processor: i5

Memory: 8 GB RAM

Graphics: nvidia 900 series

DirectX: Version 9.0

Storage: 8 GB available space

Sound Card: Direct x9

English

Trains:



Please do try not to slip and drown; it's been 993 days since our last accident and we're so close to a satisfyingly round number.

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Cute puzzle came like Violet. Recommended for kids and those who still feel like.. I wish I had a dollar every time I died playing this on my phone. I played so much I eventually downloaded the free PC version from the developer's website while waiting for this one. It's so good that I felt compelled to support the developer the moment I seen it released on Steam with achievements.

You will die often. I find it hilariously cynical. I don't really play many rougelike games. The only game like this I really loved was Fatal Labyrinth from Sega Genesis. Pixel Dungeon brings all the best elements and then some. I've been playing for over a month and I barely made it to the Boss on level 5 before it ate me.

I like the challenge and the random levels. It's kinda like poker. You will get awesome levels, just like a royal flush. You will also get ♥♥♥♥♥♥♥♥ levels where ghosts chase you around. I love that I can be killed at any corner. It gives you a true sense of danger and keeps you from running around without thinking about it first.

I am giving a good review now but I truly hope that in the future we keep seeing updates that are cooler than the many modded versions on Android. I'll end with a list of missing features that I would love to see in the future.

Level Editor

Multiplayer

Controller Support

Mod Support

Create-A-Character

More customization options, rename characters, items, etc.. not a good game you cant really even start a farm. Thought this was going to be a quick 100% achievement game seeing that there is only four achievements. Man, was I wrong. Even though the graphics are cute, the controls are absolutely terrible.. gameguard has stop working GG redfox. Awesome game 10V10

Pro:

- Many characters to choose from, each with their own abilities, roles and history. Many ways to customize and equip them, with the objects that you can create, weapons, accessories, etc.

- A very good story and music, that added the entertaining and strategic system of battle and skills, will make you play for 2 or 3 hours and don't even realize it. Many actions to carry out in the city, which adds more fun and planning.

- The devs are responsible and committed to the game, responding to any inconvenience quickly and trying to solve the problem actively and agile.

Cons:

- No open world.. Not horrible but it's no Dope Wars

<https://www.youtube.com/watch?v=e6gin1ocz20>. Game is not playable. Posted bugs all over the place. Official forum, send emails to developers. No response from developers. I would like to ask them for refund but there no way to contact them. Don't buy it.

Surprisingly good so far.. Better than Mighty No9, but that isn't saying much. It's okay, but between bad level design, sporadic input lag that ends up killing you, and frustrating gameplay, I can't recommend this game for more than \$5.

If you're thinking I'm just bad and can't make it past the levels, I've almost cleared Cuphead on hard.

I wanted this to be amazing, and while okay and much better than Mighty, it isn't a solid Megaman game.

5V10. 10/10 game, would get cancer again!. what a neat guy with some cool clothes am i right fellows. would be a good game if the sound actually worked (yes it's definitely not a problem my end). For the price of a Starbucks Double Chocolatey-Chip Frappuccino, this game is more than worth it. This game incorporates vertical combat that you won't be able to find anywhere else. The different weapons are fun to get to know and are all special in their own way. Gameplay is very smooth, and does not feel clunky at all.. Honestly the best game I've played. Great game! Very fun. I will play a lot. I love you dude. You are very cool. Keep up the good work.

UPDATE 1:

New level added. Dark Town level. Totally now 8 levels. Also fixed so player can pause game by pressing P-button



. New partner RPG:

my new partner project coming soon. Simple interactive rpg:

https://store.steampowered.com/app/1076830/Quest_For_Wartorn_Brotherhood/. Last part of Cyborg series:

https://store.steampowered.com/app/1023150/Cyborg_Invasion_Shooter_3_Savior_Of_The_World/. Bundle discount:

Steam bundle discount: https://store.steampowered.com/bundle/5481/Masterpiece_bundle/. Bugs/Glitches:

I have listed few bugs that appear current version, I apologize those

- Dungeon level have few invisible walls, or missing collision
- Sewerage map sometime it seems skyspere
- Desert map player need to reach checkpoint so otherwise somewhy player spawn out of map, but if reach checkpoint then no problems. I will try to solve problem

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