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## About This Game

Dead Shot Heroes is an FPS MOBA style game designed for VR but compatible with non-VR. There are two teams that try to push forward through enemy lines and destroy the enemy base.

## Game features

- Play against AI ( different difficulties are available )
- Play in VR or non-VR
- Choose between multiple heroes
- Gain experience to unlock new abilities
- Be fast, be dead shot accurate
- Earn experience for each game to gain level, place on global ranking board and unlock new customizations ( Work in progress )

Refer to the official guide for more details

<http://steamcommunity.com/sharedfiles/filedetails/?id=1327732253>

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Title: Dead Shot Heroes  
Genre: Action, Indie  
Developer:  
Martin Kutlak  
Publisher:  
Martin Kutlak  
Release Date: 30 Mar, 2018

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English



The screenshot displays a character's status panel on the left and a central furnace core. The character is a young girl with black hair, wearing a green and white outfit. Her status is as follows:

- Level: 37
- HP: 164 / 164
- Tummy: 99 / 100
- Power: 9 / 9
- Cost: 10
- Shots: 0
- Abilities: Lv 1 (0), Lv 34 (36)

The central furnace core is a glowing orange sphere with a blue rectangular panel on its right side. The background is a fiery, orange and yellow environment with a large, glowing nuclear symbol in the center.

A text box at the bottom center reads: "Okuu equipped Abyss Halberd. Okuu used Atomic Fire, 'Nuclear Excursion'!"

At the bottom left, the player's currency is shown as 2,494 Yen and 2,102. At the bottom right, the furnace core is labeled "Nuclear Furnace Core" with a circular icon containing the number 31 and a small 'F' icon.



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Not finished - but with potential. This is basically Bad Piggies in 3d.

Once they iron out assigning keys to parts and fix the physics and part placement so that parts rotate about the same pivot point, this will be fun. At the moment it's a little frustrating.

One to keep an eye on though.. This is a better experience than any rollercoaster VR game I've played. I'm definitely going to have to show this to everyone I can who wants to try the vive. It's amazing.. Nice little puzzle game.. This game is so fun. Looks great, good community. I just wish I had dsicovered it sooner.. Game is Beautiful :D

Multiplayer = Awesome

and if you are lagging turn on low graphics

But how come Friends can be 2 min and Mutliplayer has to be 4?

But Great Game And Can't Wait For More Updates And Patches

game is Terrifying when you don't expect it. And Owl made me poop my pants.

(shhh-Bots for Multiplayer :). DO NOT BUY!

Devs have abandoned the game while it still contains game breaking bugs that cause crashes and erase game saves.

It does NOT contain a "repair" feature and does NOT have raiders, making the "What's Mine is Mine!" achievement unattainable.. The Game is awesome!

I must say there was a bit of queue time but thats understandable due to the fact that its an early access game.

The more people are in the more chaotic and fun it becomes.

The best way to describe it would probably be something along the lines of..

Playing with little blocks of Lego when you re a kid, immagining that they fly and crash into things and make strange alienated machine sounds and you re just thrown into a warzone and you find out you have these strange powers of distruction.

Interested in seeing what the final version is like.

. A nice point & click adventure that contains some not-too-difficult puzzles, but also some of the solutions that are not very obvious. Halloween theme with a tint of humour provides for some evenings worth spending over Evil Pumpkin.. Now you're thinking with portals

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I've never seen such disregard for a game from the developers. I heard rumors that the devs set this up in early access for a quick cash grab and moved on to another game, identical in all aspects; to release again in early access. That being said, I can honestly believe it now by how poorly managed this game is... with zero support. This game should not even be in early access or steam anymore, but thrown back in the garbage in which it was pulled from.

shame on steam for allowing these types of developers to run rampant and clearly take users money with no return on investment. This game will never leave EA and is disgusting that there is even a premium subscription for such an under developed and forgotten game.

it is not even worth my time to do a proper pros and cons review.. I'm really enjoying the tank battles in this game, the A.I is good and the replay value is decent due to regenerated maps & mission scenarios.

Overall:- This is Good Arcade Action game, with some strategy added too. An easy to pick-up and play game.

Rating:- 8.5/10. Aside from an anvilicious debate towards the middle that felt like it came out of nowhere, this is a strong follow up to The Prodigy. Flush with your successes from the previous game, you take part in a reality tv show to form America's next great Supers Team. Much like Slammed, this game has betrayal, scandal, fame, and public opinion as major themes.

The twists towards the latter half were interesting as well. It's also the first and only of the three that I faced a game-over in.. Kojima tier story here with this one

A long roller coaster of a story with unpredictable twists, and Devil May Cry level combat

(\u0361\u00b0 \u035c\u0296 \u0361\u00b0). \u2665\u2665\u2665\u2665. Stupid.Completely Stupid.. This is the demo, it's a good puzzle game. It is bit creepy, but it is quite easy. Can't wait to try out the full release. Which is Nevrosa: Escape.. I had extremely low expectations for this (No offence), it looked like one of those Minecraft fps ripoffs, but I was actually overwhelmed at how much fun this was.

The customisation for a new player was quite in-depth, with the more accessories for paid users (Which imo isn't a problem, gotta support the devs somehow, eh?).

Maps, lackluster. Modes, yet again lacking. Fun, endless. I could spend hours and not get tired of the same map, because in the end, you are just gonna blow everything up anyways (or get yourself killed trying to).

Gameplay was smooth and generally straightforward. Plant a bomb, run away, grab any items, repeat. Even though this is the case, it was actually still a lot of fun and reminded me of the old bomberman back in the days.

Communication was not bad. Lots of great people who enjoy laughing and **memes**.

My biggest issue was to trust my email address with the game, I am annoyed by this when it probably could've been easily integrated into steam's system without the use of a username and password. It also would've been nice to be able to add random people who I had fun with on steam rather than asking them straight up for their actual name and/or profile link.

Overall, I was surprised that this was free. If there wasn't any DLC in this game, I would've been worried for my boy David.. It is a good demo, it isn't a game. Charging for it is criminal.. Not much replayability, but super cool to at least check out. Especially enjoyed the Terracotta Army.

### **TABG Free weekend is live!:**

The TABG free weekend just went live! We hope you enjoy and that it bring some more players to the game :)

Any questions should be kept to the forums or email us at [info@landfall.se](mailto:info@landfall.se). **Market Tycoon V. 1.0.7:**  
We've just rolled an update that should fix some bugs

•Save/Load issues. (It MIGHT not fix your old save game and you should start a new one)

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•Quick fix for people getting stuck. (This is a quick fix and not final - if that happens a workaround is to sell the rack, fridge, or freezer that the people are getting stuck to)

•Some other minor bugs and improvements.

Sorry for any inconvenience we will try our best to solve all bugs and issues.. **The Puzzle Story is on %73 Discount.:**

[https://store.steampowered.com/app/991140/The\\_Puzzle\\_Story/?snr=1\\_5\\_1100\\_1100](https://store.steampowered.com/app/991140/The_Puzzle_Story/?snr=1_5_1100_1100)



**. 0.63.3 - I find your lack of updates disturbing:**

Development of every commercial game consists not only of making the game itself, but also many assorted tasks, that are not directly visible to you players. Things like negotiating agreements, securing financing, handling marketing and other boring yet required stuff. They took over the recent month, but it's now time to get actual game update.

0.63.3 is a fix/re-balance release. Changelog:

- Upgraded Godot Engine to 3.1.1.
- Made sure that ship won't hit anything during initial cutscene.
- Re-balanced damage to thrusters and reactor. It's now harder to get choke and leak.
- Fixed OMS being too dark in presence of shiny crystals.

**. Procedural level generation:**

Happy first of the month all!

One of the unique aspects of Flight of the Athena is the procedural level generation for certain mission types in the game. This won't be required for certain types (e.g. boss battles), but for others (like the classic start to finish shmup level), these levels will be built and so provide a unique campaign experience on every playthrough. It also reinforces shifting the challenge away from level learning, and towards situational awareness + pilot skill.

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These levels are built using a variety of input parameters (campaign progress, target length, mission type) from sets of level "chunks", using the input parameters to narrow down suitable chunks, and build the level accordingly. This also gives scope to scatter in special mid-mission events (e.g. take down a stray enemy cargo ship), which if completed will give extra resource bonuses to the player(s).

The system is still in development and coming on nicely, but still plenty to do in terms of building and balancing the level chunks.



Thanks for reading, and stay tuned for further Flight of the Athena updates!. **Beta Update 1.8:**  
The beta version has been updated to 1.8. There are a couple new features.

Backpack Upgrade. Frozen Soul Sweetest Monster **The Language of Love Release:**  
Hi everyone,

I thought I'd let you know I've released my newest VN, The Language of Love! It's a kinetic BxG romance story, and it's very different to Sweetest Monster. LoL is more of a 'standard' romance story, and it doesn't include any horror elements...  
But, if you enjoyed the writing of Sweetest Monster, you might be interested in LoL all the the same.  
LoL also has a few fanservice scenes and an 18+ patch that can be downloaded through Steam, if that's a dealbreaker for anybody haha  
If you have any spare time, please consider checking it out:

[https://store.steampowered.com/app/1027620/The\\_Language\\_of\\_Love/](https://store.steampowered.com/app/1027620/The_Language_of_Love/)

Thank you!

- ebi x

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