Socketeer Download] [portable]

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About This Game

In Socketeer you play as a small hacking robot who has no weapons, but is surrounded by enemies who do. Strategically hack robots to control their combat abilities and use them to advance deeper into each space station stronghold in this charming sci-fi roguelike.

- Hack over 10 unique robots and use their attacks to defeat your enemies

- Blast open the hull to suck enemies out into space but don't get caught yourself!

- Purchase upgrades at the shop OR risk hacking the Shopkeeper to take it all for FREE!

- Find and hack secret treasure chests for valuable loot and unlock new abilities!

- Use environmental traps like lava pits, explosive canisters, stun lasers, and more to defeat enemies quickly!

Title: Socketeer
Genre: Action, Indie
Developer:
Ice BEAM Ltd.
Publisher:
Alliance Digital Media
Release Date: 21 Aug, 2018

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Minimum:

OS: Windows 7 or later

Processor: 2GHz CPU or better

Memory: 4 GB RAM

Graphics: Intel HD Graphics or better

Storage: 300 MB available space

English,French,Italian,German,Portuguese

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I refuse to play this game without a hot cup of tea, dim lights, headphones, and some incense burning. This unique adventure will take you for a ride with some beautifully executed pixel environments, a soothing soundtrack, and an interesting story. Yet another game that I've found to be absolutely theraputic. An excellent adventure to tackle one episode at a time at the end of each stressful day.. I'm really digging what Neon Shadow is all about. It's a throwback shooter that reminds me of FPS' from the Nintendo 64 and Sega Dreamcast era (specifically the N64 version of Quake 2, what with all the neon lighting they hit that port with). It's about the fundamentals of 90's shooters; here's some cool weapons, here's a level to run around in with multiple paths & hallways and some secrets, and here's some basic enemies: get through this level and kill the enemies then move onto the next one! It does all those things really well, especially for <$5! Particularly with a controller, it just feels very nostalgic (except for having to invert my aim; that was NORMAL back then, like how it should STILL be :P).

There's also a multiplayer mode. Just like back in the day, it's more of a bare bones bonus than anything you'll spend serious time in. Its for online or you can throw bots in there, which is always nice, though they won't fool anyone into thinking they're human. They're very robotic in their aiming and movement. It would be more fun if the maps were well designed, but some of them don't even have proper continuous paths to keep you moving around a level. Some are just "go to this side, now go to that side", basically. Its weird. Worth a quick checking out, but not a main feature imo.

Visually, you can tell it's a mobile port (Ouya port, technically), since it has pretty simple geometry and textures, but again I don't mind that stuff - I wanted it to remind me of N64 games, and this looks like one of the better ones as played through an emulator so you can view it at modern resolutions. Usually moving at the faster\/smoother frame rates you saw in Dreamcast shooters like KISS Psycho Circus. One thing that could've stayed in the past was the frame rate problems that crop up when too much action is taking place onscreen. Currently, at least - I'll remove this note if there's a patch that improves this in the future. The game mostly moves smoothly but takes a bit of a dive - sometimes, more than "a bit" - when you hit some explosive barrels when enemies are nearby. If there's a lot of enemies and barrels, expect it to turn into a slideshow for 2-3 seconds or so. Which isn't a deal breaker so much as it is just... inexplicable.

Overall, its a simple first person shooter (doesn't even have a jump), but a well made one for a very small price. It doesn't feel like cheap garbage, like how Gameloft makes FPS'; this one actually feels good. You'll be sliding around circle strafing your heart out just like the old days. But it is as throwback as they come; heck it's almost as much a first person Alien Syndrome-type arcade game as it is a love letter to FPS' of the mid-to-late 90's. If you're looking for solid, old-school, console-style FPS action for a small price tag, Neon Shadow is a winner. It definitely delivers a fun time.. I like it, the fire works look cool. I jumped into this without knowing anything about it. Yeah I played the Mac games on an emulator and have seen them here and there and finished some on Nintendo, i'm kind of familiar with the games, I was just expecting this Steam release to be a handful of roms and some kind of emulator.

Surprisingly it isn't though.. it's a set of games built from the ground up to resemble the old versions, and it does a remarkable job at it. You've got the old Mac note windows (albeit with new fonts) and all the methods of interaction are the same, including the item management where you can just lose stuff if you don't organize it well. That's refreshing. Everything works the way you'd expect it to and it even comes with a mono and color version for picky types.

That's all great engine wise. Gamewise - you might want to consider that part. First point: these games don't care AT ALL if you ever finish them. You will die in the first room, you often won't know from what or why, and you usually will not get hints on anything. They are all completely unfair by modern standards and you can often make them entirely unwinnable no matter how often you save. Do you like challenge? Are you psychic? You may enjoy these games more than other people. If you don't care so much about that and want to\u2665\u2665\u2665\u2665\u2665\u2665around in glorious retro adventures for cheap this stuff will do it for you. If you owned these on a Mac way back.. well you probably already bought this i'm guessing.

Bottom line - surprisingly good port of classic adventure games with massive problems that just aren't for everybody, but at this price you can afford to take a peek.. Well, all the music files are in MP3, so that may prove to be a small issue. The tracks do sound great though! But if they were in Ogg it'd be better.. I really enjoyed this game. There were times that I had no choice but to die because I didn't know what to do, so there was some trial and error in the playthrough. I didn't expect the game to scare me that much but there were some times that it was unnerving, having to see your health decrease (or rather, your heart rate

increase) suddenly, or the battery life of my flashlight tick down to zero and scrambling to find an extra battery in the process. Very interesting storyline as well. I played it multiple times just for the achievements and the different endings (which was a big reason for its replayability). 4/5 I highly recommend it.. This may look like a silly boring game but it's actually quite fun if you like fast paced firt person shooters and\/or building games.. ChargeShot is another game trying to fit in to the flood of local-multiplayer games. Unfortunately despite a fun soundtrack and visual style it lacks the depth and replayability of other local multiplayer games. All the characters play the same and can do three things: move, shoot and deflect bullets. This would be fine as most of the stars of the local-multiplayer arena games excel due to their simple, easy to grasp controls. However games like Nidhogg, Towerfall, Samurai Gunn and the like have a much greater depth in their gameplay. This game feels particularly like a watered-down version of Samurai Gunn. The game moves too slow for what it is and most of the sessions my group had devolved into a game of pong with the shields. You can only shoot horizontally, making things entirely too predictable and there are no options for an up close game.

The stages are the only thing that provide any real variety with deathtraps, changes to the way your bullets fly and other alterations. While this can be fun , it rarely matters on a majority of the stages due to the excessively simple gameplay. You never feel the need to put yourself in danger or interact with the stages quirks due to the fact that it generally provides you no advantage to do so.

Ultimately, while it is a fine base this game really lacks the extra something to set it apart from the rest of the crowd.
Some things I think would make the game more fun:
-Speed it up
-Character Unique abilities, gun types or even different speeds and weights.
-A Momentum buildup with defelcted bullets (like Lethal League)
-Be able to shoot in more directions with more wallbounces
-More layouts for each stage type (Like Towerfall or Samurai Gunn)
I'm not saying add all of these things but as it is I feel the game lacks any 'holy crap did you see that!' moments which are a big part of making it interesting. After Playing each level about twice my entire group asked if we could go back to one of the other games mentioned above. I think the fact we were bored when usually we spend our time screaming and cheering and holding our breath during close games never happened with this game is a sign something is wrong.. Not in it's current state.

This game wants to be so much more than it is.

The Good:
Honestly nothing yet.

The Mediocre:
Most of this game so far...
Balancing,
Dialogues,
Events,
Crafting,
Tavern Management,
World Depth and Inspiration,
Creativity.

The Bad:
The combat,
the combat,
the combat. (this is 99% of the game)
This makes some bad third party NES titles look like they have good combat programing. This is like Cheetahmen bad. If you do play, do not pick the fighter class, you will just die. Do not pick the guns, you will run out of ammo and will not have enough ore to make more, then die. See latter but with mage. Pick the Ranger class with both guns and wands and you may have a chance to not die, but no gaurentees.
The platform\/programming.

This is a rush title with an amazing premise. It is sad that the developers chose to rush out the product instead of taking the time

to produce a quality piece of software that would be solidly enjoyable. I played for a little under an hour and was completely underwhelmed. I wanted the negetive reviews to be trolls, but they aren't. This game is plagued with legitimate problems and should be labeled an early access title in its current state of completion. It is in a very rough beta at best.

All the love to the developers, as I hope they can polish a diamond out of what is a particularly soft piece of coal at the moment. I am going to get a refund for now though.. Pro:
You can do a few interesting stunts.

Cons:
It's not clear what to do in this game or how to progress. Needs better in-game instructions.
No air whatsoever. Even when you learn how to get any air at all, it's meh at best.
Viking gimmik is all but unexploited.
Only positive reviews because developers harass and bully anyone who leaves a negative review.
It has one now, cause I don't give a crap and they can go to #&@*!

Satazius is great for anyone who enjoys simplicity. It is cheap, and it feels very much like something you would have played in a local arcade many years ago. However, it is a lot less challenging than you would expect, and the menu design leaves a lot to be desired.

The game is only about 40mb, and it should run on most hardware, even old laptops. I love how small it is. I also love how it runs on practically every computer I have used in the past 10 years. It is a greatly optimized game that runs very smoothly on some very low end hardware.

Worth the $2.99 price in my opinion.. HAPPY HALLOWEEN!!!!!!!!!!!!!!!!!!!!!!!!

. I feel like i'm in the eighties again. this game is amazing. makes me want to roll and hug my cat. hard too. \u2665\u2665\u2665\u2665 yes. buy it.. Spent too many hours on Kongregate version so I finally picked it up. Great soundtrack, gameplay on point, etc. Can recommend to bullet hell enthusiasts. Nothing more too it, Matt makes a solid game.. Lovable characters, hilarious dialogue and wacky puzzles all return here and make for another Monkey Island more than worth your time and money. The cherry on top is the very interesting commentary from the most important guys involved with the game's development (Ron Gilbert, Tim Schafer, and Dave Grossman).

Not as good as the original Monkey Island, but an excellent game none the less.. One Giant Leap is a fun little game with nice visuals and audio. The game is basicly flying through courses on the moon with the same \u201ciron man\u201d lokomotion as also seen in HVR and Richie\u2019s Plank Experience.

While some of the early missions might be a little dull, the real fun is with the Force Flight missions. Here you\u2019ll fly through boosters that throws you across the moon while you\u2019re avoiding (or exploiting) black holes.

Once again it\u2019s a small game so don\u2019t expect hours of content here. But for 3.99$ it\u2019s definitely worth trying out.

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