
Scoregasm Download] [cheat]



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About This Game

Scoregasm is an incredible, variety rich shooter with a non-linear, branching paths style galaxy to explore. It's pretty, accessible, fun and really rather good! Blast your way through the galaxy's many varied levels and use your skills to change your route, find new levels, new enemies, unlock bonus challenge stages and fight the bosses to discover multiple endings!

Key Features:

- 43 varied levels to find in the main game
- Multiple routes, explore the galaxy to unlock new levels!
- 43 Challenge levels to unlock, one for each main stage
- Over 100 different enemies to find and kill
- Achievements that you actually have to achieve!
- Secret Expert Galaxy
- 86 Combo Medals, one in each level!
- 7 endings - find all the biscuits and a £5 note!
- Fancy Pants 3D graphics
- Online Scores for every game mode and challenge game!
- Joystick/Control pad support

Title: Scoregasm
Genre: Action, Indie
Developer:
RC Knight
Publisher:
Charlie's Games
Release Date: 8 Feb, 2012

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Minimum:

OS: Windows XP

Processor: 2ghz or faster

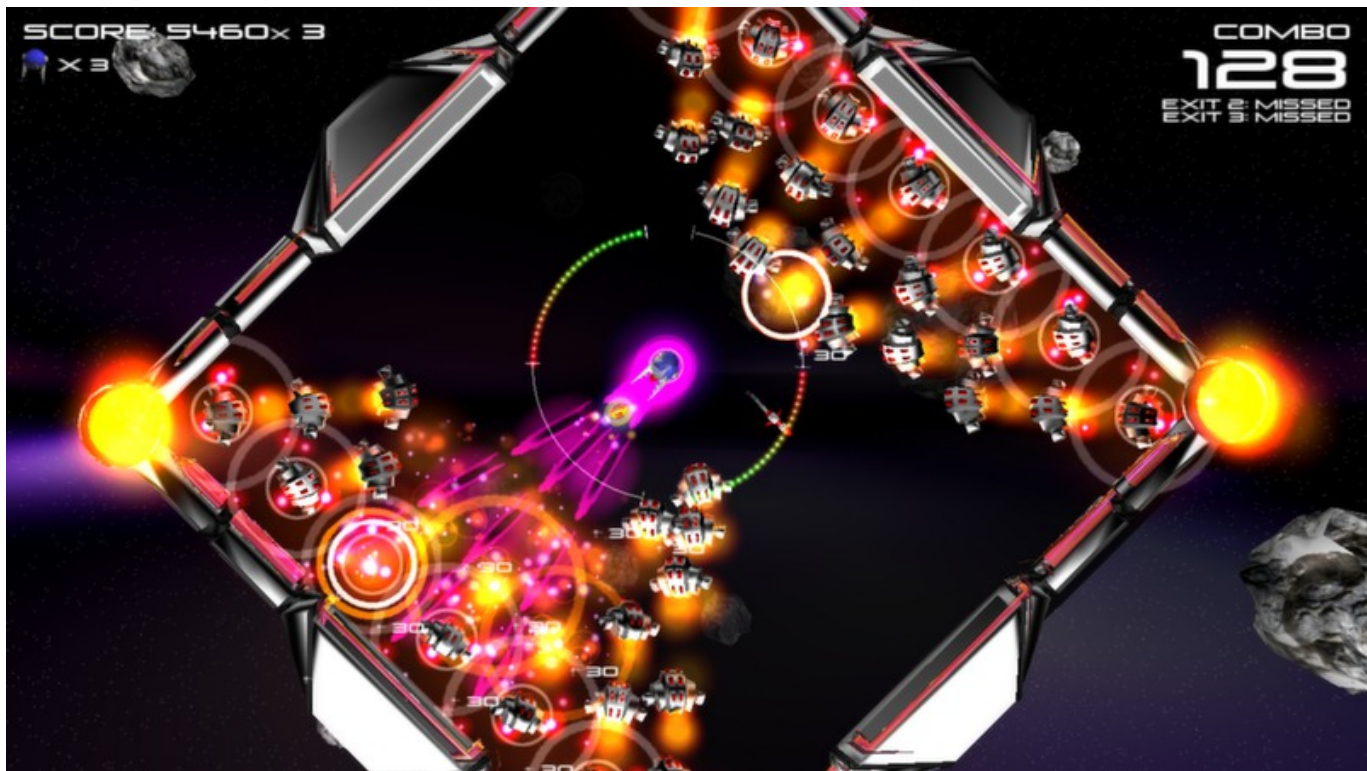
Memory: 512mb

Hard Disk Space: 100mb Free Space

Video Card: 128mb PCIE2 level graphics card

Additional: Supports Controllers including Microsoft Xbox 360 controller for Windows.

English







scoregasm pinball. scoregasms logo. scoregasm meaning. scoregasms meaning. son of scoregasm vita review

Awesome hardcore music!. A pretty twin stick shooter, with some unique elements to many of the levels. A remix of quality bits from other games. It's ok, but nothing special.. Scoregasm looks to be fun but I wouldn't know. Tried to create a profile...says I wasn't connected to the internet (I am...) and to try again when I'm connected.

Made it through the How To Play and the first act of level 1, only to be met with EXCEPTION_ACCESS_VIOLATION error and the game terminates. Restarted and the same thing happened again when I started up Level 1.

Did a web search and apparently this is a known issue with JAVA and users of Windows 7 or Vista. I'm running Win7. Be warned if you buy this game and are running one of those two systems.. Awesome game, loads of level variety and lots of very interesting challenges, excellent difficulty progression, very nice controls.

I Do recommend this game!. You are a dude in a ship and, quoting from Vissarion's review, "the objective is not just to beat the level, but to beat it so hard that it has an \u2665\u2665\u2665\u2665\u2665\u2665." So if you want to give software constructs \u2665\u2665\u2665\u2665\u2665\u2665s with your Xbox 360 controller, this is your game.. This game is quintessential to any Twin Stick Shooter collection and like most Twin Stick games its simplistic arcade action is easy to pick up and play, which is also exhibited also in its predecessor game Bullet Candy. Though Scoregasm conveys a more deviously imaginative designed game, it\u2019s anti-complexity proves that a good game doesn\u2019t need complex gameplay, or deeply driven in story, or DX11 graphics with realistic hair to be fun, as this was how \u201ccarcade\u201d games were always meant to be enjoyed. Just 2 sticks and a hail of bullets! I think I just had a Scoregasm!

Your not going to get 100s of hours of gameplay out of Scoregasm but it has enough levels and variety to keep you challenged for a while. There is quite a bit to unlock and explore.

Gorgeous graphics that pop out of the screen along, classic arcade style audio with some intense close quarter 'bullet hell' gameplay makes this a fun twin-stick shooter. If you can grab it at a good price its worth adding to the collection.

Queue sound byte .. **"Ooooh Yeeah!"**

[If you enjoyed reading this review, please follow True Blue Reviews for more recommendations!. I recommend this but with one major caution, the score tables are not and have not been functional for approximately three years. Does this make it a bad game? For me no, but this is considered by many to be an essential feature of this type of game. I did contact the developer about this and he responded quickly and did say that he still intends to fix this, but three years really is a long time for anyone to wait. Still I have to credit Charlie for this!](#)

[The game itself is good. Not one of the absolute best twin stick shooters in my opinion but well above par for the most part. For casual twin stick players it may well appeal far more than some other twin stick games that I would consider better. If you are just after a fun casual blast then download the demo and if you like it and are not bothered by the high scores issue then get it, you probably won't regret it.](#)

[For twin stick pros cracks do start to appear in the execution of the play mechanics. The expert mode relies on chasing down the gun power-ups in order to give the metered close combat bomb attack a chance to recharge a little, when it runs out you will die on the expert stages. This would work perfectly if you could actually see with any amount of ease where the power-ups are, the little glowing yellow icon is lost amongst a sea of glowing yellow bullets. This combined with power-ups not spawning from the bomb attack and coming from any random enemy mean that you can easily kill the one with the much needed drop via the bomb instead of shooting it. The end result being that it comes down to luck rather than a tactical deployment of your weapons and skill. So close to being great but ultimately flawed...](#)

[Some other problems have become apparent too. I can't unlock the third exit from level 3c, even though my combo was 106 above the third level requirement. This seems broke so any achievement hunters are going to have a problem getting the \u201cMr Perfect\u201d award. Likewise I can't unlock the challenge for this stage on either normal or expert setting despite having spent more time repeating this stage than I spent unlocking all the other 42 challenges available in the game. This again seems either broke or a very misjudged difficulty spike.](#)

[All in all a good and enjoyable game with some issues that stop it from being a truly great one.. This game is fun, even if a bit simple. I love bullet hell games though and the end of round rush waves are a lot of fun.. This is an awesome game, srsly. I love it. Amazing graphics, so many things happening at the same time at screen, 10V10. A Twin-Stick Bullet Hell style game.](#)

[Ahh, Bullet Hell games, how much I love you... Or atleast love screaming at you. This game is more of a Bullet Hell Lite though. Still great fun but with none of the insane difficulty of a screen full of things really trying to kill you.](#)

[Gameplay-wise, this game handles with all the grace and maneuverability of a twin-stick shooter... So, depending on how good you are at them great to middling. I always manage to lose my grip on one of the control sticks whenever I play, but I still manage to survive somehow.](#)

[Graphically, the screen-shots speak for themselves. Bright, vibrant colours, varied enemies and stages, a third thing... I think this is one of the prettiest games that I own.](#)

[The music in this game matches the gameplay perfectly, so much so that I forget sometimes that the sound effects and the musical score are seperated.](#)

[I may be somewhat biased in this review, because I have always been a sucker for games like this, but I do fully recommend this game if you enjoy pretty colours with a laid-back feel... Well, as laid back as a Bullet Hell game can be.](#)

[A small bit of self promotion now. I have a Youtube channel where I do Let's Plays, and this game just happens to be one of the games that I have done on it. Who would've thought it? Anyway, if you want to see some gameplay footage of this game, please check out my Let's Play of it here:](#)

<http://www.youtube.com/watch?v=frDdujwgOo8>. Do you like Robotron? Do you like asteroids? Do you like modern interpretations of your favorite games? Lots of fun in with arcade joystick and mouse.. GAMEPLAY

[Thanks in no small part to the seminal 1980s classics like Robotron and Asteroids, we now have more twin-stick shooters than we can swing a twin-stick at. The principle is the same as it's always been: kill tons of enemies and avoid bazillions of missiles. Screens are confined by boundaries so the action is tight and restricted and incredibly intense. Its main gimmick, like Waves, is a slightly overpowered special attack which kills anything within a small radius around your ship. Each level lasts about 40-60 seconds. Most enemies have one hit-point but with power-ups aplenty the usual sight is to see a monumental stream of bullets issuing forth from your ship and swarms of enemies exploding into smithereens.](#)

PRESENTATION & DESIGN

[The start-screen doubles as the level-select screen so moving your ship to the right scrolls through and uncovers the map of levels. Be warned though, it's a badly designed mess with no explanation or description given as to how navigating through the game actually works. Sound is a mixed bag as well; pumping, trance-like tunes get you into the zone but while in the menus the peculiar soundtrack coughs and splutters like a badly distorted fart. Graphics are fine, comparing similarly to the game's closest competitor, Mutant Storm Reloaded. The progression system in Scoregasm is disorientating to say the least. You get a score at the end but this gets lost to a broken online connection. However the high-score, best combo score and rank \(S, A, B, C, D, E and F\) for each individual level, if beaten, are stored and can be viewed on the stats page afterwards.](#)

CONCLUSION

[Scoregasm still remains one of the most intense Asteroids-inspired V twin-stick shoot \u2018em ups of all time. Clearing tricky levels by a split second through skill and dexterity is always greeted with satisfying relief. Although it may not have the polish and class of a Geometry Wars it gets a lot more things right than other games of this ilk such as Bullet Candy, Gran Vitreous or Death Ray Manta. On the other hand it would benefit from giving the player the option to play individual levels \(like in Mutant Storm Reloaded\). The alternative Challenge levels are also too ridiculously tough for casual players. Still, the sheer enjoyment gained from the main part of the game is immense and largely makes up for these minor quibbles.](#)

[3V5](#)

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[Parsons' Garden. Right up there with the likes of Geometry Wars and Waves. One of the best Twin-Stick Shooters in recent years.. Surprisingly, this game is actually really hard. I'm no twin-stick guru, but the real challenge in the game comes from the "Challenges" you can unlock by meeting certain requirements. Even the first Challenge is really quite crazy hard, and that alone does extend the lifetime of the game significantly. This game is probably best buying it only on special, because you might well get bored fast, but if you like twin-stick shooters I do believe it does justify paying full price.. An enjoyable bullet hell experience for people who are horrible at bullet hell games.](#)

[It's tons of fun and challenges add tons of replay value. A pretty solid twin stick shooter.](#)

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