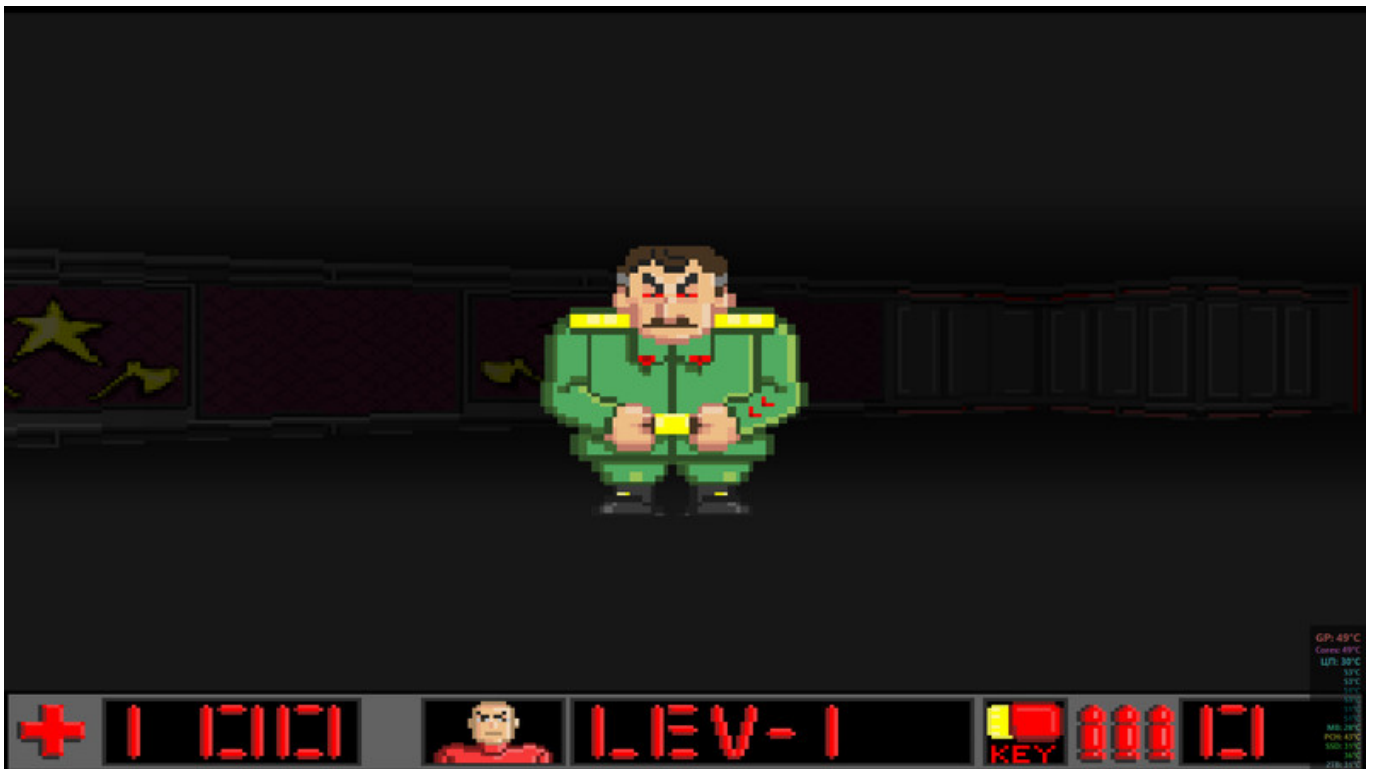

Straima Addons



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About This Game

Straima is an arena pulse-pumper platformer for 1-4 players, featuring a level editor.

Master over 125+ devilishly difficult levels in your ravenous pursuit of pinky delicacy, spanning worlds, special powers and gameplay mutators. There's also several other game modes to enjoy, including Deathmatch, Team Handball, Gunslingers and the randomly generated endless Infinni Runner for maximum chaotic chumily fun times. And finally a full feature level editor with Steam Workshop support and 60+ object types allows you to design, save and share your weird creations with chums for immense joy.

Note the multiplayer game modes are local only, not online.

Title: Straima
Genre: Action, Indie
Developer:
Anthony Case
Publisher:
Caiysware
Release Date: 25 Sep, 2015

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English







Add please the graphics settings.. A reimagined VR creation based on the classic Duck Hunt game, but with better graphics, weather effects, more animals to shoot and more ammo than you can shake a stick at!

Liking the addition of the global leaderboard. Changing from day to night with the weather effects really adds to the atmosphere and mood of the game. Can tell a lot of effort has been put into making the rainforest location look realistic. Seeing red eyes coming at you in the dark is proper creepy, that was very unexpected, so a thumbs up from me on the little details like that.

The price being halved seems a lot more realistic now, the original price point was too high.

Cons:

Picking up ammo is buggy, having boxes behind boxes is just awkward. 2 Guns seem pointless with having to put 1 down to reload.

Not having sights you can see in the dark kind of ruined the night time part for me. Would have made it much further if I could actually aim the gun in the dark. Unloading full clips on a wolf and not hitting a single shot, even when it's only a few meters away from me was a tad frustrating.

Inability to recentre yourself so you can stand where you like in your playspace without clipping into the big rock where all the ammo sits.

Wishlist:

Standing in 1 location starts to get old quite quickly. Moving into different locations within the scene would help keep the interest along with more variety from where the animals come from.

Different weapons would be nice, as using that 1 pistol becomes boring quite quickly.

Maybe the ducks could also try and attack you. A few angry ducks in attack mode would mix things up a bit.

Snakes slithering through the grass would be quite unnerving, especially being able to hear them but also being hard to spot.

Locations - Imagine sitting in a boat, slowly drifting towards the waterfall, having to shoot ducks flying over head, with crocodiles slowly sneaking up to the boat which if you don't spot them jump up the side to eat you. Maybe you could have a rifle in the boat which you could change to for some long distance shooting or a shotgun for those close encounters.

I'll stop waffling now. Here's my playthrough if you want to see what's what:

<https://www.youtube.com/watch?v=2QadXZpDGqU>. this game is very PD2V/Gta/CSGO feel to it tho it would be even better if had oculus support

. A simple pixelated game which has a great story about a Cook who is trying to save his chickens while their mother is away from home. The game could be frustrating sometimes and it doesnt have achivments.

7.4/10. Two Brothers is absolutely one of the most underrated games I have played. I have yet to finish the game, but have played about 18 hours which, to me, is impressive for an RPG with no grinding. It has its share of glitches, which I hope will be ironed out in the future, but that's not to say that I don't love the game in its current form. The story is simple but interesting, the combat is challenging but uncomplicated, and the classically inspired graphics are filled with colour. The story is thought-provoking and touching. As a whole the game is very retro-inspired (what drew me in), yet it plays with and subverts many of the classic aspects of gaming, particularly death. I look forward to the finished product with all of the kinks ironed out.. Jump, Jump, Jump, J.... \u2665\u2665\u2665\u2665 this.... Nefer best girl 100/10

Anyways, the game as a visual novel is really good. The characters, the story, and so on. I see the game more as a personality test since you decide things based on what you would do (if you play it seriously) and that is what makes the game fun.

The tank building part could be improved. Other than that nothing else really.

I really hope that a sequel or a continuation is in the works. Play the game yourself and you'll understand why :). This is a good warhammer game with terrible marketing.

It was a mistake by the gamer community to label this as "Diablo in space", this game has nothing in common with Diablo. And if you are going in knowing this you will have fun. Give it a try, at least when on sale.

Audio - great

Visuals - great

[Story - interesting](#)
[Combat - satisfying](#)
[Warhammer atmosphere - great](#)

I literally have no idea what to do. Please help.

But for 59cents i guess it's okay.. It's exactly what it looks like. An isometric arcade game where you play a lumbering mech sprinting across the city to deliver pizzas to various targets, while collecting time bonuses and battling an ever increasing horde of evil robots.

Several different maps on which to play of increasing difficulty and various gimmicks, from a pleasant suburb to cities of different shapes to archipelagos to a volcanic crater. Those too focused on Crazy Taxi might find the small time bonuses for deliveries to be insulting, but the game is balanced a bit more around collecting time and cash and special items in the field as well. A story campaign accompanies partly to act as a tutorial for the arcade score-chasing modes but manages to give its own value; there the time limits are generally quite generous.

The story offers a variety of different objectives on each map and a decent enough story. It is seldom funny but surprisingly charming, your team is given a decent amount of character without wasting your time so everyone comes across as memorable; heck, I downright liked the crew by the end in almost the same way I liked the old Star Fox squad. Everyone you meet is a parody of some sort, but the game doesn't dwell TOO hard on references so it ends up charming rather than like a bad Big Bang Theory episode. I enjoyed the story.

The actual arcade gameplay is simple enough, but decently fun. Your mech has a sprint toggle, which gives it speed, but also means you must contend with momentum. Jumps, dodges, air attacks, ground attacks, a small selection of super moves to pick from... with sprint toggling your attacks from momentum focused to area focused... There is enough to the game to chew on, and each enemy tends to be countered by one or two of your moves, but the impacts and execution animations of some of the bigger enemies are pretty terrible, but that is forgivable. You do not feel like a giant robot fighting other giant robots at all, but you do feel like a giant robot who really has to be somewhere and is swatting enemies out of the way as quickly as possible to get back to running. Yet despite all this, the platforming and movement is largely precise. The game asks a lot of precision jumping in later levels and, apart from the occasional geometry glitch, it's surprisingly easy to land jumps on the islands the game asks you to while keeping momentum.

Pizza Titan isn't great... but it is quite good. The arcade score chasing isn't at the level of an old-school Japanese game, but it's still clearly made by gamers and for gamers, and definitely scratches the one-more-run score chase itch. It's miles ahead of several old school games Yakuza has had me play.... And the campaign is a nice bonus, to the point where you probably wouldn't waste your money just doing the campaign. But you might find you like it well enough to come back to the real meat of score chasing. It probably won't replace Outrun 2006 or RE5 Mercenaries for you, but I think Pizza Titan is definitely worth a look, if for nothing else than that nobody has done anything quite like this before.. damn!!! This looked so cool,. I'm sure people that can play it LOVE IT,. I wish I could!

I'm using Samsung Odyssey controllers, they can hold for 3 fires, with a ton of random flailing, but definately not for four,. I hope some day this gets updated, (and maybe able to SKIP the tutorial if you get stuck!). Simple, cute, and fun are the best words to describe. I thoroughly enjoyed this entire game, I only wish it were longer! 10/10. This game just didn't hit the mark for me.

I was feeling nostalgic and looking for something like Conquest of the New World and this simply let me down.

Gameplay felt clunky and it lack many things a game like this should have.

If you like automated trade games this would be your thing.

Peace. Nioh is amazing. It's like a mix of ninja gaiden, dark souls, and diablo.

However where this game really shines is COOP, the revenants, and the super moves. My god man it is so much fun playing this game in coop. You can actually play the entire game in coop with a friend. No gimmicks like bloodborne insight, or dark souls embers or irritating things like that.

Torii gates mode let's you fully coop the entire game. You just don't get checkpoints. You get a limited number of total deaths to kill the boss and you can't die at the same time. It's not really that tough, trust me. Or you can summon someone with ochoku cups (basically like embers\insight) and fully utilize the checkpoint system.

Revenants are bodies of dead players that you can activate to fight for their gear drops. It also gives you glory and ochoku cups. Spend glory on cool stuff, like new costumes and skins and useful items. Revenants are pretty much your best source of gear honestly. And you can coop the revenants. It's an amazing gameplay mechanic.

Super moves. Living weapons. Can basically bust your super and be invincible beating anything you want. On bosses you might need 2-3 supers. You can use amrita stones to get your super back after you use it. Takes about 5-10 seconds, while you dodge the boss/adds. Believe me, this game is beatable by ANYONE if they just manage their supers correctly.

Ninja\samurai magic and ninjitsu. Sloth alone will make tough guys completely manageable, if not easy. You can use points to have 6 sloths ready to cast at any time. There are a TON more magics, stuff to cast elements that bosses and tough guys are weak to, debuffs, buffs for you, heals for you and your coop partner. Again managing this stuff will make the difficulty go down significantly.

So overall the difficulty of this game is completely reasonable once you learn the systems and how to use them to maximum benefit. You'll find that although you crutched to supers at the beginning, you start owning yokai (demons, the hard one-shot guys) easily after a while.

This game is massively easier than dark souls\sekiro once you know how to use supers\magic\ninjitsu to your advantage.

So go coop this game with friends and have a blast. The endgame (DLC) is huge and the gear systems are great at the end.

. I can't recommend a game that's not supported by the developer at all.

Neither daily runs nor achievements work, so there's little point in playing it.. On one hand, the game's still unpolished at the time of this writing. It could use some texture work, balancing, new parts, et cetera. The dev says they're working on it.

On the other hand, the gameplay is neat and the dev is really responsive to bug reports, suggestions, and general requests. And not touchy about said suggestions, which is a nice change from some other games I've played. :V

In general, within the quests, you go from mission to mission. Every now and then, you'll get jumped by a few ships from a rival faction - just to keep you on your toes. Weapons include direct fire, missiles, and turrets, The current best strategy seems to be to load up on shields and just make a Borg cube, but I suspect gameplay will grow in that respect.

Treat it like an early access game without the tag, and... well. I've spent 5 bucks on FAR worse games than this. IMHO, it's a worthwhile buy, especially at the current price. Get in early, and you can probably help mold the game too.. To sum up what you might expect check out this video <https://www.youtube.com/watch?v=it70u3cnaF4>. [wanna be a malevolent ruler? play this. too addictive for steam.](#)

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