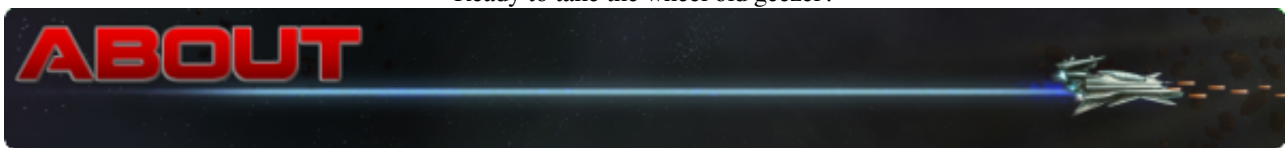

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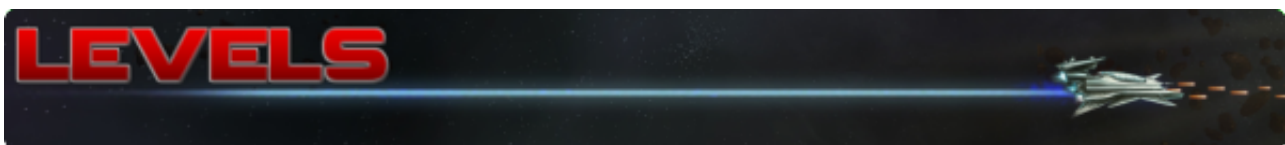
About This Game

Ready to take the wheel old geezer?



Asteroid Bounty Hunter is a space shooter, with a lot more in store than simply blowing up asteroids. The story follows our hero John, who is a veteran, trying to do amends in his screw up life and he only has his space ship AI, who still cares about him. The story latter unfolds some pretty interesting things about John, his life and his relationship with stuff around him.

The game itself is based on a dodging/blowing up stuff, but that quickly falls in background picture, since you have to outmaneuver the enemy, who are constantly changing. Your job is to save planets from incoming asteroids, while taking care of your affairs with other bounty hunters.



- unique boss fights with different difficulty levels
- defend the nearby planets from vicious asteroids attacks
- battle other bounty hunters

REWARDS

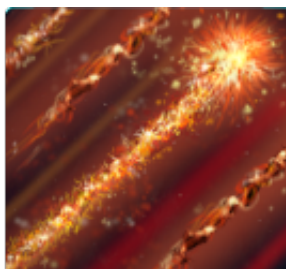
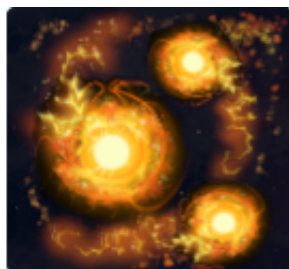
The concept of the game is to farm experience, so you can unlock new upgrades. You can collect mastery points from other bounty hunter ships to unlock new ships. If you find yourself unable to progress the game, you can always come back to earlier levels and farm experience, which you can use to make limitless upgrades for you ship. Each new level brings a quest with an unique one time ship upgrade, so use it wisely.

ENEMIES

- over 100 different size and texture asteroids, flying towards the planets
- 5 different types of bounty hunters, exchanging whole game trying to kill you
- 5 different bosses, each having completely unique mechanic

ABILITIES

Your ship 4 unique abilities



- **Basic attack** - limited to 3 energy particles on screen
- **Photon swarm** - more powerful - giant balls of energy spinning and crushing everything ahead, it has 3 charges stored on ship
- **Death ray** - laser cutting asteroids like it's a knife going through butter, it has significantly larger cool down, so use it wisely
- **Final blast** - ultimate attack - sends a missile with a shape of a phoenix to the center of the screen and blowing everything hostile in 360' area. The cool down is 60 seconds, so in a way you're limited to 1-2 use per level.

UPGRADES

There is two types of upgrades. You can make global upgrades in shipyard or ability upgrade in upgrade center.

GLOBAL UPGRADES

There is limitless ship upgrade points, which you can spend on:

- global shield durability
- global abilities cool down
- global damage increase

Player get upgrade point for each level up. To level up you need to get specified amount of experience by destroying hostile ships or asteroids. When we say limitless, we think limitless... there is no player level cap.

Those upgrades applies to all ships in shipyard no mater which is selected.

ABILITIES UPGRADES

There is 6 different upgrades, each counting 20 points to spend.

- Shield durability (max shield value)
- Shield regeneration rate
- Basic attack damage upgrade
- Photon swarm damage upgrade
- Death ray damage upgrade
- Final blast damage upgrade



There is 5 different ships in shipyard each having an unique passive bonus. Those bonuses are added to global and abilities upgrades. If you manage to unlock the special ship, you'll get all the bonuses.

- No bonus
- Shield durability bonus %
- Cool down bonus %
- Damage bonus %
- Shield, CD and damage bonus %



GRAPHICS

- amazing space graphics and ambient

- high resolution planets and stars
- advanced GUI with customizable preferences which include controls (controller support), graphics and audio

Title: Asteroid Bounty Hunter
Genre: Action, Adventure, Casual, Indie, RPG
Developer:
Just1337 Studio
Publisher:
Just1337 Publisher
Release Date: 17 Feb, 2016

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Minimum:

OS: Windows 7 or later

Processor: Intel dual core 2.0 Ghz

Memory: 512 MB RAM

Graphics: 512 MB or higher

DirectX: Version 9.0

Storage: 3 GB available space

English







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While this game is probably worth what I paid for it, it's nothing to call home about.

The game touts full range controls yet is limited to arrow keys, which still doesn't allow the precision needed for weaving through bullet patterns.

Multiple spelling and grammar errors grated my nerves, both in the story segments and in the documentation/hint screens.

Graphics are pretty, and the soundtrack isn't half bad.

I might come back to this game if/when I upgrade this computer to see if the controls get any tighter.

--Addendum with version 1.4:

The controls are a bit more responsive now, and the ship's inertia is removed. Previously, I thought it was an artifact of my four-year-old compy, but, no, it was a feature. I think performance has improved since last time I played; refighting a boss showed much less slowdown than the first time.

Documentation is cleaned up (though the typeface might benefit from lower-case letters) and I haven't seen more loading screen errors.

The addition of two game modes helps to alleviate the level monotony somewhat, and paradoxically makes them more passable. Normal mode has about a dozen rocks hurtling towards you, after which one or more enemy ships crawl in and shoot, asteroid-free. This runs up the level timer, which has the effect of multiplying asteroid hp and xp... but you hit a wall where you can't output enough damage to any single asteroid before it runs past you... and there's more ships to shoot again. Bounty hunter mode keeps the asteroids coming when ships show, or perhaps makes the ships show when the asteroids are coming. This way, you can keep accomplishing something while the ships crawl in invincibly.

Overall, it's better than when I first played, but still don't think it's a must-buy. Fans of the genre might enjoy it, the graphics guys know what they're doing (calling it merely "pretty" isn't fair, I suppose), but I can't get more enthusiastic about it.. It feels like its the same level 36 times

jesus\u2665\u2665\u2665\u2665 that grinding

3V10. The title of this game basically tells you what this game is about: destroying asteroids as a bounty hunter. The story begins with an alcoholic loser named John. Despite having a messed-up life, he has the skill to shoot down asteroids with his ship known as Karma. The narrative is short on substance and the 2D cutscenes look cheesy and uninspired. The story's lack of substance made me feel like the story is not that important. After the introduction to the story the game introduces you to the gameplay.

The gameplay is a 2D space shooter in which your ship is in space taking on asteroids of all shapes and sizes frighteningly moving from right to left. The shapes of the asteroids range include rocks, lava looking, and liquid crystal looking asteroids. Shooting the large asteroids breaks them down to smaller ones. I thought that the gameplay would include powerups, but there are none. The gameplay is about farming your experience points and the game puts your experience points to good use with its upgrade system. The upgrade system is very easy to use and understand, but that does not mean that this game is easy in any way. There are four weapons available to use and the gameplay is very hard even at easy. Therefore, the game becomes insanely hard at the hard difficulty mode. I quickly learned that it is important to micromanage the four weapons and know when to use each weapon, especially during the hectic situations. Final blast, the most powerful weapon, can only be used sparingly in a level because of the long cooldown period. Therefore, you have use the fourth and most powerful weapon when you feel like you are about to be overwhelmed. Each level is complicated by the rival bounty hunters that join the asteroids. They have different patterns of attack and they must be defeated quickly before you get overwhelmed. You must use experience points to upgrade your character and your ships. The main objective is to shoot down a fixed number of asteroids. As you advance from one level to the next, you must destroy a larger number of asteroids to survive. Every fifth level includes a boss battle. Each boss battle is very challenging and they offer different patterns of attacks. I had to study their patterns of attacks very carefully. In addition, your defense is as important as your offense. If you rely too much on your attacks against the bosses, they will tear your defense too shreds in a hurry. If you feel like a boss is too difficult to defeat you can replay a prior level so that you can farm more XP

to build your player level and mastery level for your shipyard. Bounty hunters leave behind green balls for you to pick up so that you can improve your mastery level. There is no penalty for letting asteroids get by you and sometimes you must do that in the most chaotic situations. However, after finishing all 25 levels and farming my experience points at player level 250 for a Steam achievement, the game felt repetitive. Therefore, I do not think there is much replay value after reaching a high player level and a high ship mastery level. I was hoping for mouse support for this game, but I was satisfied with the keyboard controls. The keyboard controls are well mapped for the directional movements of the ship and for the use of the ship's weapons.

Graphically, the game looks gorgeous. There is a lot of brightness on the moving planets and the asteroids look diverse enough as you progress from one level to the next. Each level also looks different enough than the previous. The planets look different in each level. I did not find any graphical glitches. Your attacks with beams, rays, and missiles all look beautiful while your enemy bounty hunters are also firing their weapons.

The music is a part of every level and every battle of the game and fits in with the game quite nicely. All songs are from the dance electronic genre. One good addition to the music of the game is the ability to add your own music. However, you are limited to only .ogg music files. It would have been better if the game had allowed more music file formats.

Asteroid Bounty Hunter is a decent 2D space shooter with a simplistic upgrade system, but very challenging gameplay, even at the easiest difficulty mode. The story is lame and ridiculous. The background of each level in space is beautiful and the soundtrack is immersive. If you like dance electronic music, you will like the music in every level of the game. However, the replay value eventually wears down after farming enough experience points. It took me about 10 hours of playing to level up to player level 267. There are probably better space shooters on the market, but I think that this game is worth a try if you like shooting down asteroids and improving your abilities by using RPG features.

My Score: 6.5/10. A great game that will take around 10 hours to complete (all levels plus Steam achievements).

The combat system is simple and you quickly get the hand of it.

You don't really have to grind to finish the game but doing so isn't annoying

Overall a good game to spend your time so have a blast and get it now :D. Not a bad game for when you just want some blast your way through gameplay. Revisit previous levels to accumulate exp and lvl up a bit, there is a limit apparently, but still provides some fun as the speed and difficulty gets more advanced. I can see how it can be a bit boring after a while, however, it does have its perks of having a decent backstory for the game, and fun can be had if you can accept the game for what it does well, and that is blasting asteroids to smithereens. There are boss levels that ramp up the challenge of blowing things up dealing with advanced ships in the 'asteroid field'. When you are looking for a casual game that is a welcome distraction from the usual this works just fine. Pop in for a few levels at a time, build up your ship, and have fun.

Controls are fairly straight forward and easy to navigate. Sometimes a little sticky if that makes sense. Just restart your level and have at it. No real glitches that I encountered other than using mouse vs. keyboard. Sometimes my mouse controls move faster and response time is confusing, but overall it just takes getting a feel for the difference between reaction time with keys vs mouse.. Asteroid Bounty Hunter is a 2D side scrolling shoot-em-up taking place in space. Developed by Just1337. Players will adventure across the galaxy fighting off bounty hunters and asteroids.

The gameplay of Asteroid Bounty Hunter consists of dodging projectiles and destroying asteroids and enemy ships. Player will have 3 weapons at their disposal excluding their primary cannon. Each weapon differs from one another, and has their own upsides and downsides. Players can upgrade their ship and weapons to deal with harder levels. Players can play any level on various difficulties, and various modifiers to accumulate more experience.

Asteroid Bounty Hunter does a few things right:

- * Extremely easy achievements
- * Fun/Simple game
- * Entertaining cutscenes
- * Variety in level design

Asteroid Bounty Hunter does some things wrong:

- * Buggy
- * Slow/Basic story
- * Lack of variety of weapons
- * Not overly replayable

Asteroid Bounty Hunter isn't a bad game, in fact, it's one of those rare small indie games that actually has some substance. At the cost of \$3.29CDN, and almost always on sale, it's a fantastic "one and done" game, as well as a great game to 100%.. Sidescrolling shooter with rpg elements (upgrade points for beating each level the 1st time to raise the level of various weapons, shields, and shield regen; exp/level ups for % improvements on shields, cooldowns, or damage; and killing special enemies for points towards snagging the next ship).

I enjoyed the gameplay, generally loved the visuals (I liked the character art for the cut scenes, and I'm a sap for spacey backgrounds in general; the blue background star + blue boss weapon on one level -was- mildly annoying though :p), and enjoyed the music enough that I'll likely listen to it a bit more once I'm done with the game (which admittedly won't take long).

And on a side note, I appreciate the mild 'drunken-yet-perfect hero' subversion regarding the character's dog, Karma (see 2nd trailer video).. I'm surprised this grind fest doesn't include microtransactions. It has the hockey stick ramp up in difficulty levels those types of game use to make you choose between hours of grinding or paying for a chance to get to the next insane level.

If you buy it on sale, it's good for a few hours of mindless fun and a ton of free indie music. Do yourself a favor and quit around level 16 rather than grind your way to fighting Lynda.. Nice game , but TOOOOOOOOOOOOOOOOO long levels , and it just have the obnoxious part of every rpg game:

Farm.

I know that is part of the game, but seriously , i don't play these games to farm.
Give me power-ups, give me more weapon.

I finished the game and there are some bugs:

- The ultimate skill make the game itself a bit laggy.
- If you destroy the ultimate boss with your ship , the game will stuck.
- Stupid Hitboxes

Some pros about the game:

- soundtracks
- sometimes , very hard, so you can challenge yourself

Other cons:

- Fonts are just horrible
- I hate the hitboxes
- why i can't access to unlocked shorts?
- most of the time you can't even play in hard mode and the two mods on:
YOU HAVE TO FARM.

Disliked because the bug in the final boss make tilted me.
(when i want to re-watch the shorts)

wow, just wow! I never thought until i got hands on this game myself. Reading bad reviews i thought, it can't be that bad, there are asteroids and enemy ships a decent shoot them up, sort of. But no, and here is why.

Many people did not noticed this but this game wants to be a "beat hazard" you know what is beat hazard? Search on steam, beat hazard is shoot them up and music game at the same time as this "ugly looking game". Do you know why? Because there is also music implemented as well as you can add your own. Why did they tried to copy this mechanic? So they can fail terribly, i guess.

Let's start with game that has been developed in 2016 looks like from early 2000s graphics wise. Story line and voice acting should not exist in this game, there is no reason why its there. Story is forgettable and voice acting is pretty much "quotes" at the end of each level that does not make any sense at all. Games background is the same for all other levels just with different colors. Enemy ships are dull and badly designed including asteroids. In fact there are only 5 different type of enemies with same attack patterns. As soon as you see enemy ship incoming into your screen first of all it is invulnerable during first 5 seconds or so before it starts to attack. Sometimes when there are asteroids on screen and some enemy ships appear and attack you asteroids block your projectiles but not enemy attacks, nice cover huh? But if there are 3 or 4 enemies on screen and you are surrounded by asteroids you will most likely end up dead. So that's that.

Sometimes your default attack (not abilities) stops to respond for unknown reason and shoots inconsistently.

There are 25 different levels in this game, every 5th level is boss battle, but every non boss level is getting longer and longer until it's 20 minutes in and you just died because of smallest asteroid got in way and could not be destroyed by your default attack then you get set back and start over.

Since your main goal is to destroy asteroids you have given certain amount to destroy in ever level but you know that does not sound easy like you think, i dunno but WHY ON THE FCKN EARTH developers thought its funny to make that asteroids fly\float out of screen. Sometimes took minute to see at least one asteroid that i could destroy.

Boss fights! Well, do you remember i described about enemy covers earlier? You see that whenever boss attacks\uses his projectiles they "BLOCK" your all abilities and cant even be targeted to destroy them directly, always have to avoid every projectile that is on the screen and most of these projectiles can insta kill you. HOW LOVELY.

Stay away from this game and developers too. They do not deserve money for making such dreadful games.
. Overall Score 7V10

Fun factor 8V10
Control and Gameplay 8V10
Graphics 7V10
Sound 5V10
Replayability 6V10

I didn't expect much from this game as I bought it in a 12 pack indie bundle; however, I was pleasantly surprised. It's a well-rounded side scroller shooter, with one exception the voice overs for the game are absolutely terrible. Downright cringe worthy to where after the 3rd boss fight I just stopped listening to them. If you can get past that it's defiantly worth buying when it's on sale. It consists of 25 levels of fun, I recommend playing on med or adding a modifier as it can be slow otherwise. Also, DJ it up with the unique add your own music addition which is rare for an indie game.. Asteroid Bounty Hunter

- + MOBA like abilities
- + Amazing soundtrack
- + Challenging gameplay
- + Simplistic upgrading system

- Silly story

Asteroid Bounty Hunter is a solid 2D space shooter with a silly story. Its gameplay is amusing and fresh even if it comes off as very simplistic. The soundtrack and graphics in the game are beautiful to the eyes and ears. This game delivers on challenge as well as being original in its own way, it even manages to try and implement new ideas that I personally have not seen before in this genre like an efficient upgrading system and MOBA like ability use. You will have an absolute blast from beginning to end!. The black and white noir style cutscene system was interesting and probably would have been good had the main character not been an edgy bastard. The menu system is confusing; leaving upgrade menus dumps you back to the main menu and makes you select continue game to get back to the level select screen. A quite frankly shocking amount of asteroids use grass textures instead of stone textures. This game leaves a lot to be improved, however; it isn't completely void of value.. Better than No Man's Sky. Reviewed on Version 1.7.1

A rather dull, buggy game. There are more polished and better executed games of this genre that you could play for free.

Positives

+ The graphics are okay

Negatives

- Low enemy variety
- Higher difficulties do little more than make enemies take too long to kill.
- Bosses that go on for too long with only a couple different attacks
- Boss projectiles block your own shots, further extending the tedious battle
- Large Hitboxes take limit the finesse of dodging
- Some projectiles are almost invisible against the background
- Even if you have sound and music turned off, the game will unmute itself at certain points
 - At the end of each level, the music unmutes itself, though it mutes itself again when you exit the level
 - Some boss attacks cannot be muted
 - Bosses briefly unmute sound and music for voice acted parts. The game looked very cool. I played for 12 minutes and couldn't take it anymore. The spelling mistakes and typos are nonstop. The voice acting is unmentionably bad. You have to hear it to really appreciate how bad it is. The whole game feels like the designers didn't care one bit what they were doing or how it'd feel to its players, and it shows because they didn't even bother to proofread anything. Even though it was \$2.19 on sale, because they can't be bothered to read their own menus and subtitles I can't be bothered to give them two dollars. Refund is processing now.. Very repetitive and the main character is unlikable. The gameplay stays the same throughout.. Not bad. Dev would probably see more sales and better reviews if he dropped the price to \$3 instead of \$5, 'cause that's about the right value of the game.

I picked this up thinking "oh, I'll get to relive the old Gradius games"

Not disappointed with that in mind.

The difference is this is procedurally generated (so the levels are different every time) and has a leveling system in it. That also means there's no magic place on screen for boss fights and it actually requires some dexterity and focus to play. Recommend playing it on medium difficulty with bullet hell and bounty hunter options available for optimal gaming experience (hard just makes it take longer).. It's cheap and all, but the number of bugs and crashes are ridiculous, especially for such a simple game:

- It is around the fifth time for me that the game crashed on the last asteroid
- Newline (\n) symbols visible in strings
- Why does the game keep asking me to start over as primary option every time I want to continue my progress?
In short a very bad user experience, while the game is alright if you like linear gameplay with mindless grinding (which I do)

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