Spriter: Radius-Wing SHMUP Animated Art Pack Torrent Download [torrent Full]



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# About This Content

With BrashMonkey's Radius-Wing SHMUP Art Pack, you can mix and match 6 separate components from a large array of designs to create a custom space ship reminiscent to those seen in classic arcade shoot-em-up games.

Once you've arrived at your ideal design, you can choose from many thousands of possible color combinations to finalize your custom space ship. Many hundreds of thousands of possible color combinations combined with over 200 thousand possible component combinations means the possible ship variations are nearly endless. Advanced users can even customize component images or create custom color palettes to permanently increase the possibilities.

After just a few quick swipes of the mouse your awesome fighter-ship will take shape before your eyes in the form of a high res, smooth 32 frame rotation animation, which you can then export for your game. Keep it large for cinematic or title-screens, and reduce it down to create your actual in-game space-ship sprite. Use the exported frames for either full in-game barrel-rolls or for subtle leaning as the player deftly maneuvers their ship between the onslaught of enemy fire.

With so many possible design and color combinations, you can not only create a large variety of ships for your player to pilot, but also a whole evil armada for them to send packing back to their sector.

This Art Pack also includes an impressive assortment of player shots, mussel flashes, impact effects, explosions, force-field effects and a collection of 3d rendered rotating power-up capsules which can be color-customized in the same manner as the ships themselves.

With Spriter, you can creatively flip, rotate, scale and combine any of the thousand-plus images included in this pack to create

and animate all kinds of cool stuff for your next SHMUP project.

Title: Spriter: Radius-Wing SHMUP Animated Art Pack
Genre: Animation & Modeling, Design & Illustration, Utilities
Developer:
BrashMonkey
Release Date: 20 Oct, 2016

 a09c17d780

**Minimum:**

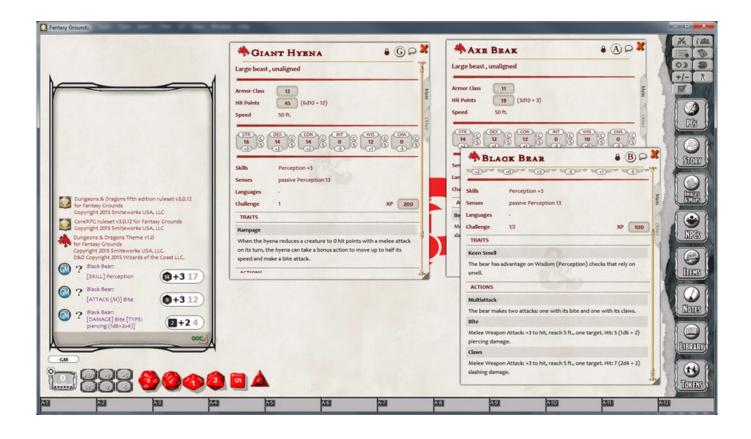**OS:** Microsoft® Windows® XP / Vista / 7 / 8 / 10

**Processor:** Intel® Pentium® 4 2.0 GHz equivalent or faster processor

**Storage:** 150 MB available space

**Additional Notes:** RAM usage requirements scale depending on the amount of graphics used.


English

GM Black Bear:
[SKILL] Perception    14 +3 17

GM Black Bear:
[ATTACK (M)] Bite    9 +3 12

GM Black Bear:
[DAMAGE] Bite [TYPE:
piercing (1d6+2×4)]    2 +2 4

GM

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## GIANT HYENA

Large beast , unaligned

Armor Class   12

Hit Points   45   (6d10 + 12)

Speed   50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 16 | 14 | 14 | 0 | 12 | 0 |
| +3 | +2 | +2 | -5 | +1 | -5 |

Skills    Perception +3

Senses    passive Perception 13

Languages    -

Challenge    1    XP   200

### TRAITS

**Rampage**

When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

### ACTIONS

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## AXE BEAK

Large beast , unaligned

Armor Class   11

Hit Points   19   (3d10 + 3)

Speed   50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 14 | 12 | 12 | 0 | 10 | 0 |
| +2 | +0 | +1 | -5 | +1 | -5 |

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## BLACK BEAR

Skills    Perception +3

Senses    passive Perception 13

Languages    -

Challenge    1/2    XP   100

### TRAITS

**Keen Smell**

The bear has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Multiattack**

The bear makes two attacks: one with its bite and one with its claws.

**Bite**

Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Claws**

Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

When does the full game get released?!?. This game is pretty good,and yes it can be pretty boring some times, but the developer listens alot! so help the game get better and better with him, You can go to the steam discussions and he will answer you within a day, he can make changes and updates pretty fast, also he loves suggestions :D. Every single time.

I open my library, and out of the corner of my eye... YO I HAVE SCOTT PILGRIM ON STEAM??

Nope just sPaCe PiLgRiM EpIsOdE II.. Nice game with challenging puzzles and an interesting story. Worth the price.. Don't let my time fool you, I completed the game before it got on Steam, since I pre-ordered the Limited Edition from JList.

This is...glorious. As you might be able to see from my Steam library, I love yuri VNs, and this is no exception. The music is sweet, the characters are too, and...my goodness, everything just comes together into this little ball of love and happiness, with more than a bit of tension added by the many different mysteries to solve, and pain when said mysteries are solved incorrectly.

Going on these mysteries, some of them are far more difficult than others, and may require some frustating retries to get, due to that one really obtuse piece of evidence that you may have overlooked. However, there are walkthroughs if you cannot for the life of you understand what the game wants, and don't feel bad for using them; after all, you're probably here for the yuri anyway.

Speaking of which, it's here. Soft, sweet, and more than a little blatant, it's a perfect little ball of enjoyment that I fully recommend.. I picked up AdvertCity on a lark, being on both a cyberpunk and management kick at the time. I knew going in that the learning curve would be steep, and after a few false starts I got the hang of making money and expanding my operation. As I moved my offices into a towering highrise and set my sights on rival corporations under the harsh glow of my neon billboards and blimps, I started to feel like I had divined all the secrets of the game and would soon grow bored. But this was soon followed by a realization the likes of which I have rarely had from a game, one that elevates this title to true brilliance.

AdvertCity sets you up as the CEO and sole employee of Adsplay, a startup advertising company in a procedurally generated metropolis. Every building and resident belongs to one of a dozen or so megacorporations that run the city, and you get to make your bones by advertising for them. Starting out with stacks of fliers and a limited range of influence, you can earn new technologies like posters and billboards from friendly corps, buy new offices to expand your reach, hire employees to improve your ads, and so on. There's also an internet view where you can post all manner of cat pictures and spam ads as well.

Each kind of ad has strengths and weaknesses depending on where in the city it is placed, in what kind of building, and for what corporation. This then becomes your chief concern, puzzling out which ads go where to earn you the most money and rep. And it's quite a puzzle, because there's no guide or tutorial to making a million bucks. The scant tutorial teaches you how the interface works and gets you set up with a loan and running the most basic ads for pocket change. You have to delve into the procedural descriptions of buildings, corporations, and even ad technology to understand how to ply your trade.

Making your fortune as a shameless advertising mogul is only half the game, however. Once your company becomes a major player in the city, you can set your sights on seizing control of the other corporations. This is how the game is won, by eventually absorbing all of your rivals and taking over the entire city. At first glance, this may seem like an impossible task, since you'll be looking for something to do with your first million dollars and the smallest megacorp might cost thirty million to claim. You'll also run into a confounding ceiling on how much money you can make from your ads, as the resources to produce them (employees) start to catch up to the profits you make.

That's where I was when I started to cool on the game, with my sprawling company humming along and a few easy conquests down, but the remaining megacorps far out of my reach. By that point the game had started to feel like a more interactive clicker game, with me just spamming my most expensive ads over and over for the biggest returns, still not enough to topple my foes. I was beginning to think there was no real strategy to the game, just a long grind up to enormous cash totals again and again. And it turns out I was very, very wrong.

In my quest for the fattest bank account, I started running nothing but colossal blimp ads as quickly as I could for one particular megacorp. I was earning plenty of rep with them and money, but not nearly enough to buy them out. I started to notice that the campaigns themselves were going poorly and the megacorp disliked them, even though they were paying me for them. I stopped

the campaigns once my income peaked, and on a lark I took a look at the megacorp's info. What had once been a company valued in the tens of millions was now worth a measly half a mil and falling.

That's when it hit me: I was running an ad agency. I could help grow companies with good ads, or I could run them into the ground with bad ones. All that effort I made in the early game to learn what worked and what didn't could now be turned around to destroy the very companies that had helped me grow. The economy in AdvertCity was far, far more detailed and complex than I gave it credit for, and provided a wealth of strategies for hostile takeovers. I could tank a company's profits with poor ads, boost their competitors with good ones, buy out their buildings to starve them of employees, or drain their bank accounts by running an endless stream of extravagant ads for them.

It's a brilliant strategy game hidden beneath a rough, if stylish, exterior. The graphics are simple polygons and wireframe menus but fit the cyberpunk feel to a T, and the heavy, oppressive soundtrack is the icing on the dystopian cake. The interface can sadly be a pain to deal with, sometimes letting you double-click through to the wrong options or stack up notifications to obscure important info. Performance can also suffer once your operation gets enormous, and I had one audio mishap that forced a restart the first time I went bankrupt. These are all minor issues around a far more major one, the learning curve. If you want to reach the genius buried in this game, you have to work for it. You have to take the time to read, experiment, fail, and try again until it clicks, and you have to do that at every stage of the game. It won't be for everyone, but those who do delve deep into AdvertCity will discover one of the most clever and rewarding strategy games I've ever played.

Did you enjoy this review? I certainly hope so, and I certainly hope you'll check out more of them at https:\/\/goldplatedgames.com\/ or on my curation page!. [EDIT] Would love to know why people find this review unhelpful.

Meh. Not what I was waiting for.

Okay, so it's actually one of those games that's terrible but fun anyways. It's the not Greg Hastings Tournament Paintball of old. It's definitely dumbed down. It's closer to Extreme Paintbrawl 4 with it's wacky locations and zero need to take cover. The AI is terrible at shooting and beyond dumb when it comes to moving around and using cover smartly. Even still the gameplay is smooth enough to be fun. If you enjoy going for a high kill count this game is entertaining.

The game is littered with microtransactions but it's so easy to level up and unlock everything in game they might as well not be there.

The graphics are absolutely abysmal. No excuse for the state of this game. No improvement from the very first Greg Hastings. The game is clearly a port of a port. The graphics engine and assets were ported from console to mobile and the full mobile game was ported directly to PC with no changes. You'd figure the 8th most played game online for the original Xbox would have spawned a franchise that gets at least slightly better with multiple sequels but no. We got one decent sequel, a crap sequel, a mobile port and a port of the mobile port. Each game worse than the last except for Maxed.

The VR is actually REALLY good suprisingly and saves this game. When games give you full locomotion rather than teleportation that usually makes me extremely sick. After a full hour of playing this game not even the slightest twinge of motion sickness. No idea how they did it but kudos. There's nothing quite like snapping out of a bunker using your actual body rather than some button.

This game IS NOT MULTIPLAYER!! Basically every match you join a lobby (no offline modes) and start a match. The actual match will be with all bots. At the end of the match it will track your kill count. Which ever real life player ends the match with the most kills wins.

This game is crap. This game is fun. For $10 I recommend it.. I am completely captivated by this game. There's so much to say about it, and so few words that really seem to do it justice. What's a good word... sublime. Yes. This game has a spirit of its own, an atmosphere, an existence, a character.

The world and characters are beautiful, detailed, and compelling. It's funny, sad, bizarre, strange, manic, and melancholic. I was entranced from start to finish, despite swearing I'd only try it for a few minutes. I can't recommend it enough. I absolutely can

[not wait to see where it goes from here.](#)

[Best five dollars I can remember spending.. eh not really worth the money, get it on sale. other than that its a great game for people who grew up playing these games.](#)

Okay, let me gat this straight - this is not a good game to play. Damn, it is barely playable at all - loading goes for 10 minutes (versus 1-2 in the original game), sometimes game freezes and slows down. Some triggers don't want to work and you have to run around for another hour to find some little zombie behind some door. Design goes from quite cool to disgracefully awful and gameplay is just ruined - but hey, there is still a good side. Developers had a great idea of making maps REALLY BIG, so somehow I had a feeling of open-world. This is really cool. But technically this game is hell in all aspects, so I don't think that you want it.. This is a fun little game. For those complaining that it's "boring" because of limited controls, what do you expect from a mobile port?

The art and music are pleasing to the ears and eyes. I didn't notice any game-breaking lag or control issues. For a couple bucks on sale, it's a good time killer to pick up every now and then when you don't feel like focusing a whole lot.. lmao. No.

Don't waste your money on this crap. Matchmaking takes forever, graphics look like something from 2005 (not joking, I'm pretty sure Battlefield 2 looked better). Gameplay is stiff, unpolished, and a blatant ripoff of PUBG and Fortnight.


Don't give these idiots a cent. Pretty straight forward platformer, with excellent graphics, great soundtrack, and a programming theme. I am using a xbox-style gamepad controller, and it is working fine.

Some technical issues running on ubuntu linux 16.04...
I have no problem on an older computer with intel graphic drivers, but with a computer with a new AMD card and radeon mesa drivers, this is unplayable. For some strange reason, the platforms do not appear in the game levels. Another small thing is that the password keychain app came up when the game started. Not sure what was happening there.. I can't recommend this game to anyone because the graphics are not in HD like Industry Giant 2. This might be a very old game but It has a ton of problems that the devs should have been addressed before they released It. They also haven't released any details on the version at all.. This game looked really cool in the trailer. After buying and playing for about 30 minutes i realized its bugged too much at this point to even play. e.g. I equiped my axe in slot 1, i can swing it but it does nothing. Cant harvest wood to build. Swimming is severely bugged graphics-wise. I will keep checking in on this game because it looks cool.. The original, finally on steam! Got it in a super cheap package, amazing deal on sale. Great game.. really bad game

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