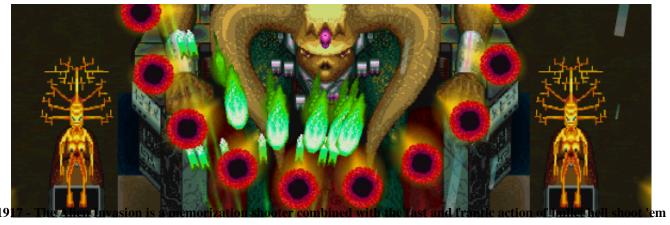
Download 1917 - The Alien Invasion DX .exe



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About This Game



ups.

Badges:





You are in the role of Dr. Brunhild Stahlmüller, an acomplished weapon scientist who upgrades a WW1 triplane with superior alien technology to attack the invaders. You will avenge mankind and take the battle into the darkness of space until you reach an ancient alien world.



Features

- Fight from Verdun to the heart of the alien world!
- Majestic and extravagant pixel art inspired by the golden age of arcades.
- Accessible with a fair difficulty curve.
- Intense action and highly polished gameplay
- 8 stages with huge boss encounters.
- Bloodshed and gore.

- Psychedelic soundtrack.
- Full Xbox controller support.
- Digital art book (PDF).



The year is 1917 - war engulfed the earth. Billions were slaughtered at the hands of unprecedented technology in the name of fanaticism. Yet all previous atrocities were as preambles to an even greater, unforeseeable catastrophe. When on the 15th of April, a host of aliens descended from war-torn skies and opened fire indiscriminately on soldier and civilian alike, the foundations of the world were shaken and mankind would face his darkest hour. Against such a terrifying, overwhelming foe, the scrambling, exhausted nations of Earth had no choice but to put aside their old grudges and fight side by side if they wanted to avert total extinction – or worse. Still, courage and unity were not enough to match the sheer power of a species so advanced that the very cosmos proved no obstacle to them.



Meanwhile Dr. Brunhild Stahlmüller, an accomplished scientist, worked tirelessly with her assistant, Harmuth Griesgram, on developing an experimental airplane codenamed the Red Beezlebub. Based not only on existing aeronautical technology but also on fragments of alien wrecks from the recent battlefields, this new invention is capable of prolonged atmospheric flight as well as deep, interstellar travel. Finding no pilots left in any condition – bodily or mentally – to take the pilot seat, the brave doctor dons the helmet herself and takes the Red Beezlebub on her virgin flight; to the battlefields of Verdun. Her target: the Chessmaster, the new, self-crowned king of humanity. An usurper and abomination. Fueled by gasoline and hatred, her Valkyrie's flight will end either in blood-soaked victory or glorious death. Little did she know that he himself is only a piece on the real player's board, and she is watching Brunhild's every move with greedy, leering eyes...

For more story, watch the German story trailer with english subtitles: https://www.youtube.com/watch?v=0IlnvwTxuiQ



Title: 1917 - The Alien Invasion DX

Genre: Action, Indie

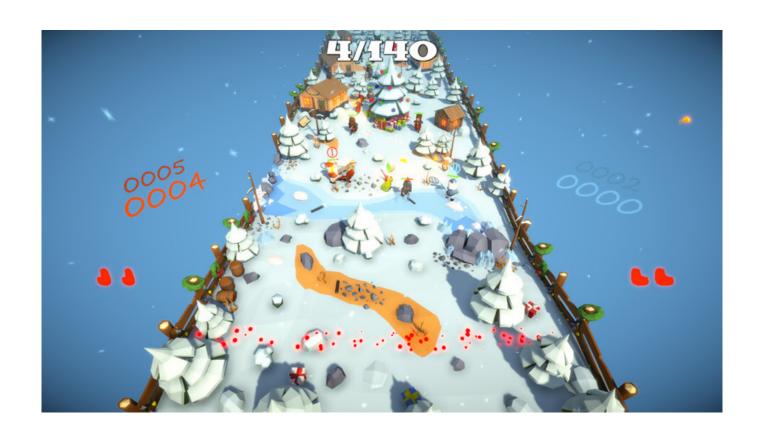
Developer: Andrade Games Publisher:

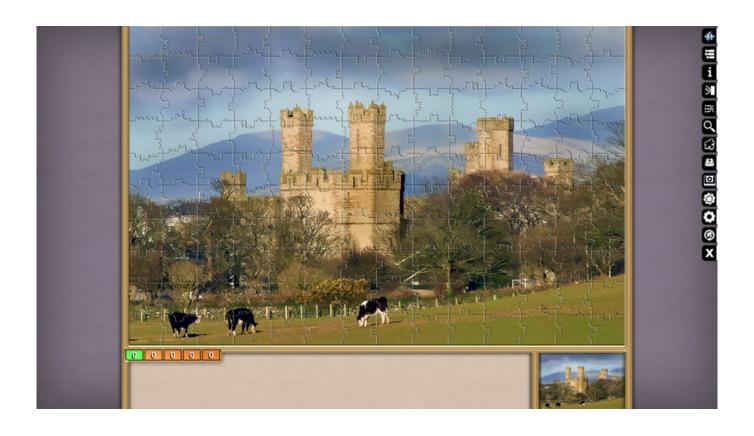
OtakuMaker.com

Release Date: 10 Jun, 2016

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English, French, German, Dutch, Simplified Chinese, Romanian







Looked like a fun game for local multiplayer but I experienced a crash after only playing for a 10 minutes and asked for a refund. Game is awesome, especially for early access. Hundreds of damn zombie games out there, rarely you get to be a zombie, but never do you get to control a hoard! Finally that day has come. I bought this game years ago on PS3 and I loved it, it's a very beauiful game, enjoyable and fun with cute art. Je m'attendai à avoir un bonne durée de vie pour un jeu comme celuici mais non je pense que je préfère Ricochet infinity. ^^

Pour la musique, c'est pas mal, le gameplay est pas mal non plus est le mode boss est une bonne idée.

Par contre, le mode coop... L'un au clavier l'autre à la souris... Peux mieux faire quand même.

Le mode infini aussi est une belle arnaque, c'est comme un tetris, en plus bordélique.

Au final le jeu n'est pas désagréable à jouer, c'est juste qu'il lui faudrai un vrai mode coop, pas comme un jeu de pochette surprise, et idem pour le mode infini.. I like the animation and it has amazing soundtrack, but the story gets confusing as you progress. Finished it in 2 hours so i think it's worth the 99 cents i gave on sale but i wouldn't buy it for full price, i recommend you buy it on sale. One of the Best Indi games I've seen in the past year. Very easy to understand and very fun to play. Be warned it's not an easy game, but that's part of the fun.. seasons pass isnt working. An enjoyable 3D puzzler, while some of the puzzles are slight variations on each other, each stage offers a range of simple to challenging puzzles for the "Yabbie" to work through.

You can find 40 minutes of gameplay with commentary here: https://www.youtube.com/watch?v=Rk89EC2_EfE

This game is never going to win any awards for the graphics, much of the textures are repeated, and while the music is OK, I'm not going to be buying an OST to listen too in my car. Where the game does shine is the large range of puzzles that it offers.

The goal of the game is to complete each of the levels in a range of stages. You begin at the top level, working your way through each to the bottom of the stage. Your "Yabbie" is in a clear cube, that can be completely coloured a particular colour, matching the colour tile you move onto - or just have a single side coloured by the tile (small ones do a side, large ones do the whole cube). Along the way there is a range of obstacles, including landmines that will either explode when moved onto or (if they are coloured) not explode if you have the correct coloured side touching it - timed platforms that disappear - moving blocks that crush your character - and trapped Yabbies that must be moved onto their corresponding coloured exit tile. Each level varies in size and layout, but I have seen a bit of repetition on smaller levels as I have progressed through the game.

Each stage is scored on time taken to complete, moves used to complete and number of Yabbies saved - with a score calculated on the combination of the 3. The score also gives you are grading in boxes, shown on the entrance to the stage. You need a number of boxes to open the next stage up, but I have been averaging around a score of 5 out of 9 with 15 stages completed and am yet to have the next stage not open up.

To add some replayability, there is a leader-board in each area (an area is made up of 5 zones) which compares your stage scores to that of any Steam friends who have the game and also a global ranking of other people who own it. It also appears that the game is about 25 stages long and at the rate I am playing through it, I would expect 3.5 to 4 hours of gameplay, depending on how easy you find the puzzles.

Overall I have enjoyed my playthrough so far and am happy to recommend it.

I've been looking for this type of game for a long time. Basically you're dropped into a world and you do whatever you need to to make it. It's still basic in the options you can choose to pursue, but the developer is still improving the game and is open to suggestions.

It's still needs some work with balancing and some bug fixing, as well as smoothing out the gameplay. However, what is here and at this price, it's still an enjoyable game for me.. I really don't understand why this game isn't free. It's so short and honestly the puzzles were not at all difficult, I wish it would have at least provided more hours of gameplay. Amazing graphics and gameplay. One of my favorite RPG horror games so far with new updates that make the game better. A must have for those new into the horror RPG genre.. Its a great visual novel. The music really set the mood for what happens and the multiple endings are surprising!

Definitely worth a play through if you like suspense in your visual novels: D. You gotta be kidding me. A freemium mobile game sells for \$5. The drag control is really killing me. Time to refund. (Very nice loading bar btw). Awesome, relaxing, thinking game. Hey - I just downloaded this DLC, and none of the scenarios will load because of missing assets. I have the original NEC DLC, so I don't understand what the problem is. WHAT GIVES?

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