Super Killer Hornet: Resurrection Torrent Download

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About This Game

'Things will explode, things will die, you will dodge, you will do maths...Yes maths!'

Super Killer Hornet Resurrection is an intense vertical shooter with a brain train twist.
Through the chaos and explosion try to answer the falling math problems to increase your multiplier and power up your ship.
Featuring a superb sound track by UK rock hip hop maestros the Sixty fours as well as classic tracks from Dylan Barry.

Title: Super Killer Hornet: Resurrection
Genre: Indie
Developer:
Flump Studios
Publisher:
KISS ltd
Release Date: 5 Feb, 2014

 a09c17d780

Minimum:

OS: Windows XP

Processor: 1.2 Ghz

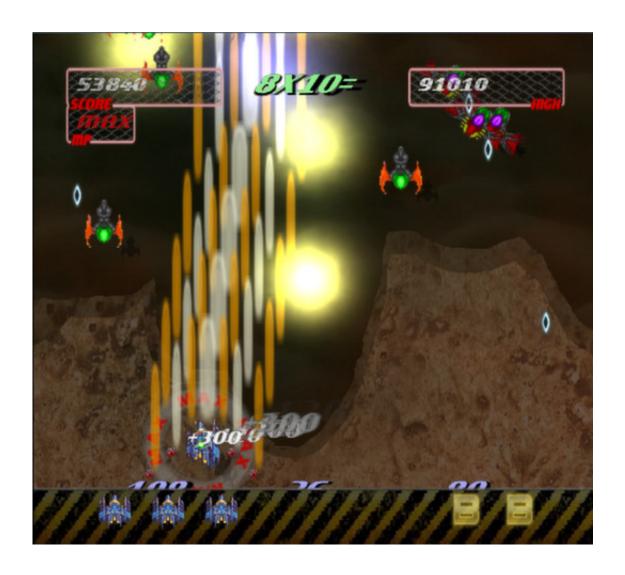**Memory:** 512 MB RAM

Graphics: Shader Model 1.1 compatible graphics card

DirectX: Version 9.0c

Storage: 200 MB available space

Sound Card: Windows media player must be installed to run game

English

super killer hornet resurrection badge. super killer hornet resurrection

It's a little rough around the edges, but Super Killer Hornet: Resurrection is actually an interesting idea. Take old-school shmup action and throw in some math problems in order to increase your multiplier and power up your ship. The game itself is short, with only 6 stages, but it's a single-sitting game, which makes it infinitely replayable. After beating the game on "Auto-Bomb" difficulty, which is effectively the game's standard difficulty, I've found myself mostly replaying in Survival mode, which is an interesting change of pace. There's also a Time Attack mode, with three difficulty settings, which puts you on a limited timer, which can only be refilled by completing math equations correctly. Playing Time Attack mode on Survival difficulty is a pretty fun time killer, once you've completed the game's main campaign.

The graphical style seems to invoke old-school DOS games in my opinion, which is a welcome change of pace compared to most retro-inspired aesthetics, which go for an 8-bit NES look.

All-in-all, I'd have to say SKH:R is definitely worth the $5 Flump Studios is asking for. I'd definitely recommend it.. maths were annoying during boss fights. it's an awesome bullet hell though. Great, yet another reason to dodge math.. If game not starts on Windows 7\/Windows 8.
I found solution:
1. Install XNA 4.0.
2. Enable Windows Media Player in Windows Features.
3. Reboot.
4. Play

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4. \u0418\u0433\u0440\u0430\u0439\u0442\u0435.. If you loved the arcade game "1941" or the like, then you'll love this game. Simple controls and challenging levels.
Mega Big BOOOM Bomb!!!!!!! of a game.. A great twist on the SHMUP blueprint, and it gets bonus points for having bees as a focus. I'm inspired to do a 1cc run, which I haven't been inspired to do on a SHMUP since Touhou 7. I might wait for nightmare mode to make it harder...but I might wait for the "all bullets, no maths mode" to save my head when I do.

Also, friendly devs are always a bonus, yet another reason indie>AAA of late.

. Pretty sweet. Finally figured out some control options...

so far only able to play in hard mode.

arrows move, mouse seems to do nothing
<Tab> rotates gameplay screen, repeatedly pushing shift+tab will eventually pull up the steam, but you may need to correct game orientation afterwords
f - in \/ out of fullscreen
w - in and out of zoom?
z seems to be fire....
c is bomb
esc is pause
s is game track

pretty fun once i got it going ;)

Fast pace arcade game. 7\/10. Classic style arcade coin-op action!!!! with MATHS!! and some good music! Deffo a must at 3.99 never mind at 39p!. Go to Store (Featured), Click on Games, Narrow by Feature (Steam Trading Cards), Relevance (Lowest Price).
Then skip to Page 9 or 10, until you find the .50 - $1.00 games.
Add them to your Wishlist, games that are a dollar can go on sale and you may be able to purchase for cheap!
A game at .50 may give you that value back in trading cards.
Search and Install "Idle Master" which will run your games even without the game being installed.

I may or may not ever play this game, but some games I have installed and messed around with on a rainy day!
@ .50-$1.00 it's hard not to recommend!. this music... this incomprehensible music...
srsly! music in SGH Original (it like free dlc to Resurrection) more better. Surprisingly, it's quite a good game for the price, kudos to the developer for mixing in the mathematics solving into the game. Adds a layer of difficultly to the game.. Just awsome : Music + math + Shoot-em-up old school. So this will be my second review of the game. Hope you guys find it helpful and if so, a thumbs up would be appreciated, thanks. :D

Scoring Guide
1 - 3 Terrible
4 - 6 Decent
7 - 9 Good
10 Perfect

So after writing my first review, I had a chat with the Dev (which you can see in the comments below) and decided to put a little bit more time into Super Killer Hornet: Resurrection. I booted up the game, played all of the modes, killed all the things, and now feel like I have my review to write.

[Gameplay] 8\/10

So the Gameplay is rock-solid, the best thing about this game in my humble opinion. There are Three different Ships to choose from. The first being average damage and average area of attack, The second having a lower damage but higher area of attack, and a Third with higher damae but very small area of attack. They all felt very good while playing them. I did find the higher area of attack to be the best one, although this may just be personal opinion. If i had one complaint about the Ships would be the lack of a boost\/quick dash button. Sometimes I feel like that would help things out a ton, and would add a nice other level to the game. Deffinetly not needed, but I would have liked to see one none the less.
You do have bombs, like in most other games in this genre, and they work the same way. I'm not 100% on if you can refill the bombs, it may have said something in the tutorial that I missed, but other than that I did not find a way to.

The main difference in this and others in the genre is the math. "Destruction is just part of the equation" is exactly what it sounds like. In certain game mode, there are numbers that will fall down, such as 7+, a few seconds later another will fall, such as 5, Lastly 3 other numbers will fall, one of them being the answer. You must solve the problem and you will get a multiplier to your score. I will say, as I did in my first review I am not a fan of this. It is not bad, and it is well done, I just am not a fan.

As in game modes, this game has quite a few for an indie title.
You have your regular mode, as well as an easy mode in which it will automatically use one of your bombs after you get hit.
Time Attack pits you against the clock, and gives you a max multiplier at the start. Doing the math in this mode will give you +30 seconds to the clock, which I actually like alot more than the regular mode, not sure why it just "feels" better to me. Personal opinion I guess.
Lastly you have a survival mode, which has no math, you have one life and max multiplier.
The game modes are well varried, and you can play around with them and find your favorite.

So I'm not sure weather to put this under Gameplay or Design but think it may go best here. I did have trouble seeing the numbers sometimes while playing. As this is a bullet hell type game, I won't say this is a huge problem, and it may be just me, but i felt like sometimes i got "cheated" out of the correct answer because of so much stuff going on on-screen. Again this may just be me and being bad at the game, but if I had one major gripe about the gameplay this would be it.

[Design] 8\/10

The design of the game is pretty good for an indie game. All of the menue's look and feel fine while navigating them, and the particles are actually very well done for an indie game.
Now let me make it clear that there are better looking indie games out there, but Super Killer Hornet: Resurrection looks just fine, no complaints here.

The enemy ships while being generic are varried in design, and while I only reached the 2nd level, I will say I do find a certain charm in the enemy design. I would like to play farther, just to see what else the game has in store for me. Bosses are the same way, although I will say I only reached the first one as I did not beat the second level. Again I would like to get farther, just to see some of the other boss design. :D

[Music\/Sound] 6\/10

The music in Super Killer Hornet: Resurrection is solid. The intro had me hyped from the very beggining. It is a metal\/rock track and gets you ready to blow some\u2665\u2665\u2665\u2665\u2665\u2665up.
There are a total of 5 tracks and they are all prety good, tho not amazing. They seem to get quite repetitive, quite fast, and would have liked to have seen a different type of music in the actual game. You can switch tracks in game with the press of a button, which i greatly appreciate as not enough games do this. All in all I would say the music, while good, is the weakest part of the game.

[Conclusion] 7\/10

All in all I feel like Super Killer Hornet: Ressurection (love the name by the way :D) is a very well made indie game and deffinetly, if you are a fan of the genre, worth your time and money. For the fair price of $4.99 I would deffinetly recommend this title.

Thanks for reading doods.

Patch Notes for v0.9.5.4:

Version 0.9.5.4 Patch Notes. **Patch Notes for v0.9.7.1**:

Version 0.9.7.1 Patch Notes. **Linux native version is now available!**:
Hello everyone,

As some of you may have already noticed, the native Linux version of Objects in Space is now officially available for download on Steam and GOG.

Some players reported that the game was still running on Proton despite the fact that the version is supposed to be native: if this happens to you, please disable the Steam Play option in the Steam client settings and perform a clean installation of the game.

If you need help or have any question, please send an email to the devs at objects@flatearthgames.com.au

Have fun and thank you for playing Objects in Space!. **Patch Notes for v0.9.9.1**:
Yesterday version 0.9.9.1 went live!

Here are the patch notes for the update (sorry for the delay):

Version 0.9.9.1 Patch Notes. **Patch Notes for v0.9.8.4**:

Version 0.9.8.4 Patch Notes. **Patch notes for v0.9.2.4 (main)**:

Version 0.9.2.4 patch notes