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Straimium Immortaly Download Link



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## About This Game

**Straimium Immortaly is a shmup roguelike dungeoncrawler.**

Explore the butts-hard procedurally generated Cubicus battling beasties, looting endless item and weapon upgrades and defeating huge boss meanies in your vengeful quest to eradicate the Queeni Emperess.

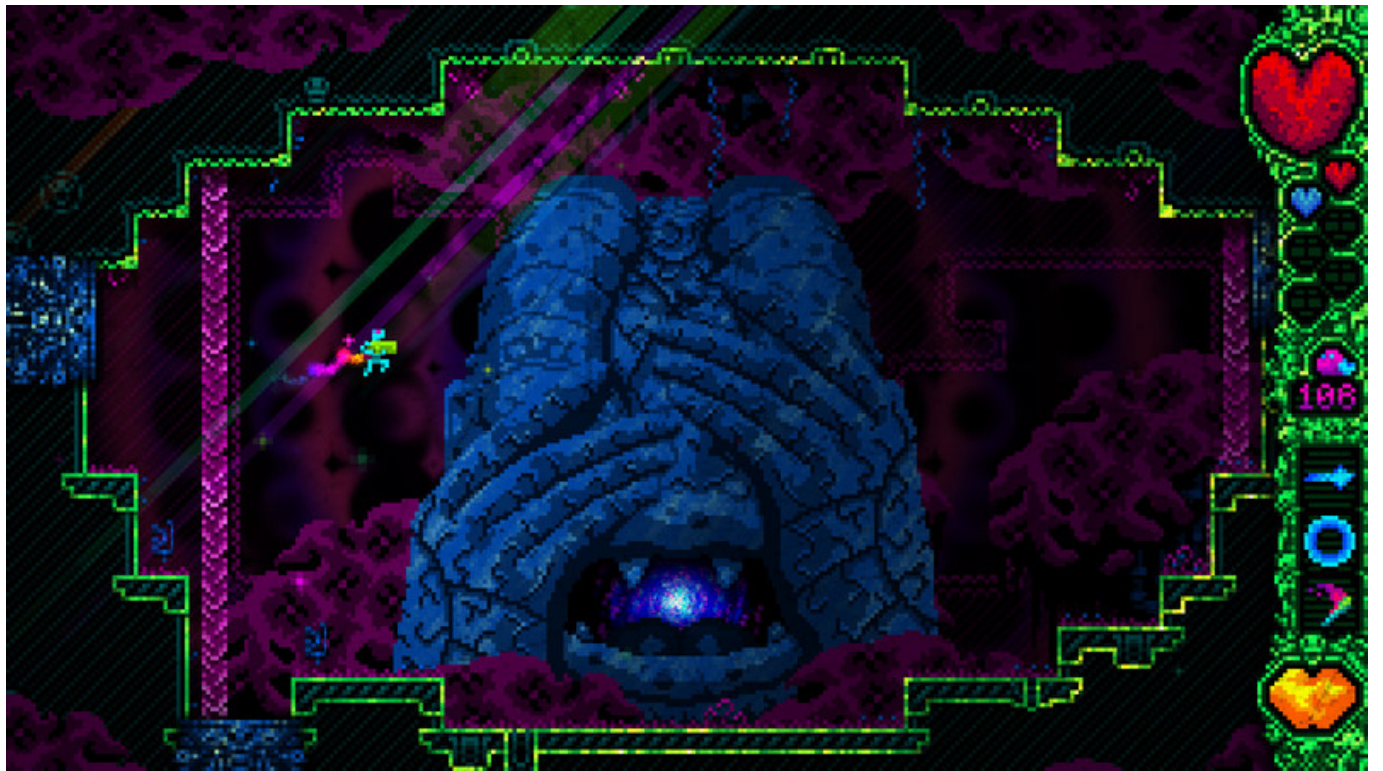
The game also includes a slew of goodies to keep gameplay fresh, such as unlockable character classes, mutators, cheats and hats, Cubicus design seeds and size options, plus several game modes including a Boss Rush and Galaxy-wide Incursion purge.

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Title: Straimium Immortaly  
Genre: Action, Indie  
Developer:  
Anthony Case  
Publisher:  
Caiysware  
Release Date: 10 Oct, 2016

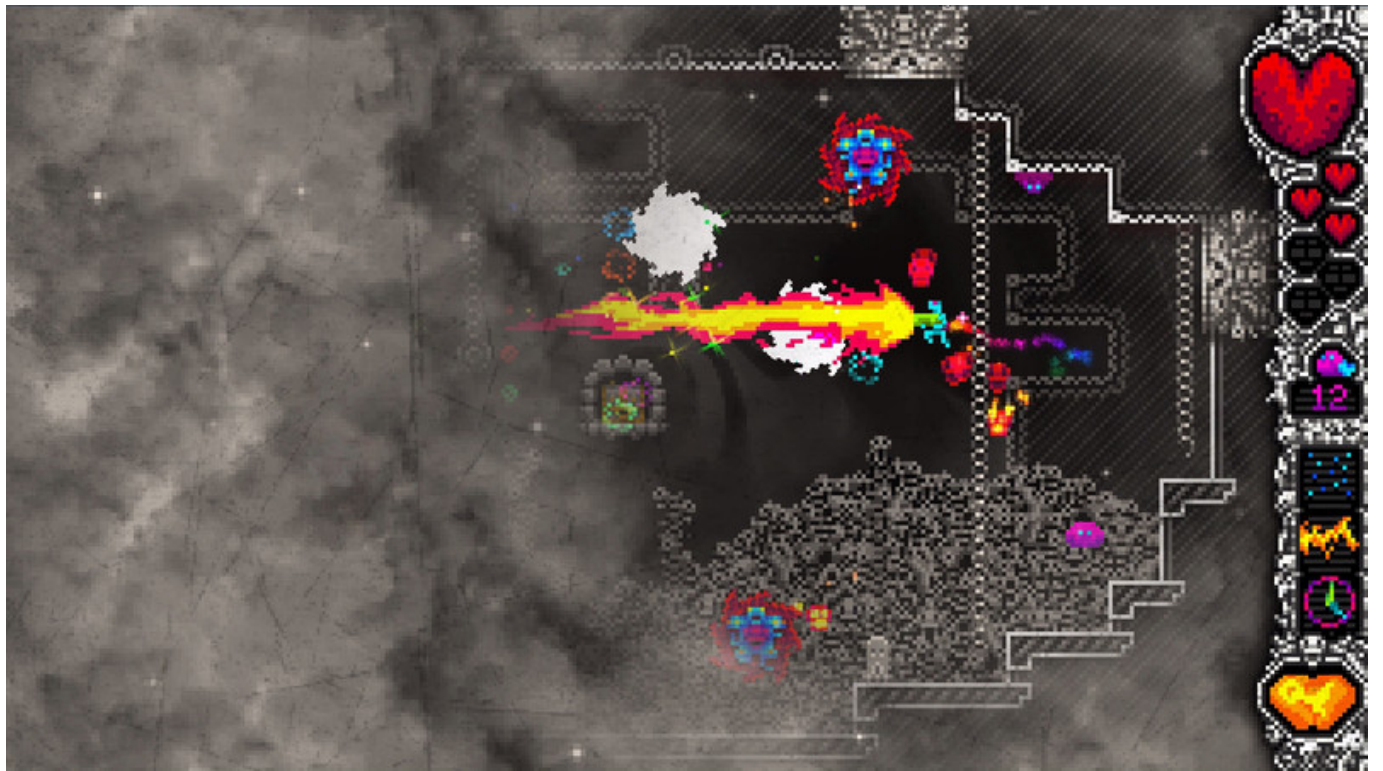
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English









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Fast, challenging, weird and very cool. The soundtracks are so amazing they make me stop in a room when i know they will switch in the next. Great game!. I bought this after enjoying Skelly Selest. I may like this game even more. I am not sure I have played games this expressive - it reminds me more of an indie comics aesthetic than other video games.

Fun, unique, lots of content and secrets. Great palette. I really liked it.. If you ever wanted a cross between Gradius and Metroid on acid, then this is the game for you.

I've had 28 hours of fun with this game apparently, and there are still a few mysteries I haven't solved. I'm not sure how much lasting appeal it will have, despite the random layouts and abundance of items I feel it will eventually get a little samey. But for the time I've spent in it so far I've definitely had my money's worth of entertainment. And I love the whole aesthetic of it, the mixture of old-school charm and alien mystery, wrapped in quirky dialogue and LSD colour scheme.

It is fairly tough to start with, and any new players I would recommend choosing large maps as they will give you more stuff. Things i would have liked in this game: some kind of local mini map so you don't have to keep pausing, and a bit more powering up of the main weapon (just for funsies, you get plenty beefy enough to deal with everything as it is).

Anyway, nice game.. This game is like Straimium Immortality but it is exactly like it and the developer did a great job rendering it in it's own engine exactly like he did that time that he did it. I highly recommend this game to anyone looking for a game to be recommended to them that is fun & unique & an obvious labor of love.. Loads of fun and runs very smooth, with responsive controls and nice audio. Hard, but it's not fake or trial-and-error difficulty, or difficult to the point of being (too) rage-inducing, but feels well-balanced and damn near addictive instead. It would be great if there was an option to stop and save a playthrough to resume later (for the sake of those times when you need to walk away and don't want to have to replay the whole level/seed to get back to where you were), but if you like a good challenging shooter, it's worth every cent. Definitely recommended.. This is a highly-stylized roguelite with less charm and more clunkiness than most. Although I recommend trying it, delving deep and actually progressing might prove to be more difficult than in The Binding of Isaac, Eldritch, etc. This game is lacking much of the gloss and glue that holds others together so well, but can still provide a few hours of entertaining punishment.. Very addictive and underrated game. There are so many puzzles you can solve to get neat items, characters or game mutators. There are three difficulties: Casual, Normal and Asian (kek), so even once you master the game on one difficulty, you can play on a harder one. There is also an unlockable "Cubos Incursion" adventure mode and a boss rush. The dungeons are also randomly generated, but you can play specific dungeons with seeds and modify their size. There is also laughs to be had with the game's purposely broken English. Even then, you can find references hidden in the descriptions of certain items. For example, the nanomachines' description contains references to both Daft Punk and Metal Gear Rising: Revengeance.

Just be warned, it is quite difficult.

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Psykoosit tulilla. This game is weird and hard.  
10/10. This game is good.

Good video.

Good game.

But really, this game is fun and more challenging and deep than I had initially expected.. People keep saying "Oh, the dev was on drugs when he made this.", however, I beg to differ. I believe he was on drugs when he made the *default keyboard bindings*. Like, c'mon now. It isn't hard to make usable controls. At least I have a controller.

So, I knew the dev would be British and do you want to know why? The game says "yonks". Nobody except British people say yonks.. This is my first bullet hell game and i can say i got a bad introduction to it, one of the major problems is that it was confusing. you dont know what half the items are, and the discriptions are vague and in this cute broken english that makes it more confusing. Some of the bosses seemed, really unfair. theres on that just floats from each side of the screen at you while 20 smaller versions gang bang you. also the key to beating bosses is just haveing enough health and special weopen juice. the music in this game, while not bad. feels lazy. the whole game has the same 8? tunes playing that are 2-3 minutes and all come up whenever they want giving each area the same exact feeling. after just 3 hours of playtime it already feels grading. I would only recond this on a steam sale, i would still not get it then.. Fantastically unique visuals and gameplay make this game a joy to return to over and over, despite its rampant difficulty, unforgiving nature, and esoteric writing.. the art is pretty dang cool, but you beat it once and its over. you can do it again but whats the point, its not like theres new stakes now, its just the same thing again.. This scratches the itch that games like Binding of Isaac and Enter the Gungeon do. Do you have that itch? Well, first of all, see a doctor, cause that's gross. But if the cream he gives you doesn't work, you might try straimium.. I love this game.. I wish I had bought this game a lot sooner. I love this type of game but stupidly i avoided this one cause the little icon on the steam store looked a lot like a different game (not by the same dev) i bought that was kind of unprofessional and unfinished. If I'd just clicked on the damn page I would have seen how good the screenshots look and bought it when it came out.

This game is great though. The sprite art is good, the music is good, the world the game is in is very surreal and charming and the idosyncratic style of dialogue really grows on you.

The gameplay is challenging, I'm pretty bad at it right now, but I look forward to getting good at it.

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