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## About This Game

Gravitrón 2 is a retro styled arcade gravity shooter in which you must pilot your way through some of the most devious terrains ever devised.

Key Features:

- 40+ stages packed full of enemies and traps
- 3D sound in a 2D environment
- Online highscores
- Configurable controls
- Stylized neon vector graphics
- Bucket load full of particle effects
- Dramatic musical scores
- 10 Achievement awards (Steam version exclusive)



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Title: Gravitron 2  
Genre: Indie, Casual  
Developer:  
Dark Castle Software  
Publisher:  
Dark Castle Software  
Release Date: 31 Aug, 2008

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English

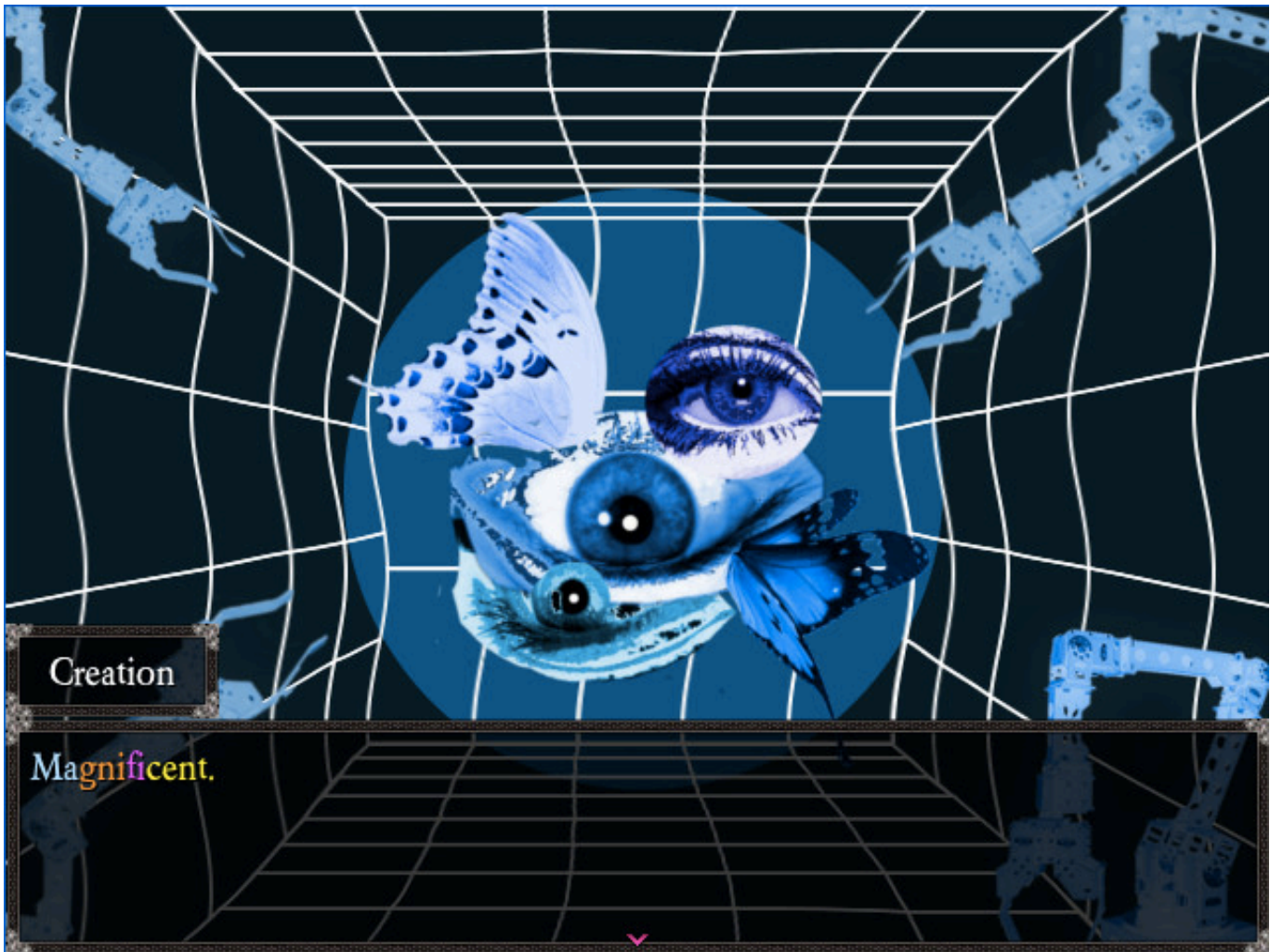
ДЕНЬГУ:538



**ПРОЦЕНО**



FPS:59, Live:80, Score:400, BOSS:0 TIME:47 STARS:10track 12



Creation

Magnificent.



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This game has potential but is currently let down by some serious flaws. Some good aspects - it's playable, friends can join in easily and it has fully voiced questions. The big drawback currently is that, as the developers acknowledge, neither of them are artists. The gameshow set visual isn't great and contributes little as a concept. The interruptions from the "host" between rounds are annoying, the avatars are few and uninteresting, and the user experience is affected by trying to force the gameshow format. Joining the game and answering the questions is easy, as it should be. Setting up the format of a session, whether rounds are timed and how points are decided, is more clumsy. The host doesn't need to voice everything - if a session consists of three rounds of "point hunt", do we need the host to announce "we are playing point hunt" before every round?. probably the best idea out there...quite original and really fun and addictive!. [https://youtu.be/bjok5ab\\_MBg](https://youtu.be/bjok5ab_MBg)

It may look like a simple grapple hook spinning race game, and well, it is. However, it's simple setup is rather challenging and compelling to drive players to push slightly farther and get 'One More Line'

(This was part of my Extra-Life 2017 Stream audio balance may be off). Exactly what I want in a VR puzzle game. This is perfect execution. Except for maybe the requirement on the large room size (4x3m).. the game is really fun especially if u play with friends. But recently they updated the bots to slide and now i can never score and it is vary frustrating. If anyone is willing to teach me how to score it will be vary helpful

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Terrible nancy drew game, do yourself a favor and skip this one.

Story is boring and characters only have an inch of depth.

There were annoying flags you had to hit before an event could trigger.

Puzzles were not fun at all.

Repetitive Mini games were irritating since you had to play them 3 times a day without being able to skip them.. Extremely good, for the price. Reminds me a bit of Toejam and Earl, with some Diablo/Skylanders/Torchlight thrown in. The retro-style music is incredible, and having the original VAs was an outstanding idea as it definitely feels like Adventure Time. Make sure when you're attacking to slowly press the key in time with the attacks, rather than mashing; it gives you a brief moment to realign your attack if the enemy's hitbox is out of your range.. Excellent work, Easy To Use, Life is more Easy

a Must Have

Thank you very much ;-). The AI is beyond atrocious so the game feels like a ♥♥♥♥♥♥ poor shooter that I can't recommend.

There are no other positive factors to discuss. Skip this title.. Very solid old-school shmup. Great looking. Challenging but not overly so. Varied environments and enemies that are thoughtfully designed. Enjoying it way more than I thought I would.. This COULD be a nice game, but what ruins it

\* tedious UI, it just plain bad console UI, even for a console

\* Story is designed for repetitive gameplay, with a level up system which makes a fight either very simple or too hard.

\* Story tries to be engaging, but fails with simple "character images + text" kind of display

Unless you are a hardcore fan of match-3, stay away. I found the game quite enjoyable and hope that in time more content will be added to further the story and, perhaps, add more places to explore.



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