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About This Game

"Looks well made and polished."
-Kotaku

Somewhere in the far future, mankind succeeded in building the first artificial beings from biological and electronic components. Not surprisingly, one of their first applications were as highly intelligent battle drones. These drones are called *Bionics*. The Bionics constantly enhance their artificial brains by learning rapidly from all previous perceptions. Their self-awareness develops day by day. Eventually, they chose to turn against their creators. All training rooms in the laboratory are now occupied by aggressive battle machines. Their utmost desire is to survive in all scenarios and to preserve autonomy.

Your mission is to eliminate all hostile drones fighting to keep their recently gained autonomy. A remote-controlled drone is the only way to defeat the rebels by using two methods that go hand in hand: shooting and

morphing.

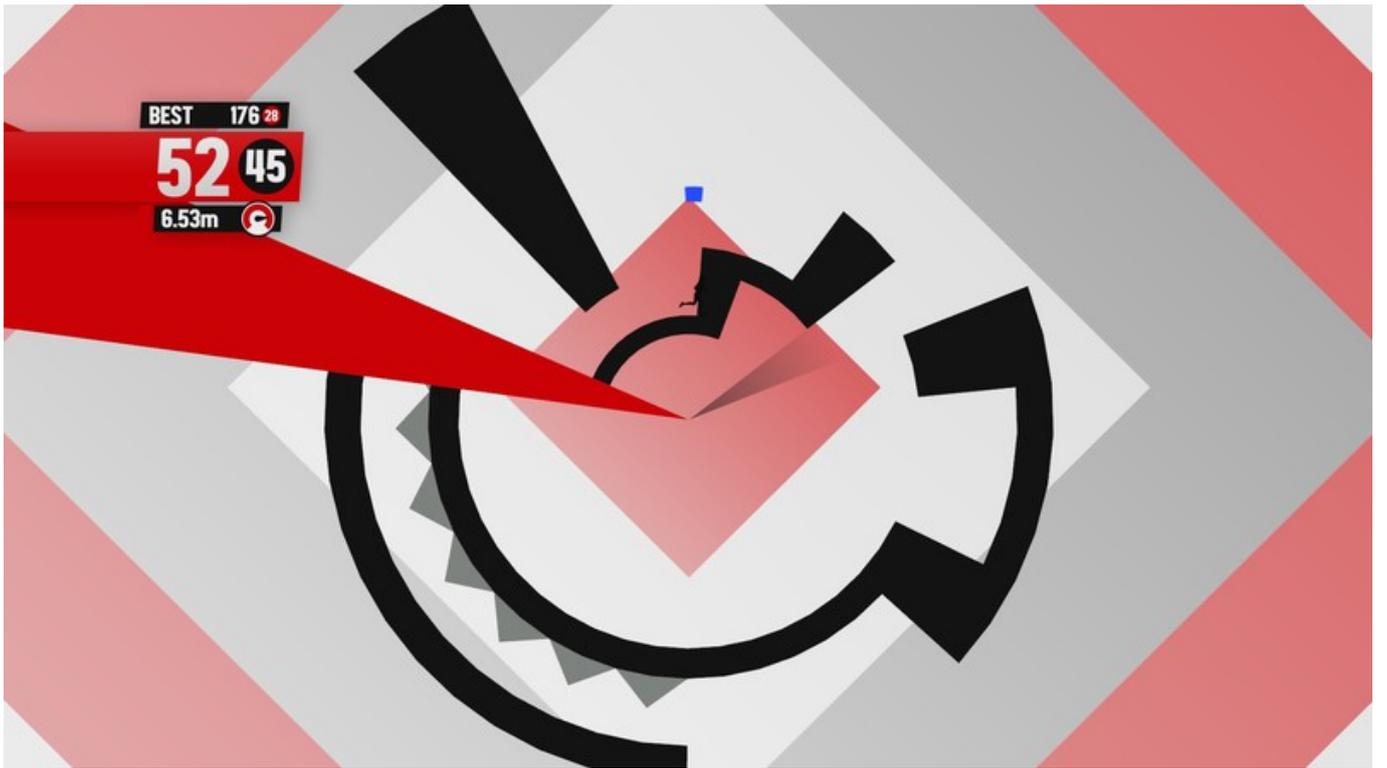
Unfortunately, your starter drone is too weak to compete with much stronger opponents. Therefore, morph into more powerful drones in order to benefit from their abilities for a limited time. Here's the drawback: you cannot morph without energy packs dropped by killed drones which leads back to method one - shooting.

The game is a tribute to the memorable Paradroid.

Title: Biodrone Battle
Genre: Action, Indie
Developer:
Bit Juggler
Publisher:
Bit Juggler
Release Date: 16 Jul, 2015

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English







biodrone battle. biodrone battle steam

Alrighty, I have seen too many people bash this game and I have decided to let everyone know the truth... There are many pros and cons to this game and hopefully if you are looking to try this game, you might find answers to any questions you might have.

Pros:

Great gameplay

Awesome game to play with friends

Incredible amount of depth

Many different variables of weapons and armor

Old rustic feel

Relaxing music

Cons:

Unresponsive/ Uninterested Developers

Minor glitches

A few problems with quests like houses not being available (devs have to do this manually)

VERY Small Community

Now that I've told you about the pros and cons I want to dive into the cons to let you understand how many of these can be temporary and will most likely be fixed, or can be ignored. First of all, the developers took a big hit when an event that I call The Blackout occurred. This is the weekend in June of 2016 that the servers just told everyone to screw off and lagged a bunch. (of course this is figuratively, there was just a whole lot of lag) After that weekend the plentiful community that would have a constant amount of 50+ members on a server at one time plummeted to around 5-10 at a time. I just want to say that for the year that I have had this game, this has NEVER happened other than this one weekend. Now after this everyone lost hope and the Developers stopped releasing patches due to the bashing and lack of support that they were getting. I am willing to bet if the servers healed like they are starting to that the Devs will come back and continue doing an amazing job. As for the minor glitches, there will occasionally be some minor glitches with your movement in the game, but after a few minutes you get used to it. All in all this is a great game that you should definitely give a shot before rejecting completely. I have happily played 222 hours so far and I will continue telling my friends about this amazing game. If you do decide to give it a go come find me and say hello! Thank you for checking out my recommendation and have an awesome day guys and gals!!!. A love child of Valkyrie Profile, Rogue Galaxy and maybe a bit of Radiant Historia on the side. It looks well, plays well and feels, well, nice. The only issue is that the control layout for non-english keyboards is messy Z is not next to X and C, but button remapping should come in the next update.

Glory to the developer and to everyone who feels what this one is made of. Throw some monehz at the man.. Amazing soundtrack, amazing artist, really cheap. Love it.

The synth violin with the guitar give it excellent continuity, and I love how the neo-western/post-apocalyptic sound fits in with the story and gameplay.. This game has plenty of potential. The story telling is reminiscent of Ace Combat 5: The Unsung War. All beautifully painted images against the backdrop of a young and desperate sounding narrative. I feel that this game is superbly constructed considering their budget. It is nice to see the futuristic tone for all of the vehicles and weaponry done in a believable way. It is like the battlefield series with a little less polish but a lot more moxy. I hope for a sequel to this series with updated developers tools and a more seasoned staff (which i am sure they are now).. i really don't know WTF did i just Buy.....

Pros:

Gaius Julius Caesar.

Seasons and Turns make sense in this DLC.

Delves a bit deeper than the base game into the gallic factions.

Fun to play, more immersive than the base game.

Cons:

Technology tree makes little sense, icons and buffs are strange.

Some path issues, funneling a problem.

Overall: Second Best DLC you can own. Especially with all the new factions and units added.. A very charming game, it

manages to hit nostalgia much more than other retro titles. At that price, it's a steal. My daughter had to adjust a little to the grid, but I take it that it is there for pathfinding.

Highly recommend!. Very good DLC adds a lot more to the Game such as the Map editor :) awesome!. addicting game to buy some time :)

Sanctum is a great game, tough as nails, but good tough.

You lose, then you lose again, take some time to think about it,
come back to the game and beat the little *%\$£&!

I have been known for rage-quitting a lot of games, but never this one.

And whether you win or lose, that little dance at the end of each level
really takes the edge off things.

Get all DLC too.. Bought this thinking it would be a casual puzzle game, turned out to be quite a stressful,
timing\coordination\puzzle game which is quite challenging.. And that isn't a complaint. Great game!

To the devs, defiantly needs a leader board, but also if possible some co-op modes would be interesting if that could be worked
out. I know that would be quite a big change but I think it would be worth it, like multiple colors to solve the maze. or perhaps
just a racing mode.. Loved DW1 and insta bought DW2.. a game that truly pushes me to the limit. Soundtrack.. Fun... ish
Adds in more glitches than the base game with less fun toys to play with.

If you really want more ghost recon wildlands fun I personally would recommend ignoring this and getting Fallen Ghosts.
Weirdly engrossing. It's got a very relaxing vibe that I can see remembering fondly down the line.

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