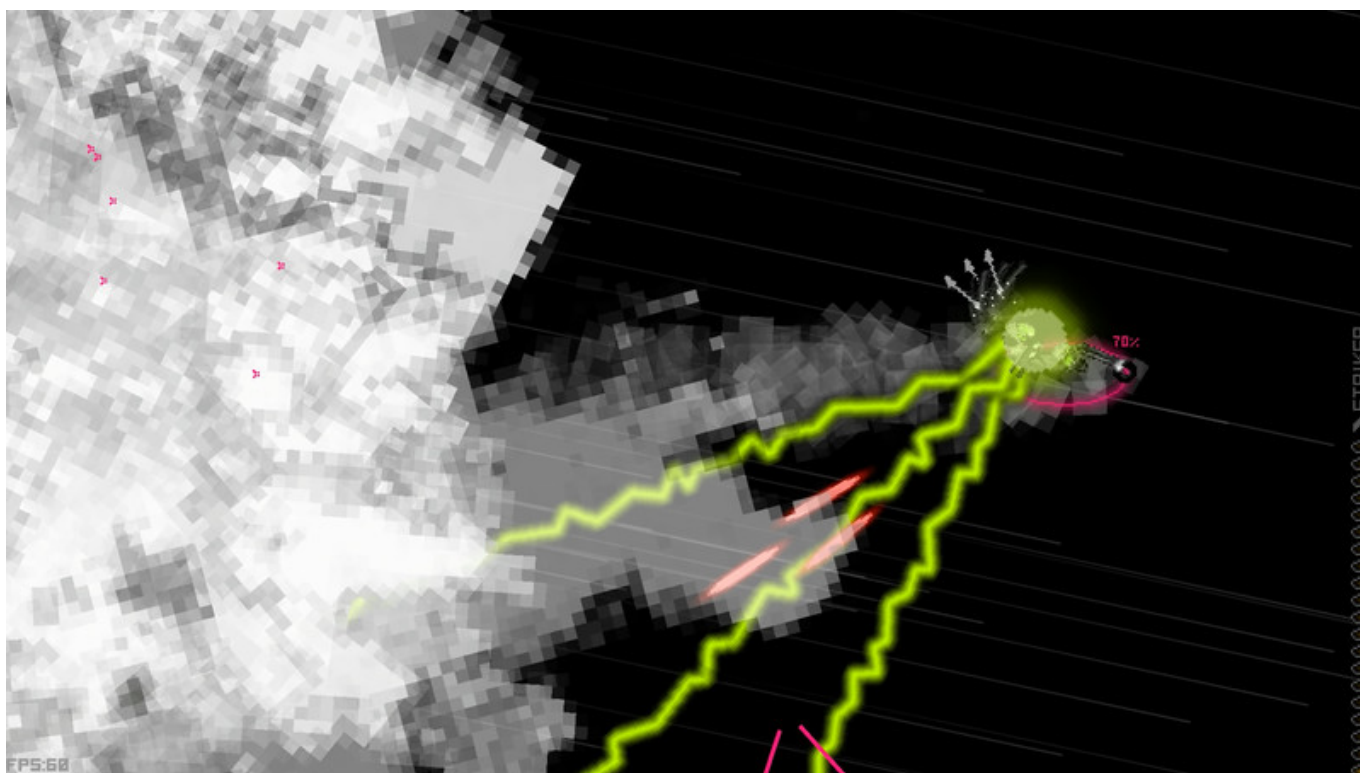SWARMRIDER OMEGA Torrent Download [PC]

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About This Game

SWARMRIDER OMEGA is an "endless runner"+"twin stick shooter" ARCADE mashup.

Based on SWARMRIDERS(2016), OMEGA is a darker and faster version, featuring the Saint from UBERMOSH Vol.5.
A low-tunned and remastered version of the classic soundtrack meets new powers, achievements, class mods and a denser Swarm.
The gameplay is shaped by over a year of feedback, making a short but intense arcade experience.

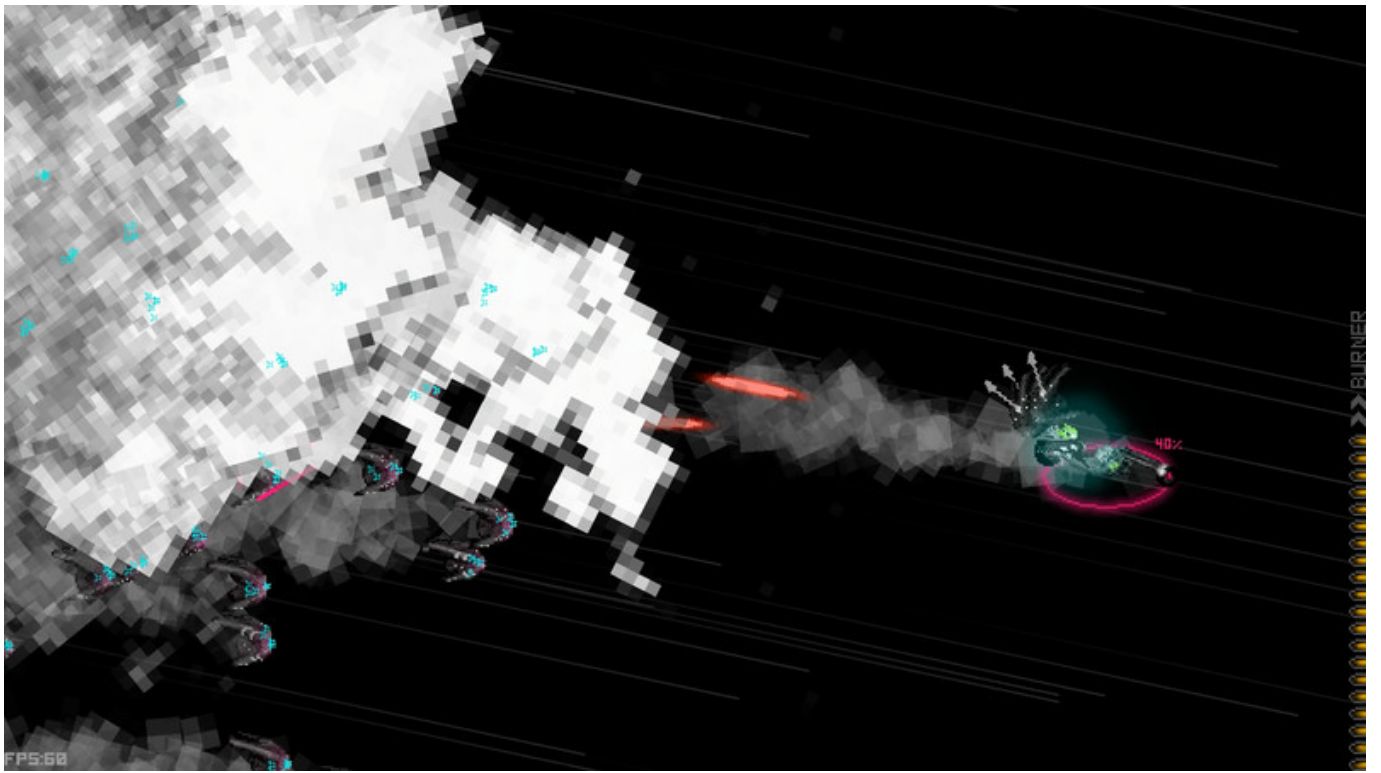Title: SWARMRIDER OMEGA
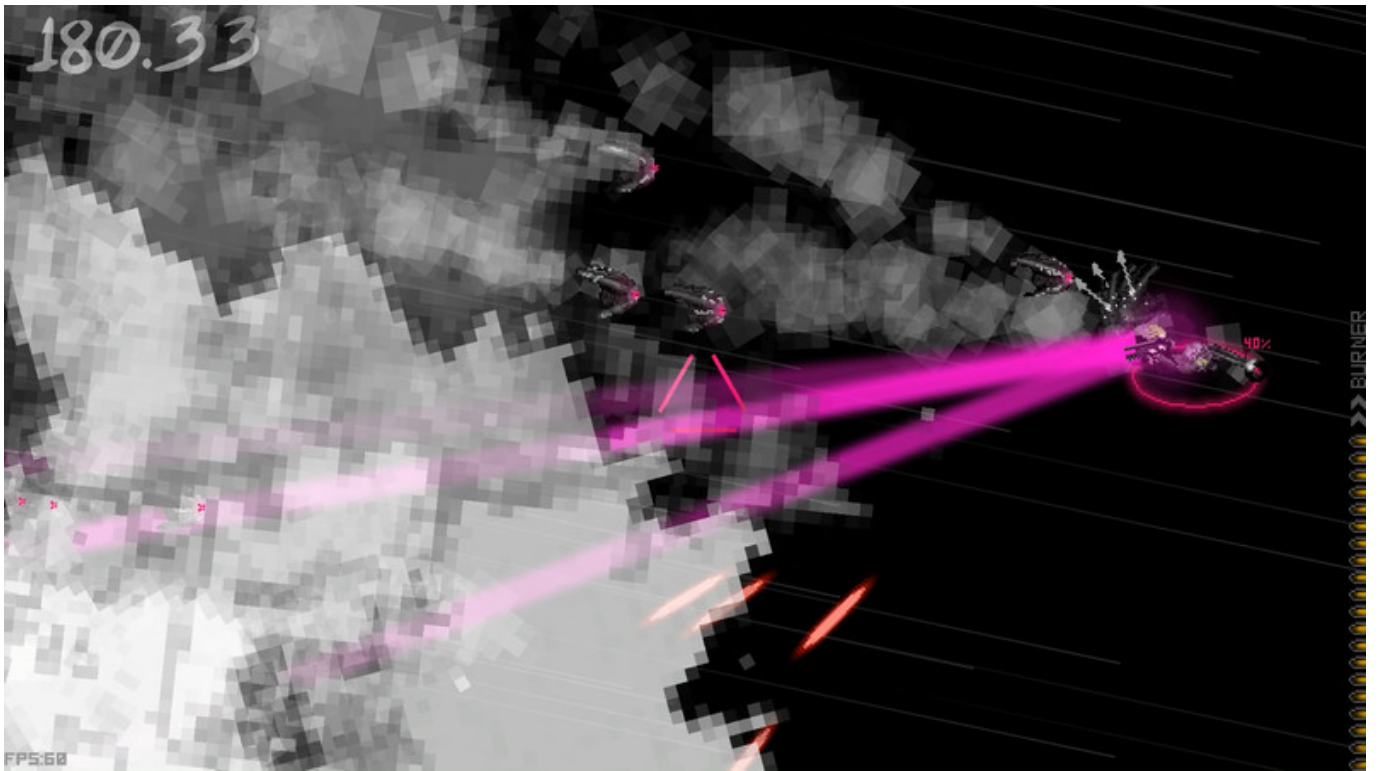Genre: Action, Indie
Developer:
Walter Machado
Publisher:
Walter Machado
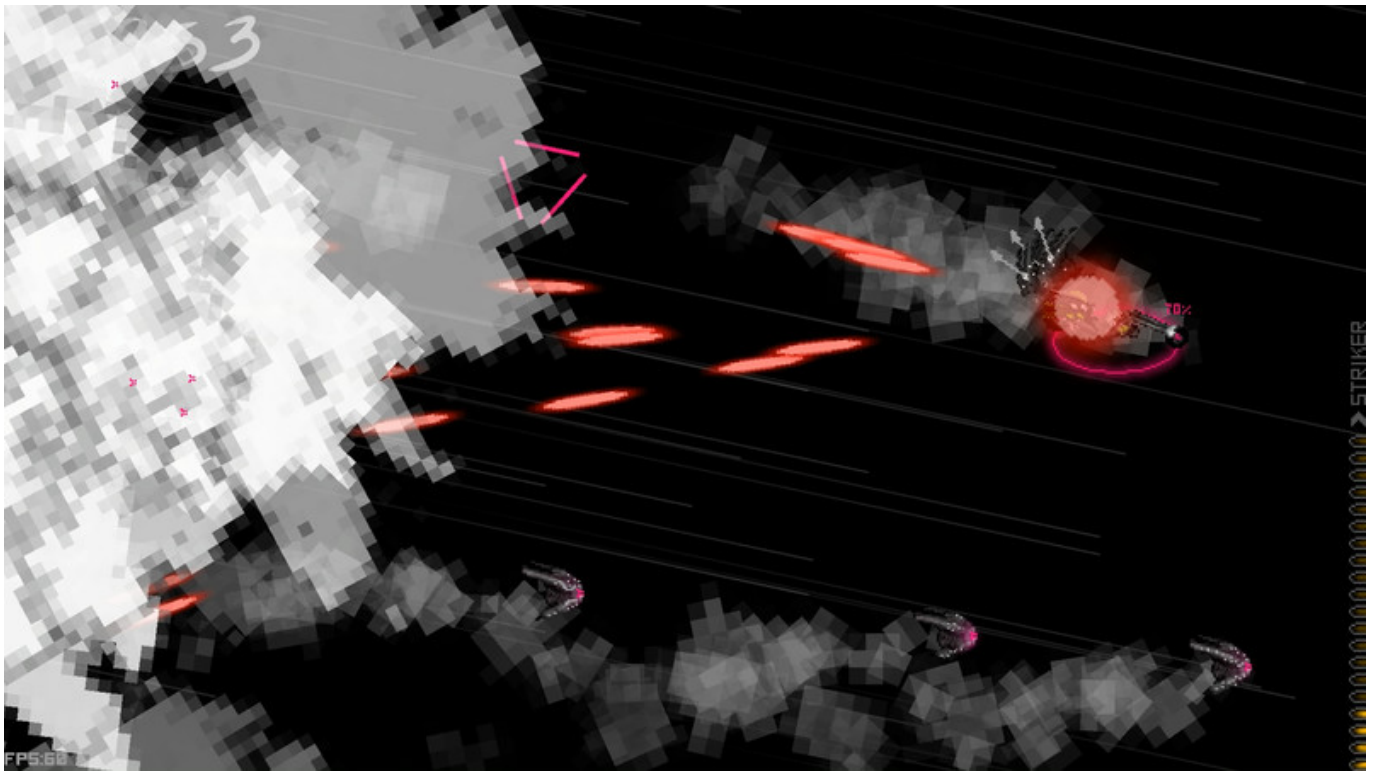Release Date: 19 Sep, 2017

b4d347fde0

English

180.33

FPS:60

BURNER

swarm rider omega. swarm rider omega reveal key. swarm rider omega steam. swarmrider omega ost dlc

fast acting space game, reminds me of R type, decent game. Bite-sized romp through a nightmare of Aeon Flux.. So, I have to look at things to my left and make them die? I have to make them die faster than they make me die, on the same level, versus the same-looking swarm of enemies, doing mostly the same bullet attacks intercut with occassional larger bursts of fire (do I activate that? When does it take place?) but never do much beyond slightly evade and aim to my left for as long as I can?

If pointing your mouse cursor (or right stick) in 120 degrees of space to your left while occassionally shimmying left stick to align your shots more directly on the non-stop, incoming throng as you see the same enemies, explosions, and gun effects all transpiring on the same never-ending black background sounds like a lot of fun give SWARMRIDER OMEGA a go but for me I was bored within the first few minutes and only left the game idling to allot the needed 0.2 hours of playtime to write a review.

The game has an interesting visual style (and cool name), which had me interested from first seeing it in motion, but having not played its original content of Uber Mosh I have no sentimentality for an off-shoot, incredibly simplistic game in that same vein. If the animations, sprites, enemies, or backgrounds had more variety to them would make the game's very simple mechanic more enjoyable, however with the game itself being so simplistic, the music, environments, and effects lacking much variety do it in as a quick bore.. Now I understand reviews like: PLEASE DON'T!!. I love the the artwork and style, I just cannot progress past 99 seconds. The gameplay is limited but quite fun in bursts 5-10 mins, Percieverence is key.. I keep getting these games in bundles and they seem like flak just to show there are more games in them. This is a pretty bad game. First time through and a B-... its just a lot of the same. Same enemy, same background which is a black background, same effects and lame music. Even if this was given to me for free id give it a No. Its cheap and boring.. Every morning I walk to work and consider what food I should buy on the way. Maybe i'll go into the supermarket and buy a Melon Medley for £1.40, or a Pork Pie for a £1. Maybe i'll go into the little shop at the top of the hill and purchase a bacon and cheese turnover for £1.20 they are pretty damn good. Or if I am feeling really hungry i'll swing by the burger van and buy a slab of greasy beef in a bun with cheese and spend at least £3. All of these options are pretty decent and will saite my hunger for at least a short while. But once they are gone, they are exactly that... gone.

For less than the price of a cheap breakfast you could be in black smokey bullet hell (or heaven depending on your preference). This game doesn't bog you down with story, cutscenes or long loading sequences. You jump in, you get swarmed, you shoot back, pretty simple! The art style reminds me of the real world sections of the Matrix, the gameplay also evokes the Nebuchadnezzar being attacked by robot squid things, and the soundtrack is a pumping rock jam that goes perfectly with you shooting everything to oblivion.

There isn't much more to say about this game really, it's fun and can be played in short bursts. It scratches that bullet hell twin stick shooter itch, and it's cheaper than breakfast, even really awful breakfast.. Really satisfying game to play. It rewards you as you get better and better at it. If you want a good challenge, go for it especially because the game is very cheap.

Makes me scream. Getting better (and I say that assuming that another of these games will be released, considering who the dev is) and probably the most entertaining game of all the Ubermosh saga, but it's TOO RNG-spread reliant. Sometimes some enemies miracly don't die because apparently no bullet touched them on your rifle spread and... surprise! He appears from up/down when less expected.

Fix it and this will be purfct.. FASTER, *FASTER,* **FASTER!**

The first game, "SWARMRIDERS", was awesome and it was even better when you had a personal vendetta against robotic squids. But this, *this* is something darker than that. This is more than just revenge. **This is war.**

Thicker swarms, faster soundtrack and possibly a murdered boyfriend.. *"1000 years after the events of* **UBERMOSH***, death has a different meaning in OMEGA, and it funds again the* **Vol.5** *question about mortality."*

Another great expansion on the **UBERVERSE** lore.
8/10. The adrenaline is real.. A really nice update for the original Swarmriders, which is free. It doesn't bring much to the table, but it's fun and cheap.. Swarmrider Omega is WORTH a dollar.

https://www.youtube.com/watch?v=24uPMB56_LU. Both Swarmrider games are enjoyable in an arcade-y way. If that is what you're looking for, than give them a try.. PEW PEW PEW 3/10

DRIFTER:
How personal can a game be?
During the latest months, I was working on better ways to program procedural content frameworks, "organic-like" AI behaviors and ways to insert physics elements to the gameplay. My production flow is pretty experimental and my games are created to test the hypothesis.
The procedural content generation framework started with the rocks formations and enemy placement on the first UBERMOSH. Trip to Vinelands came with the "seeds" concept, where variable levels were chosen and micro variations could happen in each level/map. It was improved on TTV2 and more variability could be generated without severe spikes on game difficulty. WARPZONE DRIFTER is the most recent version of the "seeds" framework with a very solid procedural execution, that evolution now allows the production of richer content for the next projects. The organic-like AI is a mix of a "fuzzy logic" and the "taking various and various elements" before object reaction, it started with the enemies flanking on my first games, got a swarm version on SWARMRIDERS (that evolved to UBERMOSH SWARM) and now it has a tentacle version of it, created for the latest project. These AI developing steps are very important to create a "fluid" enemy behavior that I keep improving. Physics elements inserted on gameplay kinda work as a simulator, and that player's piloting skills can be translated into the real world (for drone piloting, for example). Those 3 elements were the core of WARPZONE DRIFTER, a retro-arcade breakless drifter game, that I am proudly presenting you now. A very personal game made from all graphics to guitar recordings by the same person (that can be seen in a frame or two when you survive full time before extraction). Many thanks for the support, I hope you enjoy the game as much as I enjoyed making it.
More stuff soon, you can follow the steps here:
https://store.steampowered.com/developer/waltermachado. **6/6**:
Early this year, the ASCENSION concept was inserted on the UBERMOSH series. The main quest was to create the experience of the character getting stronger, ascending thru enlightenment.
It started Steam Early Access with 3 characters, aiming to get the next 3 before May/2019 and check for the final balance before release.

How hard is, to make in a few months, the game this amazing community deserves?
Santicide. I can say that it would not be possible without your fantastic feedback, shared impressions and on-point suggestions. Not all ideas can enter on the release version, but lots of it were tested. Colorblind mode works, Square maps don't (inconsistent difficulty for randomly shaped arenas). Autofire Class works, Miniboss class don't (impossible to dodge). A Kensai class works, ...Gunner class too...

Version 0.6 is very very close to how the final version will look like.
It is time to get your achievements!
Many many thanks, it is hard to describe how proud I am for this community support during the development journey.
Reviews, hub threads, videos, score screenshots... it helps a lot!

. **SANTICIDE**:

Howdy folks, it's been a long time, ...it took over a year since Vol. 5 to process all players gameplay feedback and ideas, think the next step of UBERMOSH lore, create the new content, balance and playtest everything.

Checking the software clocks, UBERMOSH series got 3616 hours of Game Maker Studio and 684 hours of Black Ink for half of the production time. The other fraction was spent on audio, not just recording and playing, the journey for the correct timbre has a fascinating complexity. For example, the UBERMOSH fuzz timbre uses 2 matching BC109 transistors in a fuzz circuit, matching with a BC549 before the clipping. The new gun sounds and the shredder uses an analog delay self-cycling before overdrive to create the "energy" sounds... not mentioning the different slide materials tested to match the desired vibe for the track (a blue ceramic "Moonshine Slides" 246 won).

UBERMOSH:SANTICIDE

Each volume added something new to the table, Black brought Brainclap and the Blue gun, Vol. 3 came with endless pit and the swarm, Wraith inserted the Manastrike, Vol. 5 gave Dual strike, Shield and Melter. Santicide comes with way more enemies (with more cosmetic differences) better AI, more shielded enemies that will cover the smarter thugs, a stronger, faster and even smarter enemy with a new usable gun, you can choose the Vol.5 Dual Strike or starting with a Single Strike that will climb to Double and Triple (triggered by time) or go with the Single Strike + Shredder, a slow-moving time triggered energy attack that counters shield.

You have the Classic mode being able to be changed (without resetting scores) to Hardboiled (more challenge, more scoring opportunities) and Santicide (a mode aimed for the veterans, with its own Santicide Achievements).

By the end of the month I will be able to launch it, you can follow some of my production updates here:

Many many thanks for the support, see you soon.. **THE DARK MIX UPDATE**:

It is not just about development, I play UBERMOSH Vol.7, for fun, a lot. Shredded it during Closed Alpha, Early Access, 1.0, 1.1...1.2.....and finally I came with the Dark Mix Update. The game was made following players' feedback, and some elements still surprise me, like the thugs A.I. and how awesome is it to test new ways to use the powers.

One lesson I learned developing TTV and TTV2 and it was inserted on all previous UBERMOSH: Randomic changes on how the light is pre-rendered on the floor refresh players' perception. TTVs change level filters each maze and the UBERMOSH games change a bit "light projection/ground tonality" each match. Now, it works on Vol.7 too.

While experimenting variations on the OST I brought back the Dark Mix, a "tweak" that I liked to make on the tracks to "listen while driving". Low tunning plus some degrees of a special reverb setup that can morph surf music thru the darkest metal. Now, on Vol.7, the dark-mixed can randomly play with the classic tracks, and I hope you have as much fun as I am having.

Many many thanks for the support and hub interactions, it is guiding the development and performance updates. If you like what you are seeing, please, please, make a review on Steam, it helps a lot to spread the seed.

Play it loud!

. **Louder Update**:

Howdy folks, I keep revisiting all the games I launched adding compatibility updates when needed, performance updates when possible and music every time I find a new beat that fits the game universe. UBERMOSH OST started with 7 tracks, has 15 now and it keeps expanding. Today I launched SWARMRIDER OMEGA OST, with the heavier and faster track versions of the classic SWARMRIDERS OST with 2 new tracks "Combustor" and "Trespass", Combustor goes following the lowtunned 180/360 bpm tracks of the OMEGA versions and Trespass aims for a microtonal texture experience. The classic SWARMRIDERS got the ULTAKAAR microtonal track a few time ago and the MORTALITY track can be found inside UBERMOSH OST folder since the Vol.5 launch. I am still working on more stuff and excited to show it as soon as possible. Thousands of thanks for the support, Steam recommendations, Youtube videos, press reviews and hub feedback. It is hard to express how glad I am to have the luck of sharing this game experience with such nice audience.

Hope you like the new content. See you soon.. **PULP**:

Howdy folks, after a busy week working on the next project and double checking the players' feedback on the latest games launched (WARPZONE DRIFTER and UBERMOSH:SANTICIDE) I finally cooked the "PULP" bonus track, created following the "Hiper-Saturated Fuzz and Brazilian drums" of the ARCADE PULP bundle (TTV2+SANTICIDE+DRIFTER). If you check inside the "eggs" folder, it should be there for these 3 games (some of the titles I released contains an Easter Egg folder inside the game files with bonus stuff "c:\ProgramFiles(x86)\Steam\stamapps\common\GAME_NAME", it started inside UBERMOSH:WRAITH when players asked for the covers). Now I will return to the community hub to answer the "unanswered yet" questions.

Many many thanks for the kindness and support on this development journey! More stuff soon.

. **FUEL**:

What fuels a game developer? In my case, I can say that a mix of motivation, resources, and feedback... and it is working pretty nice on UBERMOSH Vol.7 Early Access.

Today I uploaded version 0.4, a structural update, more focused on performance and compatibility than gameplay and cosmetics. Update 0.3 was the first balance tweak, this one will solve memory issues on some machines and runs lighter on older computers without sacrificing audio and visual elements. Now I am working on 0.5... the next characters will come on 0.6.

Why is it flowing faster than I expected? The awesome community provides fast and accurate feedback, creating in a few hours enough feedback for me to plan and execute the next update, motivated by their kindness, enthusiasm, and reviews... that also brings new players for the community.

This journey would not be possible without you. Many many thanks. More content soon (music stuff too, I designed a new FUZZ guitar pedal for the next track).

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