
Last Encounter Serial Number

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About This Game



Last Encounter is a twin-stick action roguelite in d 5d3b920ae0

Title: Last Encounter
Genre: Action, Indie
Developer:
Exordium Games
Publisher:
Exordium Games
Release Date: 8 May, 2018

English,Korean,Simplified Chinese

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Bulletsponge enemies move towards you endlessly.. Great game! The variety of weapon upgrades are awesome, tons of different enemies with different behaviour. Love it how on some stages you get swarmed with enemies. The art combined with great atmospheric music and orthographic camera at some parts just made me stop and enjoy it all.. ok game. But only play this if you have 1.5-2hr of spare time to play. Cannot save the game at all. For us parents with kids, very hard to have that much spare time. I understand this is rogue, but Devs, consider allowing us to save at the end of each world. That would make the game fantastic.. A thrilling rogue-like game, coupled with excellent graphics and interesting narrative background. Last Encounter is imagined as Geometry Wars with a twist. Instead of an open-ground arena, your ship is exploring various maze-like galaxies full of alien vessels. As last human pilots (and humans at general), you have a strange advantage over your foes: the ability to rebuild yourself in your base and start your quest anew with more advanced weaponry and better wits about your path. I played the game with a mouse and found the interface responsive. The player has good control of his craft and can maneuver it well even during more demanding clusters. Some weapons are more entertaining than others, but each pilot will find his or her favorites. Unexpected boss encounters can happen between galaxy jumps, allowing tense experiences and opportunity to gain some valuable upgrades. If I could change anything, it would be a slightly easier 'level entrances'. As all things are procedurally generated, your ship might burst within dense enemy groups, leading to a conflict that might exhaust your armor and ammunition quite quickly. It is a small nuisance, though. Also, I liked the design of character avatars, and would like to see them more often during play.. Very fun, addicting, and memorable. The core gameplay is fun and rewarding.. This is fun, everybody at the office loves it! The name. eh, not so much.. I rarely play twin stick shooters, but the roguelite aspect of this game and the awesome modular weapon system is what drew me to it. The ability to create something completely crazy and then kill hordes of aliens is something which reminds me of some old space-shooters. This weapon system also allows me (together with choosing the ship and the pilot) to play with radically different strategies and approaches so it's never dull. One time I'm a fast and sleek ship which pushes enemies away and deals AoE damage, other times I'm a tank which shoots several concentrated beams which deal high damage. But, the local coop is where the real fun begins for me, as the joy of victory and blaming the loss on someone else is always a cool thing to do among friends :P The updates are regular which is a great thing, and not long from its release the game is already nicely balanced.. Its ok The graphics are really nice. I like the adaptive music The weapon system is pretty neat Can't keep writing now.

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