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## About This Game

Gran Vitreous is a PC shmup that combines classic arena shooter gameplay with the mechanics of a loot driven action RPG. Upgrade your ships equipment and level up as you battle through a galaxy filled with randomly generated encounters.

Fight your way through a randomly generated galaxy as it unfolds in front of you. Each zone you encounter is unique; asteroid fields, gravity wells, large motherships, and massive army clusters are just some of the zone types you will find. In addition each zone is randomly given attributes that change the encounter, you could be fighting against larger tougher enemies in one zone and in another be battling in a tiny arena with slow firing enemies and your ships weapons are overcharged.

Enemies you destroy drop items and credits that you can use to upgrade your hull, shields, utility, main weapons, secondary weapons, and super weapons. Every piece of equipment is a unique piece of loot with randomly assigned stats and attributes. Item attributes are those you've come to expect from the loot driven subgenre (Critical hit chance, Increased item drop rate, Increased damage percent).

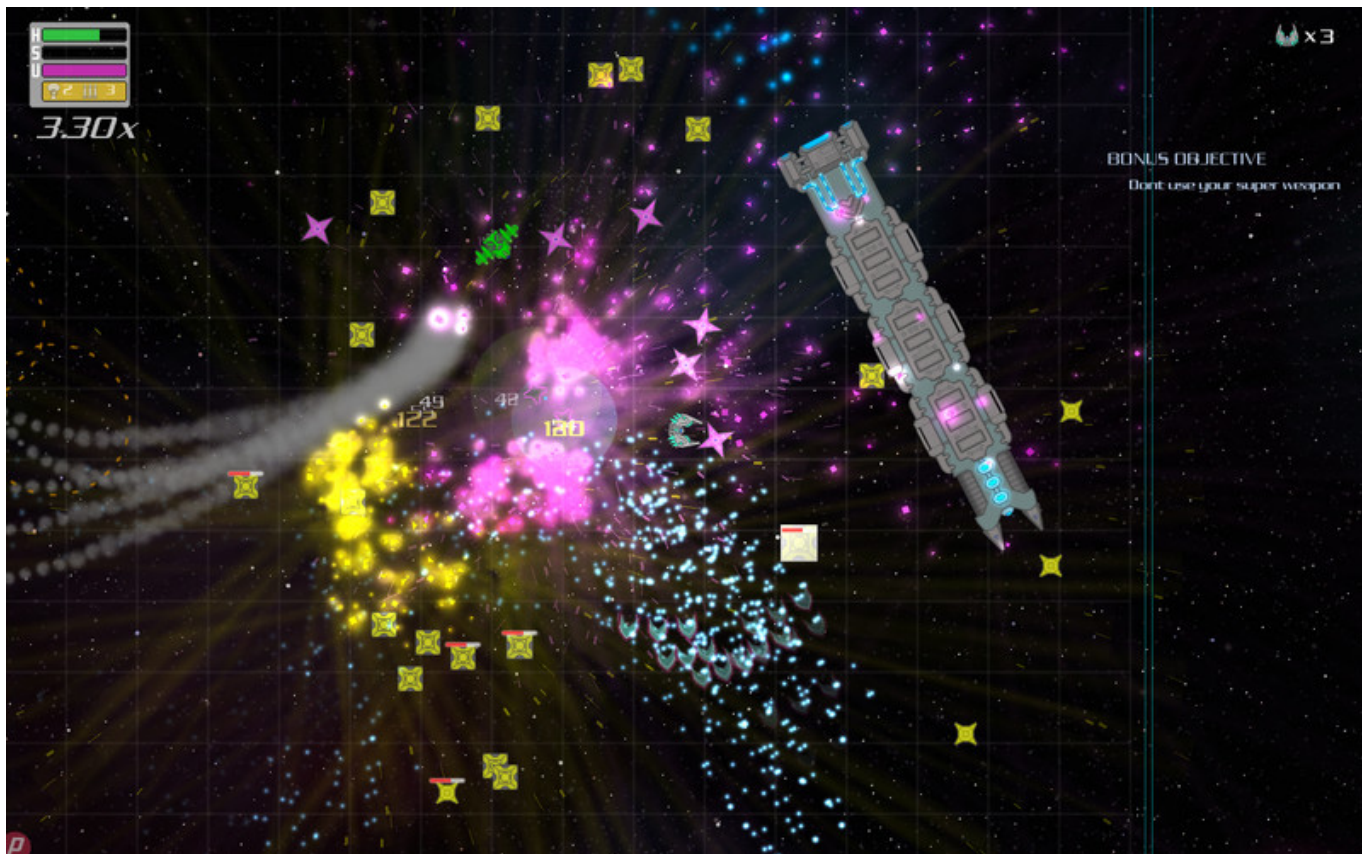
You will also gain XP from enemies you destroy to level up and gain skill points as well as allowing you to use higher level items. Use your skill points to enhance your ship in the way you see fit whether its to strengthen your shields increase your firerate or increase the drop quality of your items. Forge the ultimate weapon of space destruction to fight your way through the toughest enemies and bosses towards the edge of charted space.

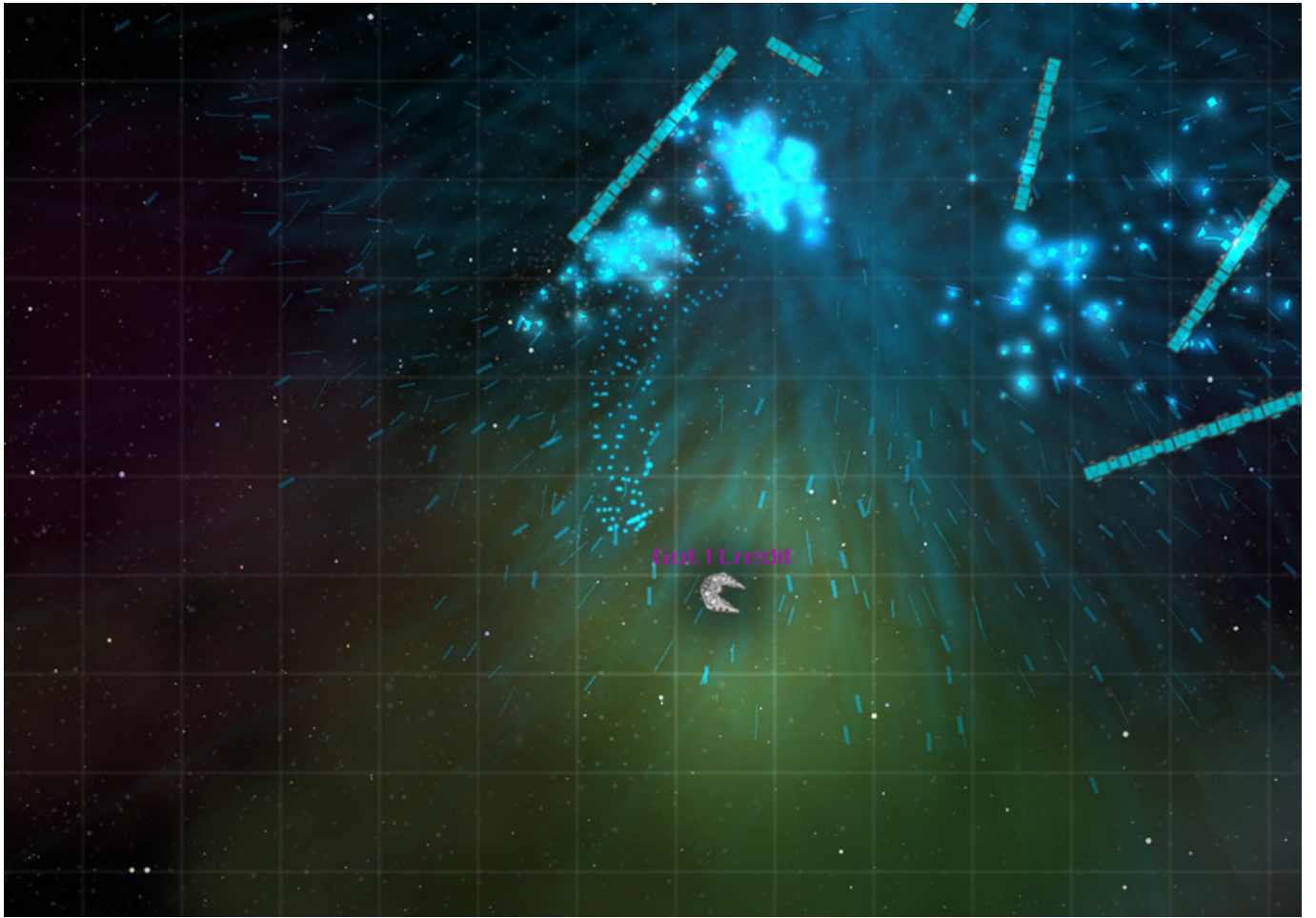
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Title: Gran Vitreous  
Genre: Action, Indie, RPG  
Developer:  
Heliocentric Studios  
Publisher:  
Heliocentric Studios  
Release Date: 20 May, 2015

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English







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I was introduced to Gran Vitreous by a buddy of mine. After spending some time with it I really enjoy it. Item collecting and leveling up your ship is money.

Nice work!. It's like Robotron: 2084 and Asteroids had a baby and forced it to take crack.. *Gran Vitreous is a wonderful shmup, well worth the asking price. There is a lot of game here, as long as you are ok with the graphics (I personally love them, as someone who loves the indie retro style).*

*Essentially, you fight your way through level-after-level of bullet hell, collecting stuff along the way in order to perma-upgrade your ship for future runs. It's as simple as that.*

**Pros:**

- +Hours of fun for a too-small asking price
- +Great retro visuals and graphics - explosions and pickups are epic!
- +Controller support works really well for a great couch experience
- +All the upgrades are complex enough to keep me coming back, yet simple enough to dive into without too much trouble
- +Upgrades really make you feel more powerful - and they are quite diverse, which changes your playstyle substantially

**Cons:**

*-Definitely only for those fond of bullet hell with retro-ish graphics*

*Totally worth the five bucks. You will get well worth your money if this is your jam.. Gran Vitreous is a highly polished, FAST paced 2d twin stick space shooter with rogue light elements and a deep skill tree\level up system(say that once fast). It's got lots of loot and great graphics with tons of mesmerizing particle effects. Catchy tunes and punchy sound effects. GV also has fantastic writing and complex yet streamlined RPG style menus and UI. Addictive and highly recommended.. As noted by many others, this game plays like a mix of Geometry Wars, Rogue Legacy and FTL (probably in that order). There is a carry-over loot and skills system, a "choose your own path" starmap with bosses at the end of each sector and you spend most of your time blowing seven kinds of bejeezus out of a bunch of neon shapes in bullet hell. The game starts off demoralisingly difficult, but after you get the hang of the controls and your ship starts to become increasingly deadly, everything falls into place. Be sure to give it at least half an hour before giving up (I nearly did). Despite the cons, it's still a solid thumbs up for the price (\$5).*

**Pros:**

- *Great variety of missions and different random objectives keep things interesting. Frankly, there are a lot more things to do than I would thought.*
- *The loot treadmill works well and it's not always just a case of "damage +1". Different combinations of gear can lead to new strategies.*
- *Decent variety of enemy archetypes and behaviour patterns keep things frantic.*
- *Runs perfectly smoothly and I encountered no technical issues.*

**Cons:**

- *There are almost too many controls for this frantic type of game. You have a primary weapon, two secondary weapons and a utility slot. There is also some weapon charge mechanic which I haven't bothered exploring at all. Combine this with the fact that it's already a twin-stick shooter and you basically need another hand. Half the time when I wanted to use my utility slot I found myself pressing the change weapon button and screwing myself.*
- *The granularity of the controls leaves a lot to be desired, at least with the gamepad. Trying to line up a shot on a single enemy is frustratingly difficult. Thankfully, that level of precision is not often required.*

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- *Programmer art in abundance. It was probably a one man team, but it still looks like most of the interface was drawn in MS Paint and the enemy designs are sub-standard.. I know my time playing the game as of writing this review is short, but I can safely say that it's my kind of game. It's very much in the Geometry Wars family... perhaps a bit too much, but with skill trees and lasting ship upgrades thrown into the mix, it's got enough going on to make it its own game.*

*It's fun to play, with good twin-stick controls and lots of variety in enemy type, complete with "boss battles" and differing objectives (I started one level only to be told my weapons weren't working, so I had to stay alive and dodge rather than fight). Secondary objectives add to the mix in each system, and environmental hazards are factored in as well.*

*Controller support is outstanding with my Xbox 360 controller. Colored icons that look like buttons make things easy to navigate (always a nice touch). Everything is smooth and responsive. The only gripe I have control wise is that bombs and "super weapons" use a control scheme that's completely impractical in a twin-stick shooter - you use your targeting controller to place them, while continuing to move about with your main controller, and then once released, you have to go back to shooting RIGHT EFFIN' NOW or you're dead.*

*There's a difficulty curve here, but death penalties are minimal, and it's pretty easy to pick up and play. The visuals are flat but functional - nothing special, but perfectly servicable. The game's main downfall is the sound - unimpressive effects and a flat-out boring soundtrack. If the dev could address THIS particular problem especially, I think this would be a pretty awesome game.*

*At only \$4.99 US regular price, the game is well worth it. I got it for 40% off, and I can only say LUCKY! If you're into twin stick shooters and persistant upgrades, then it's worth a play... but turn off the music and play your own.*

*(edited for a spelling mistake - hey Valve - where's the spellcheck?). I can already tell after .2 hours of playing this game that it is a very fun twin stick shooter. I think someone else described it as being a cross between Geometry Wars, FTL, and Rogue Legacy. That description is very apt.*

*Procedural generation + Roguelike + upgrades and inventory kept after death prevents this from being repetitive, frantic action makes it fun. A lethal combination that makes it one of the better time-killers available on Steam for \$5.*

*. Fun game, but grindy. In fact, with the right combination of trash gear, you can keep going until you simply don't do enough damage to kill fast enough, then upgrade to the appropriate level of trash gear, and repeat the process. Rerolling the gear is fun as always, but costs are too high for rare gear. Charge ability is a bit OP, whereas nukes aren't that useful. All in all a fun game that requires very low initial time investment (as opposed to say, Diablo III).*

*Still highly recommended however, as I find this great for stress relief.. This is Geometry Wars mixed with Rogue Legacy.*

*Everytime you die, you start over from the first level but keep your upgrades and can buy new upgrades with the money you made from a run.*

*Features:*

- *You can customize your ship with new hull components, weapons, secondary weapons...*
- *Ship changes appearance based on the weapons you carry.*
- *You can level up and buy upgrades in a skill tree*

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- *You can reroll the attributes of an item.*
  - *You can switch between 4 main weapons (gatlin gun, laser, particle cannon, phaser arrays...)*
  - *You have a secondary weapon like missiles, mines, drones....*
  - *You have a super that allows you to throw bombs, grenades, clustergrenades...*
  - *Randomized level generation which is reminiscent of FTL (you travel between nodes)*
  - *Level modifiers like area size, enemy size, exp gained, player damage, enemy damage but also environmental effects like black holes or meteor storms.*

*It's quite the ambitious project! And it mostly delivers! One of the downsides is (and why a lot of people would give it a pass) is that the graphics don't look great. If you can look past that, I think you'd be pleasantly surprised.*



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Wait until it's \$2 or \$3 .... it's fun and the mechanics are great. Upgrading your ship is the coolest part by far. The game is missing intensity though... it feels way too much like a true throwback. Update the soundtrack and any screen effects when you kill other guys and this game will be completely worth \$5. My thumbs hurt

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GET THIS GAME

The paper napkin pitch? Twinstick shooter roguelite. Geometry Wars mashed with Rogue Legacy, with a dash of FTL.

-Geometry Wars: You are a shape, shooting other shapes for points.

-Rogue Legacy: There is an item progression and a skill progression. You retain these when you die, which allows you to push further.

-FTL: The game is comprised of 4 sectors that you must progress through and defeat the boss at the end.

Being a roguelite there is also a healthy amount of randomization throughout. Each sector has dozens of levels. Each level is randomly generated with a subset of the enemy shapes, and various buffs and debuffs. For example, 50% smaller playfield, 200% Enemy health, 75% increased item rarity, and an ASTEROID FIELD. Beat one level and unlock paths to 2-5 others which are similarly randomized. The classic FTL conundrum of pushing forward to simply survive to see the final encounter, versus moving laterally for more loot/XP is in full effect here (though there is no pressure of an enemy fleet encroaching).

There are at least a half dozen primary weapons, probably as many secondary and super weapons, and likewise about as many items for the Utility slot, which have various effects like a repulsor field, 'phase shift' which grants a moment of invulnerability, or simple speed boosts. Rounding out the equippable items are hull and shield items, which aren't really as exciting. All these things have their own iLevels and stats. Your Level 15 Rare quality hull is probably better than the level 20 Common hull that just dropped.

Standard roguelite stuff. But it works so, so well.

FTL, Rogue Legacy, and Geometry Wars are heavyweights with devoted fanbases, and deservedly so. Gran Vitreous is the result of putting those games in a blender. It's \$5 USD (!!!) and well worth it. After 6 hours I've just beat the first sector, and I want to do nothing more than dive back in right now.

You know if you're the type of player interested in this game. You really ought to check it out.. Fun game, but it keeps crashing after 10 minutes. If this keeps up I will likely ask for my money back.. Loot driven Geometry Wars, as simple as that. So far, neither of these two parts is excellent, but both are very good.

Requires you to look past the subpar graphics. Expect to die a lot at the beginning, your lv1 white equipment won't take you too far.. - Just a cluster\*\*\*\* of flashy particles on the screen. Much more than you see in the trailer. No way to tell if stuff is bullets, enemies, bonuses or just particles and explosions. No option to tone it down. So you often just fly through stuff and \_hope\_ it doesn't kill you.

- No rebindable controls.

- Crashes.. Don't buy this ,, the menu system dosen't work properly ,, Did i mention the menu system needs to be fixed. This game is probably the best value for your dollar on Steam, period. A strong RPG progression system that includes both equipment changes, skills, and even a form of crafting. The base game is a 2d space shooter, but all of its parts combine to make something you don't want to miss.

#### Pros

- + A wide variety of weapons which all function differently.
- + Several abilities to choose from in the form of a 'Utility' slot
- + Many levels, all randomly generated
- + A bonus system, also random, allowing you to challenge yourself
- + A strong classic foundation (that of 2d space shooter)
- + An involved development team
- + A Path of Exile like Item crafting system. Allowing you to randomize stats and upgrade rarity on items you pick up
- + A unique battle every new system you go in to
- + A variety of enemies



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