
Gratuitous Space Battles 2



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About This Game

Have you ever wanted to be admiral of a huge, sprawling space battle-fleet of your own design? Ever wanted to design a fleet of battle-cruisers so powerful they can rip all who oppose them into space-dust? Ever wanted to build a battleship with purple rotating radars and 64 engines? Well we have good news for you...

Gratuitous Space Battles is back! and it's approximately 50,000 times more gratuitous than before. A completely new ground-up rebuilding of the custom 'Gratuitous Engine' gives the game a completely new look, with beam-lasers 10x as 'beamy' as explosions 10x more gratuitous.

You now have complete control over the appearance of your ships, and can build them from a base hull and a bunch of adjustable visual components so you have control of both the composition AND the looks of your deadly starships. GSB2 retains the core gameplay of the original. This is NOT a standard RTS game, but a management/simulation game about building space fleets and giving them orders. You aren't the dumb schmuck who actually flies into battle and gets lazered. Leave that to those patriotic and keen young dudes from the outer-colonies. Nope, your job is as supreme commander in chief. Sit back at fleet HQ and watch the fireworks as you reduce the enemy to space-dust.

Using it's amazingly asynchronous multiplayer online 'challenge' system, GSB2 lets you put together a whole fleet and upload it, orders, formations and custom ship designs in one, up to a server where fellow GSB2 players can download it and pit their own fleets against it in glorious combat.



Some of the new features in GSB2:

- Totally re-coded graphics engine for uber-explodiness
- Every ship in the game is built from a wide range of components that mean no challenge will have identical looking enemies. Huge scope for ship design.
- Super-clever lighting system and mega-parallax system makes for a more 3D, cinematic-looking experience, and more gratuitous effects.
- Built-in multi-monitor support. Runs fine (and looks lovely) at 5120 res and beyond.
- New classes of ship, introducing the Dreadnought, the destroyer and the gunship...
- Carrier modules now bring fighters into battle, and refuel them mid-battle. Knock out a carrier to upset those pesky fighter pilots.
- Steam achievements & trading cards at last!
- Formations now survive individual members being lost.
- New support beams allow ships to act as tugs, or mobile target-boost assistance vessels.
- Support for new weapons combinations such as radioactive plasma torpedoes.
- Built in 30 FPS mode for smooth video-capture for all you lets-play fans.
- unashamedly gratuitous GUI.

Title: Gratuitous Space Battles 2
Genre: Indie, Simulation, Strategy
Developer:
Positech Games
Publisher:
Positech Games
Release Date: 16 Apr, 2015

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Minimum:

OS: Windows XP

Processor: 2 gig

Memory: 4 GB RAM

Graphics: 512 MB Video RAM, pretty much any card

DirectX: Version 9.0c

Storage: 2 GB available space

Sound Card: any

English,French,German,Dutch,Swedish

100 100

82 100

94 100

85 100

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3	1	2	8
6	2	3	1
2		1	2
1	1	5	

ATELIER

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STATISTICS

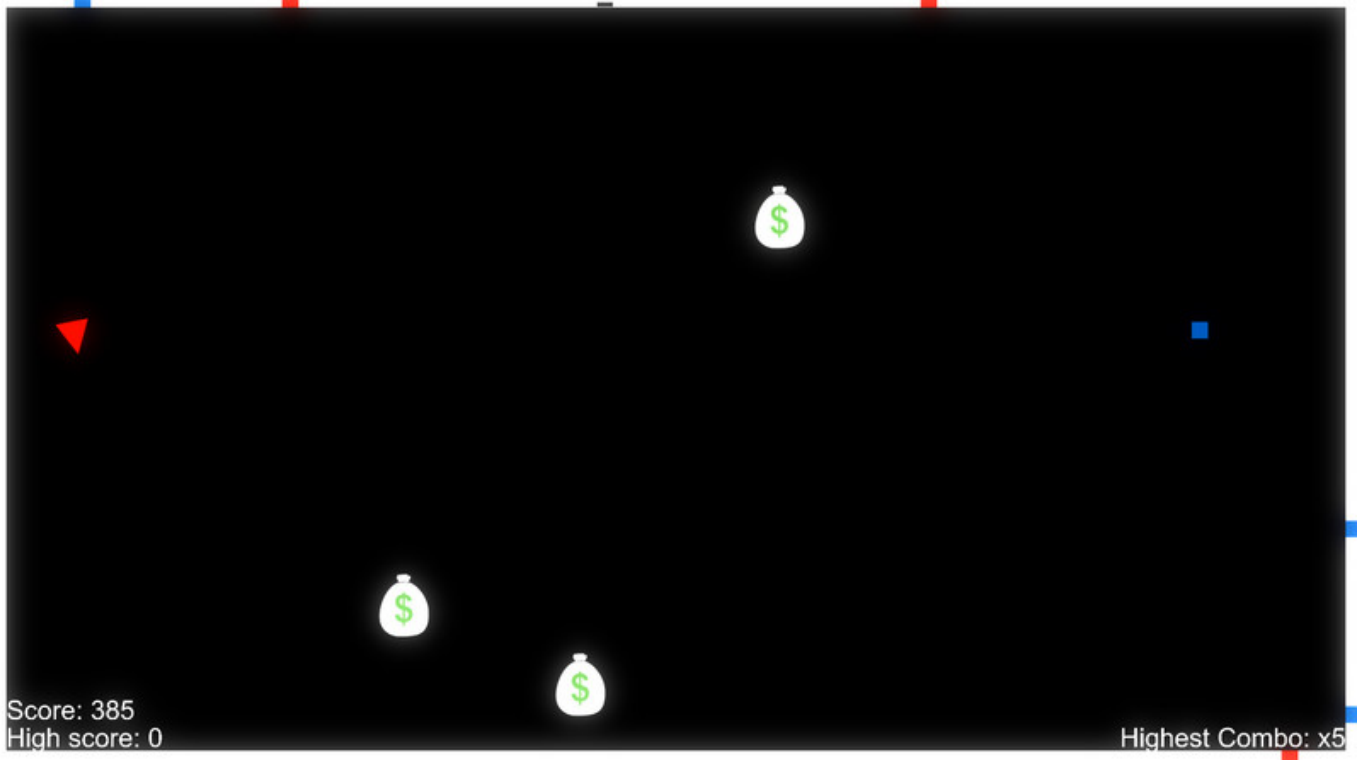
Field of vision	1
Resistance	0
Contamination	0
Uitality	0
Stress :	5
State	
Harma	Survivor

COMBAT

LUCK :	0
Defence :	0
main 1 :	CaC. 5 - 5
Main 2 :	CaC. 2 - 3

FACTIONS

Elus	Friendly
Slave	Friendly
Travelle	Neutral
Under	Neutral





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Nice game, with a good level design and music. This game needs achievements to have more gameplay time.. **SOME CRAZY RUSSIAN PPL LOG ON TO YOUR PASSWORD PROTECTED SERVER, AND DELETE EVERYTHING... LIKE TINY \u2665\u2665\u2665\u2665\u2665ES!** Game itself is ok, finished all the puzzles in about 5 min. Wish they could make bigger sized puzzles. What i do love is the endless mode. You can link to a subreddit and have random pics in there. That bit is awesome and what has me coming back for more.. The Price of Survival was in my opinion my least favorite DLC out of all of them not the best tomb in the game, outfit, and weapons. Overall the sidequest and tomb were just pretty meh and I just did not like them very much it all.

+New tomb
+New side quest
+New weapon
+New outfit
+Don't have to get gold in score/time attack

-Tomb was very short and not that interesting it was very basic
-Quest was also very boring and just did not get into it

Poo
\$5 for 30 mins of gameplay
IMO worst DLC

. Difficult song to play on bass but very rewarding. Pahelika: Secret Legends is an average to good Puzzle-Adventure game. **I wouldn't** recommend it to:

- Achievement Hunters because there's still one broken achievement so no 100% completion
- Puzzle veterans
- Unsure *"let's buy this, I have enough money"*- people

The only real reason I see why to buy this game is simply for a nice entry into this genre.
Also the soundtrack is pretty decent.

So if you're really interested in this game... wait for a sale or ask somebody if he has a price reduction card for this game.. If you see this on a sale and you have a low end PC then this can be a decent amount of fun. Great game! Great soundtrack! Great boss battles! Great level design! I like everything about this game! The visuals are slick and charming and that's my favourite thing for a game to have! I love aiming at enemies and fast paced combat platforming! It's so challenging and I Absolutely love it!

Edit: Plus with the new shader colour palettes makes this game absolutely amazing and one of the best metroidvanias ever! Even if you guys don't consider it, I think it is.

LAST CHANCE!!!. Good paintjobs

It Lurks Below is an amazing game, and you should buy it.

One man dev team, Diablo-like progression and gearing, Starbound aesthetic ... shall I continue? David Brevik has accomplished something amazing with ILB. There's no shortage of charm or love in this game because he has built it from the ground up -- that includes teaching himself pixel art. I even had the privilege to talk with Mr. Brevik about some behind-the-scenes stuff that made me appreciate the final product even more.

Just started a new mancer toon, and I'm still having a blast. Please support good games and buy this thing!. Super chill game. 10V10. It's like Pok\u00e9mon Go but without Pok\u00e9mon and without REALLY leaving the house. Took me eight minutes to see everything.

Buy it at 90% sale. Even better: Don't buy it.. Worth the buck. This game doesn't need reviews, it needs a statue.. What the \u2665\u2665\u2665\u2665 did you just sign up for? Let me lay it on you like that \u2665\u2665\u2665\u2665 that told you she's pregnant and it's yours (I'm kidding, like any woman would sleep with your ugly mug). THIS...this \u2665\u2665\u2665\u2665 is Beat Hazard where there's nothing but particle effects in your eyes. Not prone to siezures? \u2665\u2665\u2665\u2665 yeah you are, you'll get one eventually.

Picture this: You just signed up for the Galactic Ship army to impress everyone back home on your home planet. Suddenly, you realize you suck\u2665\u2665\u2665\u2665 at flying space ships and you're entire fleet has been destroyed because of your dumbass inability to keep formation. Stupid\u2665\u2665\u2665\u2665 move you dumb lug, but there's hope: just go ahead and stand up to the entire enemy fleet with just one ship, a\u2665\u2665\u2665\u2665 ton of unlimited ammo (oxymoron ftw) and your favorite tunes. Go out in a blaze of glory while blazing a Joint and blairing your horrid music. Seriously, if you haven't listened to my reviews buy this game, \u2665\u2665\u2665\u2665es will flock to you like seagulls.. This game is beautiful! The art style is unique, cute, and pretty at the same time. The story is so enjoyable and gives you a happy warm feeling inside. All the characters are great, filled with individuality, and the main girl rocks! Dialogue is natural and well written. It's easy to play, doesn't take too long, and its just a beautiful game. 100% would recommend if you like ghosts and amazing art!

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