Vector Assault Activation Code [License]

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About This Game

Vector Assault is a fast paced twin stick shooter where you have to survive a onslaught of enemy attackers.
The more enemies you defeat the higher your score will become.
Try to achieve the highest score possible across multiple game modes, and levels.

Game Features:
- Four Game Modes
  - Arcade
  - Survival
  - Weapon Trial
  - Time Trial

- 9 Stages
- Multiple Power-ups
- 3 Playerable Ships
- Challenges/Achievements
- Online Leaderboards
- Xbox One Controller Support

Title: Vector Assault
Genre: Action, Casual, Indie
Developer:
Wizbyte Games
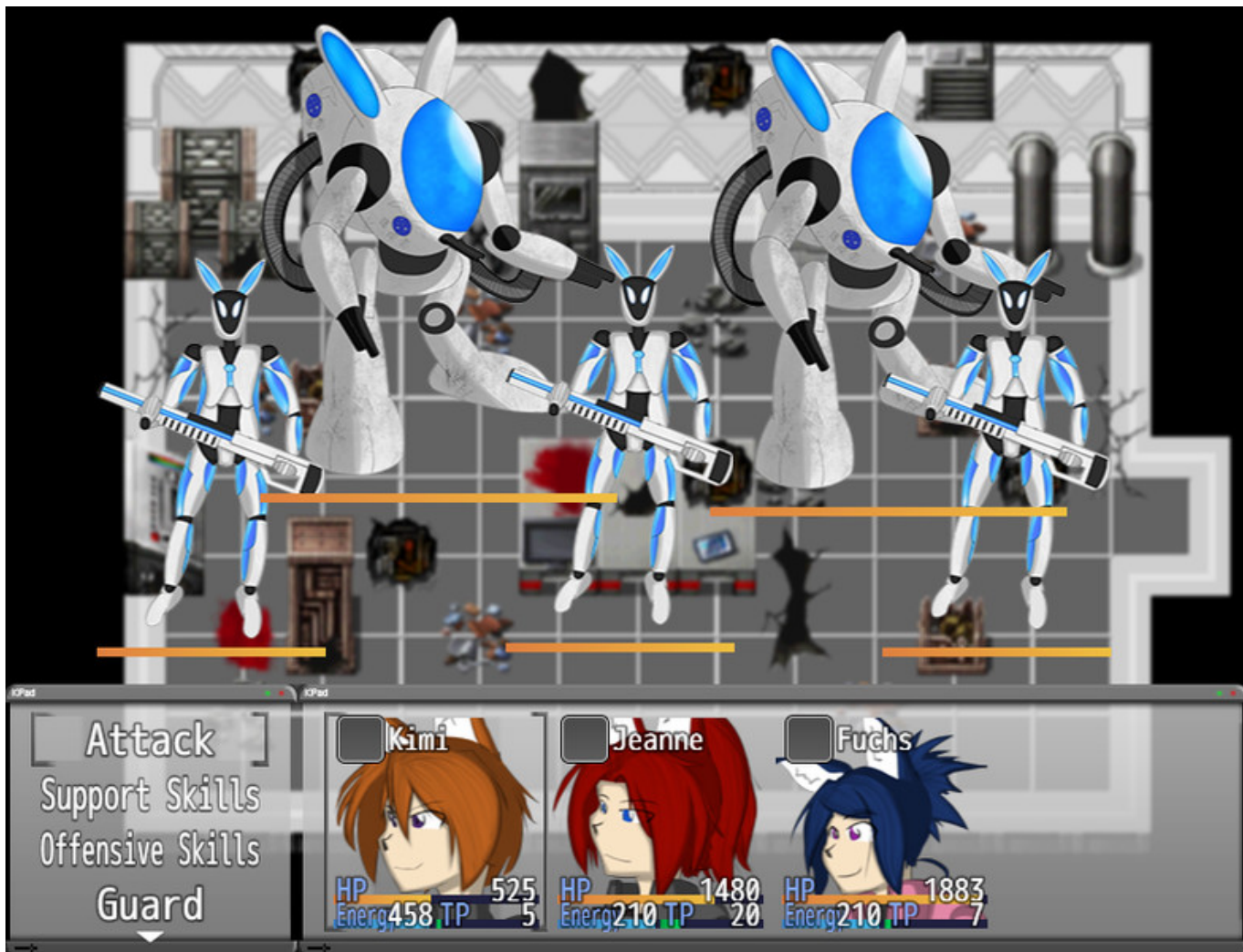Publisher:
Strategy First
Release Date: 10 Dec, 2015

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English

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A great game. It is a fantasy combat/ sorta RPG game. Combat is through Poker hands. Kind of like the Puzzlequest games. Same genre as Fairy Solitaire.. If you are just interested in gameplay:

https://www.youtube.com/watch?v=25ywkb-azu4

Carried Away is a neat take on the classic bridge building genre! It's refreshing to see something other than cars going over a bridge. On top of that, they actually let you skate! All-in-all, I think Carried Away is well worth it.. This game feels lik eit should be on a tablet, not on my PC. I bought this on the idea it would be entertaining for a bit, and to be frank it wasnt even that. Sorry guys need to try somthing diffrent.. Watch me uninstall this. got free 10\/10. It was fun for me as a change, I usually have no interest in bikes and prefer cars but fancied a change. However if you are a Moto GP fan I would guess you are going to be dissapointed.

Updated some parts due to confusing grammar

I was probably one of the very few people who played and liked Rage 1. This game is exactly what it was advertised, which is the big reason I recommend it. The devs prioritized the gameplay over the story and it shows, but I am not really playing for the story (I play a lot of grand strategy games, but got this to just relax and have fun). I mostly came for the fluid gunplay that is on par with Doom, the car mechanics of Mad Max but a bit more refined, and the colorful atmosphere that wasn't just going to be *insert generic post-apocalypse color palette here* that every other game does. I have gotten exactly that and I love it even if some of the story is cringe inducing, because at the very least some of the characters are more memorable than Rage 1 and the devs really just wanted to have fun with the game instead of trying to make it unbearably serious and full of itself.

The devs have publicly stated a few times that the game is supposed to be more open world than story driven, so anyone who bought it thinking it was going to be some sort of epic, I'm not sure what advertising you were watching.

I haven't experienced any of the fatal crashes or frame rate drops people seem to be getting even though my computer is a few years old and runs most new games at low graphics (I've had consistent frame rate on medium graphic settings). However, I have had a few bugs with desynced audio or dialogue simply not being said and at one time my wingstick was invisible. Also the majority of negative reviews aren't even relevant\/accurate towards the game itself, it's just people complaining about microtransactions (which there aren't any, and in game cosmetics you can get in game that are offered as separate purchases as well are hardly something to complain about), needing a FREE Bethesda account to redeem your pre-order bonuses (they've made you do this for every Bethesda title since Fallout 4, this is hardly a crime), and Denuvo being added to the game (it's most likely going to get phased out once the game gets pirated so buy the game then if it's that much of an issue for you) *As you can see Denuvo was removed within a day, guess a lot of people have no reason to complain now*.

Is it worth the asking price? Compared to just about anything else currently being released by AAA devs in the West, it's more worth it than they are and I've felt that I've had my money's worth 10+ hours in. The game came completed and hasn't required a few dozen GBs of patches on day 1, the devs haven't "withheld" any gameplay from the players and I personally liked that the pre-order "DLC" are items you need to complete a mission for just to receive instead of starting the game with them. The game isn't behind some sort of exclusivity launcher and is here on Steam. There's a lot of stuff done right and considering that majority of games are either dull and safe, or being released half finished at full price, people should give credit to id and Avalanche for this instead of \u2665\u2665\u2665\u2665\u2665ing about being able to buy a gun skin that you can still obtain in game without paying extra money for.. I have been playing Bf42 for a long time and when I saw EOD was a stand alone game now was very interested. I still play the EOD mod so I had to try this and have to say after reading reviews I was very hesitant to spend the money. I guess for people who never played old school FPS (bf42, soldner, joint operations, flashpoint) they may find this game lacking all the bells and whistles of a modern FPS but thats made up for in gameplay and content. Yes there are plenty of bugs but nothing gamebreaking mostly the AI acts strange but they still put up a fight. The game has tons of content like the original EOD had but looks much better on the unity engine. If you like a straight forward COD type game with objectives and story lines this is not for you. If you like a open sandbox shooter with no objective but to have fun this game is for you. This game has tons of potential and really brings back the fun of the old school FPS. I really hope the dev keeps continuing the work on this because after a lot of polish and bug fixing this could be great FPS with tons of content.. Brilliant game but cannot be recommended when crashes occur more frequently each time we try to play.
when it crashed at the end of a level at least progress could be made but now often don't even get past the login screens
. This game only has 3 levels. Is there something wrong with this version? How do I play more than the first 3 levels? I completed them...I played this 10 years ago and there were dozens of maps.. It's really nice, I love it. If you keep working on it (like making a save file and all that), this could be much better as well. This game has so much potential!

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