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About This Game

Introduction:

Game is sequel to Cyborg Invasion Shooter. Player character is again cyborg soldier, who need to save world. Enemies have conquered now world and there are 3 hidden artifacts in every level, which player need to find to complete level. Different enemies are defending those artifacts. There are different enemies like soldiers, turrets and flying enemies.

First version contains 12 different themed levels like: Village, City, Desert etc.

Player has 4 weapon to use and also player need to find ammo pick-ups and health pick-ups. Every level contains 1-3 checkpoints where player respawn after death, if player reaches current checkpoint. So player first mission is to find first checkpoint that he can continue level after death

Player can also use melee attack if no ammos. **So be the hero, kill the enemies and find hidden artifacts**

Features:

- 12 different themed levels
 - 4 Weapons:
 - Rifle: Most powerful weapon
 - Shotgun: Powerful, but very unaccurate weapon
 - 2 pistols: Pistols aren't very powerful but they have lot of ammos
 - Health pick-ups
 - Ammo pick-ups

- Lot of enemies: Different soldier, turrets, flying enemies

Title: Cyborg Invasion Shooter 2: Battle Of Earth
Genre: Action, Indie
Developer:
Tero Lunkka
Publisher:
Tero Lunkka
Release Date: 28 Feb, 2018

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Minimum:

OS: windows 8

Processor: i5

Memory: 8 GB RAM

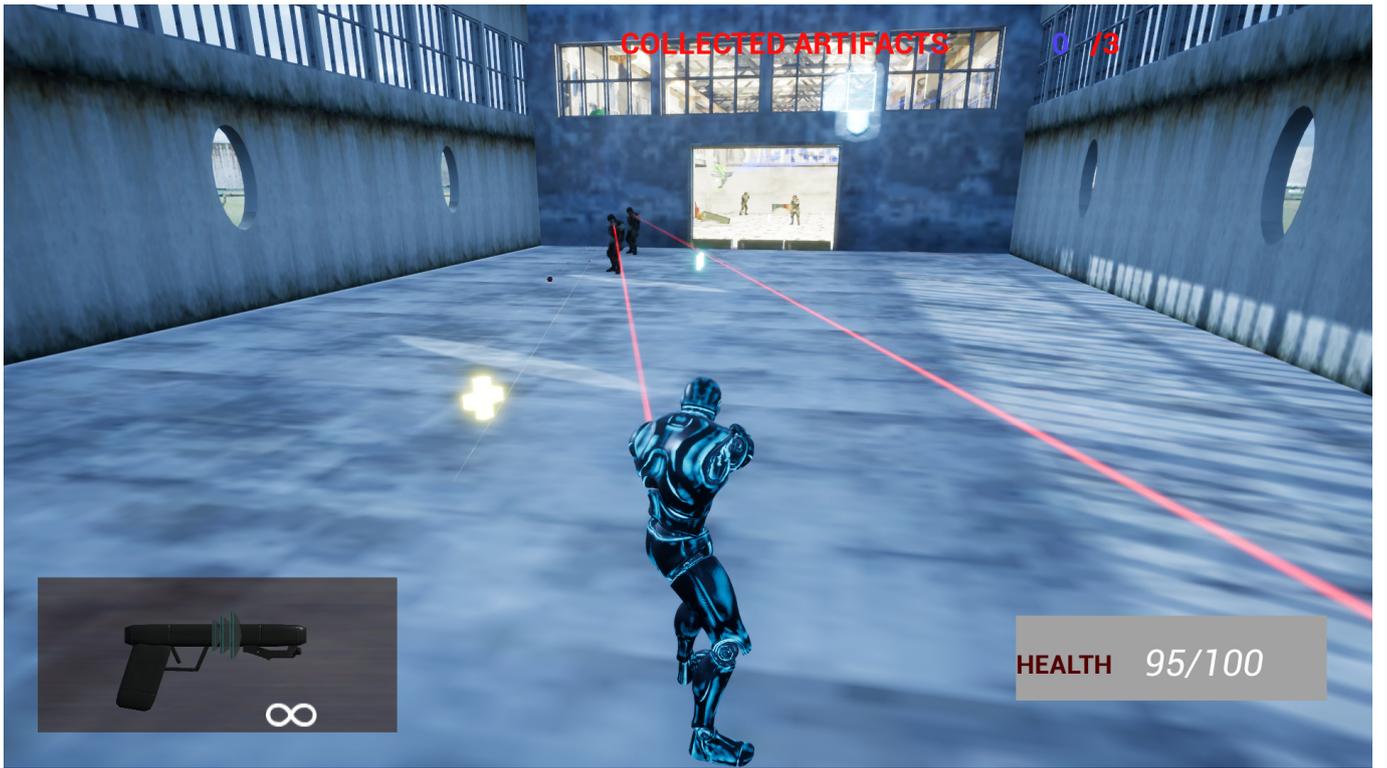
Graphics: nvidia 900 series

DirectX: Version 9.0

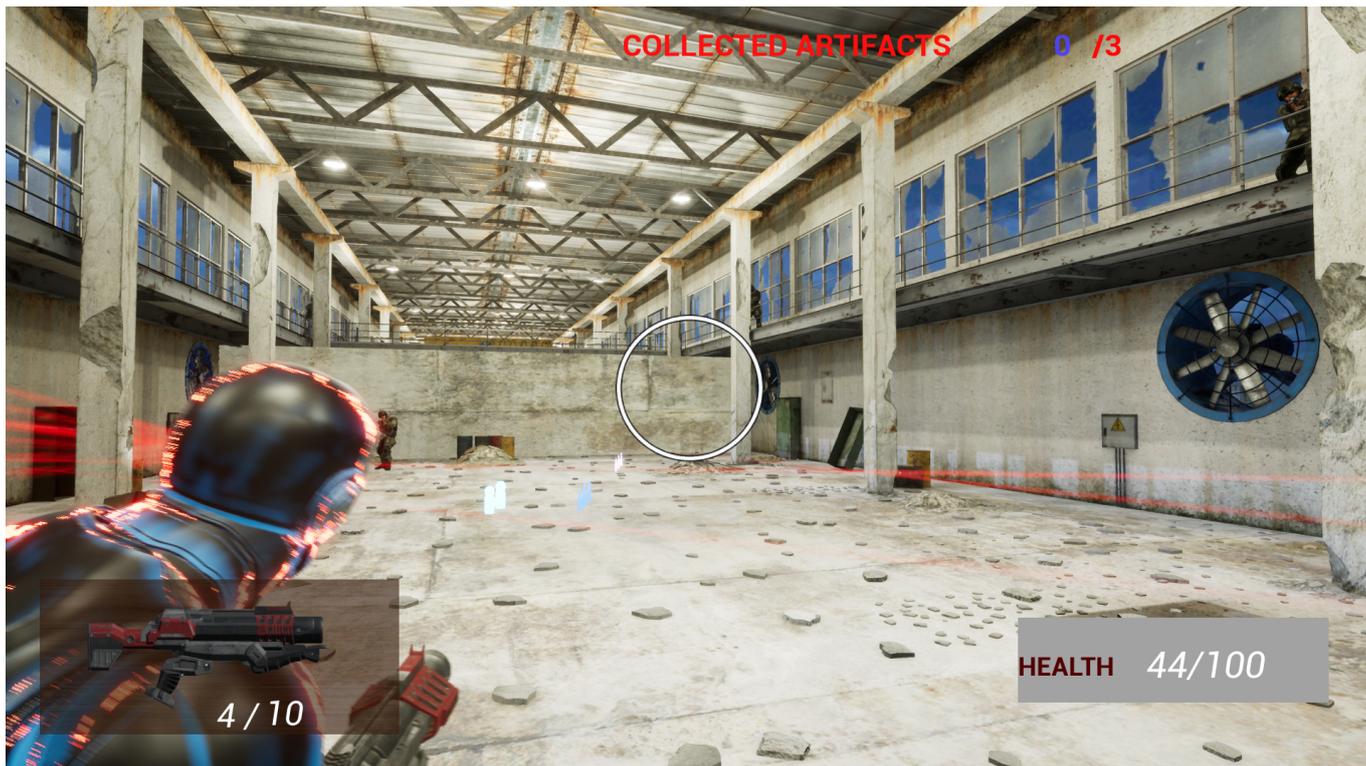
Storage: 8 GB available space

Sound Card: Direct x9

English







cyborg invasion shooter 2 battle of earth. cyborg invasion shooter 2 battle of earth gameplay. cyborg invasion shooter 2 battle of earth pc. cyborg invasion shooter 2 battle of earth-plaza

Until the developer have improved this game, I would say don't buy it even if it's as cheap as this.

Pros:

- + Sound effects are good
- + Cheap

Cons:

- Terrible looking HUD
- Poor optimizations
- Lack of options to turn down the graphics. Currently only has 3 options; Low, Medium, and High
- Terrible menu
- No impact from the guns, there's no recoil effect to the camera even though the gun spread is there
- No option to turn down the mouse sensitivity in the game

I would say that the dev should be more concerned in making the gameplay better rather than adding more stages. It would really boost sales for them.. Now, this game is so much better then "Slayer of Traitors"

First of all: I can move in this game! No weirdness about sluggish movement, bad mouse sensitivity or even lagg/stuttering. I can move and jump in a way, like "Yeah, I am going to spend more time in this game!"

Until I fell in the water and couldn't get out of it. Too bad.. Restart!

Map designs look cool enough, lots of variation, different types of enemies and yeah, I like the turrets and the drones aswell. Reminds me of the game Mission Impossible for the Sega Masterdrive, but then in 3rd Person. You don't have to hack terminals in this game, so no worries, it's not a Mission Impossible Wannabe.

And don't forget the artifacts which you can find. I wish more games came out with that extra feature. However, the artifacts are not very well hidden, but hey who cares, we can collect things!!!

The enemy is not just standing there and taking the bullets all the time. SOMETIMES they do move, they crouch, they jump, they move to other location (and then forget about you) - I have seen worse...

What I don't like are the weapons... You got all sorts of weapons, but my first weapon (the handgun) seems to be the most functional one. It takes way too much of bullets to kill an enemy. But at least you got variation... Right?

The title is too big... Makes the game sound cheap already... The game might be cheap because of the asset flips, but it is playable, your character is moving where you want it to be moving. Now, if the DEV would make the weapons a little bit more responsive as in inflicting more damage, then the game would become better.

And the title design, should be made with better fonts/lettertypes or related to the game itself. When you see a game with such a title design, you would already know this might be a bad game or something close to it.

What I don't understand is the release date... Like this game came out earlier then Slayer of Traitors... Mystery...

I recommend this game, because this one is actually playable. You can collect artifacts, you have lots of different enemies, different weapons and the maps are divers and promising. Just keep the price low... I bought this game for 0,39 cents, there is no crime here with a pricetag like that, deserves the time back spend for making the game and it makes it up for wasting a little bit of your time giving this game a shot. And maybe you like it and try to collect all the artifacts in all the maps. (completionist). 5 minutes played, 5 bugs found

gg. drunkenly bought this instead of crisis 3, basically is just stupid \u2665\u2665\u2665\u2665ing Unity assets compiled together to make a waste of time, Gun Models look worse than the ones on the original doom games, the play value is minus 1000 due to the fact that as soon as you boot it up you feel like a moron, i hope nobody wastes such a small amount of money on this

Pros: the developer has probably made 6\$ at best from this \u2665\u2665\u2665\u2665kin of a game

Cons: makes you feel like a mug, also not made for 4k gaming

i wasted 6 mins on the loo just so i could tell the devs to either spend another 10 years to polish their product, or to ask for their day jobs back

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Price increase:

Hello dear community

After several updates and 5 new levels added after release, game price is also slightly increased. Now game price is 1,99\$ and it contains 12 levels. **Bundle discount:**

Steam bundle discount: https://store.steampowered.com/bundle/5481/Masterpiece_bundle/. **Last part of Cyborg series:**

https://store.steampowered.com/app/1023150/Cyborg_Invasion_Shooter_3_Savior_Of_The_World/. **UPDATE 5:**

Now added new level. It is open world style Forest level. Game has now amazing 12 levels. When game published it contained 7 levels. So 5 new levels added after release.. **Check also medieval project:**

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