

Pixel Gear Key



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About This Game

Pixel Gear is a pixel style VR shoot-em-up game with a variety of humorous cartoon monsters and ghosts as enemies. Use your skills and weapons to defeat them, gain energy and apply your skills wisely to slow down the time and load infinite bullets. Observe the environment carefully. Do not miss the ghosts with stealth abilities as they can supply tons of magical items to help you. Keep on shooting, in the pixel battle field!

Offline multiplayer mode 1-4 players is very fun with your friends! Join the coin snatching madness!
One player wears VR headset and is positioned with a gun in the center of a large play area. Other players (up to 3 others) control NPC character models with controller and spawn within a crowd of computer-controlled characters.

Title: Pixel Gear
Genre: Action, Indie
Developer:
Geronimo Interactive
Publisher:
Geronimo Interactive
Release Date: 12 Jun, 2017

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Minimum:

OS: Windows 7+

Processor: Intel Core i5

Memory: 4 GB RAM

Graphics: Nvidia GeForce GTX 970 equivalent or higher






Storage: 2 GB available space

English,Simplified Chinese,Traditional Chinese





Level selection
Systems upgrade
Ship upgrade

	Mechanical weapons power supply	<div style="border: 1px solid orange; height: 15px; width: 80%;"></div>	Upgrade
	Energy weapons power supply	<div style="border: 1px solid orange; height: 15px; width: 10%;"></div>	Upgrade
	Shield	<div style="border: 1px solid orange; height: 15px; width: 10%;"></div>	Upgrade
	Hull	<div style="border: 1px solid orange; height: 15px; width: 10%;"></div>	Upgrade
	Weapons damage	<div style="border: 1px solid orange; height: 15px; width: 80%;"></div>	Upgrade

Available upgrade points 0

Player level 35

Mechanical weapons power supply	200		Mechanical weapons power supply recharge rate	6
Energy weapons power supply	50		Energy weapons power supply recharge rate	1
Shield	100		Shield recharge rate	1
Hull	100		Hull repair rate	1

Close

Development Build

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I was going to give this game a positive review, but two things really bothered me. First it was the newspaper in the beginning of the game. I put all the pieces together but then the last piece would not fit together in the puzzle and turn red like the rest of the pieces, so i had to start over and watch a video on how to put it together a 'certain' way, which made no sense. The second thing was the gamebreaker for me; The puzzle piece of the dog and the frog was the worst part of this game. There was no way to figure out how to put this puzzle together. I had to go on the forums and the developer posted a picture that still didn't work, so i went on youtube and had to watch a walk-through. For the people who did put that puzzle together, you must be related to jesus.

The things i like about this game was the story, and how it made me jump a few times. It was a freaky game and i enjoyed some parts of it, but i just couldn't get over those puzzle problems.. This game is really colorful and blocky. I wonder why more people havent played it?????. Not usually into text-based games, but I found this very enjoyable.. I really enjoyed this, however its free on mobile.. the arabic language is broken. Could not get this or the AoW High Treason to run.

Tried the usual verify game catch & a few things online but no go.

Requested a refund from steam as gave up and don't have time to sink into researching fixes.

Buyer Beware.. I have still played this game too few, but I can say that it is exactly the type of game I like. For the moment it seems a little difficult, but I think it's a matter of time. Bought this loco at list, as you get the sleeper carriages as standard. Play on this regular, as a sleeper train, all over the uk.

Had good value for money out of this, you also get mail coaches as standard as well.. Want to alternative support developer other than donate Limited Edition in Official Website? Then buy this DLC. You got all amazing Original Sountracks from in game with good quality in MP3 format (find it under Nekoishi directory folder). Dont worry, still worth it even buy full price since the standard and limited edition are FREE. Btw, I wish they remake full song in duration 3 minutes above for 'A Sunny Day is Watching over You (Vocal)' looks great. :3. P3rkele p3rkele!

11V10.

I received a key for this from dev .

I'm not one for writing long reviews ,i'll leave that to more qualified reviewers.

I love the games art work and commend the dev for trying to do something different.

The game reminds me of one of those schmup type games but instead of a spaceship you have a humanoid type character who looks very similar to Silversurfer .

Tap the 'space' key to start the game at the loading screen ,you are immediately thrown into a difficult battle with a boss and more enemies that appear around you .

Comtrols seem to work well on keyboard ,i found it a bit too difficult but i think that's because i don't play alot of these types of games :) .

Someone more experienced might enjoy the challenge and it's priced very cheap .

p,s:

Watch the screen near the start as it tells you what keys you need to use ,plus you can combine keys to do different attacks

edit:

I just killed the first boss ,so i think it just takes a bit of practce ,it's a lot easier once you become accustomed to the gameplay and if you're not rubbish like me :) .

+1 for the artwork .. need a fix for the UE4 ASPv3 fatal error on start up. Cannot play the game. When I start the game the fatal error pops up, but am able to go through the selection menu to the first movie. When the first movie starts the game shuts down. I will have to request a refund on the game if there is no fix for this soon.. Just.... no.. Do not waste your money. The local co-op does not work, the online does not have any matchmaking, it's invite only.

Controller support is a downright lie, as you need about six working controllers plugged in and hope that SOME of them read properly.

I'm not kidding, I am dead serious. This game needs to be pulled for false advertising. You literally CANNOT play multiplayer and it function properly. I've got THREE xbox 360 controllers and when I press start on controller 1, it deletes my first character and then makes a new one, puts it in the second player slot, and removes keyboard control for the entire rest of the game. When I press start on controller 2, it assigns the "first" player the SECOND controller, and then does nothing, third controller doesn't even register according to the game, but works fine on all the other, MUCH BETTER zombie survival side scrolling games like Dead Pixels II.

Save your money, spend \$5 more and buy Dead Pixels II. It works, it's better and doesn't break every few minutes.

To top it off, the developer deleted the post I made that talked about how the game's frame-rate breaks constantly on my high end PC. God forbid someone report bugs on a early access game. Developer sees their game as "perfect" and that "Nothing is wrong, it's just you being an idiot" whenever there's clear issues with the game and it's code.

You have to go in and modify the freaking EXE to get it to even RUN in the first place. But good luck finding that information when the developer deletes any complaints.. It's a fun game to play with your friends

Don't buy it though if you have no one to play with , because there are currently no players playing this game actively right now

It needs a little tweaks and fixes , but with a little attention from the developer\vs I'm sure this can become a really cool game.. Great game but cant recomend, as no one plays it.. This game is OK and I recommend people to buy it. Here are my lists of Pros and Cons about the Game and my overall rating of the game.

~Pros~

-
- "Learn As You Go" Gameplay
 - Simple Battle System that gets more sophisticated the more you play.
 - Good Storytelling
 - Plenty of Weapons, Items, etc. to collect
 - Variety of Monsters to Fight
 - Excellent Music
 - Great Artwork
 - Consistent Patch Fixes
 - Great Adult Artwork with the Free Mature Patch

~Cons~

- Quite a number of battle\questing issues where the game just spits out an error with no meaning to the normal game player. (These issues are being patched REGULARLY so I actually trust the developers of this game to fix these issues)(If anyone receives an error screen, select "Copy" and it will copy the code onto your computer clipboard and send the code to Top Hat Studios or Epic Works for patching)

- Interface could use some improvements to make it to where everytime you click inwards a few times, once you click back it just takes you back one menu instead of the entire menu.

- Certain NPC descriptions are incorrect detailing things like eye colors and beards when the NPC art doesn't match the description.

- Difficult to tell how many more times you can do certain activities like Exploring and Foraging in a single day.

- There should be a mechanic that allows us to move our items around our inventory. My inventory is rather messy since monsters tend to drop things and I have no way of sorting out my most important items from my least.

- There should be a mechanic where you can sell items for Gold. Disappointed that there isn't such a feature.

- The Item Stash menu should be unlocked from the start instead of having to go to the Bank to store your items. New Players will automatically assume "Bank" means "Money Bank" and neglect to use it.

- New Game+ modes should allow you to carry over your items from the main game. Going through the long haul of getting all the weapons, armor, items, etc. again is too tedious.

- Not enough Adult Content to justify the long gameplay hours needed to unlock adult game events. Perhaps add some NPCs on the side who you can mingle with? Perhaps a "brothel"?

- The game could use a "Quick Save" feature that automatically triggers when you encounter new storyline dialogue. In one of the "New Game +" modes, I got instantly killed for going to battle with an enemy and didnt have a Save set up for if I got defeated so I had to start my ENTIRE "New Game +" story all over again.

Rating: 6/10

I look forward to more games from Epic Works and Top Hat Studios!. Bought this game because this company also made Solar Settlers, which is an excellent game. This is close to unplayable though. Bad UI, hard to read text, some UI bugs, and overall poor feel.

OOPS, turns out it starts out at lowest resolution. Once I fixed that, it looked much better.

However, I didn't like the gameplay very much. Seems a bit too simple and boring. (Unlike Solar Settlers.). The first REAL Ace Combat game for PC.

I have been waiting for this moment for years.

As you can probably already tell, I'm a big fan of the Ace Combat games - the only two I did not finish/play are Assault horizon

(we don't talk about assault horizon), and 6 (I do not own a 360).

Still, I will try and be as neutral as possible, and present pro's and cons in a fair way.

And to all Ace Combat newcomers - the game is meant to be played with a controller. It's just how it is.

Now, on to the pro's and cons.

Pros:

- The game is pretty - everything looks like you'd expect out of a current gen game. The planes are pure porn, it's fantastic.
- The gameplay is on point - It feels and plays like an Ace Combat game should.
- The variety in missions is spiced up by weather effects and conditions - something new to the mix to make some levels more challenging. Really great addition in my opinion
- The music suits the game really well, nothing feels out of place.
- The sound design is also good, the planes sound nice, the environment sounds nice, explosions sound nice. No complaints from me.
- Added plane customization - while nothing amazing, it is a step in a good direction.
- The game is really stable and bugfree, even on release. I've had one CTD in multiplayer, and thats it - didn't notice any bugs or glitches whatsoever. Well done!

Neutral:

- There could be more airplanes, and more variations of airplanes. I'm afraid they will milk this with DLC. Time will tell.
- The missions are kinda weird with their difficulty curve. I've found the mid part of the game harder than the end.
- The airplane unlock tree is pretty hard to navigate - and you can't even preview planes. The progression tree is a nice addition, but the implementation leaves things to be desired.
- The multiplayer is lacking options. CO-OP stuff would be nice.
- Could be a bit longer? Maybe it's just me but a few more missions would have went a long way.

The bad:

- The story. I will break this down:

- I feel like the game is trying really hard to fanservice Ace Combat 5 - it all feels like "Hey, you played Ace 5, cool, here this is a reference, you remember this right?! Also UAV's are bad, and war is bad". Don't get me wrong, there are some decent plot threads here and there, but they don't really lead anywhere. It's all so fragmented and disconnected. I would have appreciated it far more if they just picked one, NEW, plot thread and stuck to it. Why new plot thread you ask? Because the game is just kinda copying the story of Ace 5 in a way too. Same "twist", but executed in a really mediocre way. What a mess.

- The delivery of said story. You have cutscenes (good) and ingame radio chatter (should be good but they really messed it up). The dialogue is constantly interrupted by combat noise or is present when you are engaging a lot of enemies, and need to focus on the fight. There is no way any sane person can follow what's going on. The problem is made worse by the game not having any real "breather" missions where it lets you take the world and characters in. It's all too busy. Ace 5 did the same things for it's storytelling, but never had these issues at all. It's baffling how they messed this up. Speaking of characters...

- The characters - everyone except the edgy mechanic girl are tottaly fogettable. I simply dont care for them, and they are all one dimensional as hell. The game does a poor job of building up its cast, growing them, and making you care for them - partly due to the issues mentioned above, and partly due to the writing just being all over the place.

- No flight stick support. But this will likely get patched - and if not, modders will do it.

When we take all of this and throw it in a blender, we get a decent enough smoothie, that leaves you with a slightly bitter aftertaste, but still yearning for more. I'd say the game is a 7/10. The gameplay carries this title, they really need better writers.

Humble 2 cents.

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