
Space Moth DX Activation Code [pack]



Download ->->->-> <http://bit.ly/2NBXVwe>

About This Game

Space Moth DX

Space Moth DX is the definitive edition of 1CC Games' intense arcade shoot 'em up, with a brand new DX Mode that will put even veteran bullet dodging skills to the test! Beginners are catered for as well, with a rebalanced Arcade Mode that's just right for anyone looking to get started with bullet hell games.

Laser Insecticide

Fact: everything is better with lasers. So we put lasers on over 30 angry giant insects who want to stop you, Space Moth, from escaping Earth and going to the Moon. Show them who's boss and blast your way into space!

Ultimate Control

Eight directions. Three buttons. Keyboard, controller and arcade stick support. The freedom to remap any setup as you please. Jump straight into the game without having to worry about finger gymnastics!

Satisfying Scoring

Batter the bad guys with a missile barrage until they turn neon, then finish them off with your super laser for a massive bonus! But be careful: neon enemies are much more aggressive!

Tough Love

Space Moth will challenge you, fiercely. But Space Moth also wants to help you improve, so you can overcome those challenges. Your current condition (position, bombs and lives remaining) will be saved at the start of each stage and boss fight. Then if you

lose all of your lives, you will be given the option to return to the condition recorded in the most recent save. But be warned: your score will be reset!

Prog Rock Prodigy

Space Moth mixes up the indie game music scene with a soundtrack that's less NES chiptune or Amiga tracker, and more Tangerine Dream.

Proper Pixel Art

When was the last time most indie graphics artists sat down and played a game on a real CRT? For ICC games, the answer is today. So you won't find any mixed-resolution assets or showy shader effects, just proper pixel art!

Title: Space Moth DX
Genre: Action, Indie
Developer:
1CC Games
Publisher:
Black Shell Media
Release Date: 22 Jan, 2016

b4d347fde0

English

SPACE MOTH

HOW TO PLAY

BASICS

Move the MOTH in 8 directions to avoid bullets and enemies. Use **LASER**, **BOMB** and **RAPID SHOT** to destroy enemies.



The **HITBOX** is the only vulnerable part of the MOTH. Keep it safe!



TIP: GRAZE bullets with any other part of the MOTH for points.

SCORING

Many enemies can be **SOIL DRAINED** using the **SOIL SHOT** attack.

SOIL DRAINED enemies turn red and become more aggressive.

Use **LASER** attack to kill them for bonus points.



HOW TO PLAY

BOSS FIGHTS

Each stage ends with a **BOSS FIGHT**. Points are scored for destroying the BOSS before the timer runs out.



SKILL SHOT: Kill the BOSS with **140 SECONDS** or less remaining for special **22 POINTS BONUS**.

Allowing the BOSS to **TIME OUT** awards **NO POINTS**.

TIPS & TRICKS

Using **LASER** gives the MOTH an **AURA**. The **AURA** causes extra damage to enemies it touches.



PICK UP SPECIAL ITEMS



SECRET: There are hidden items in each stage. Can you work out how to pick them up?



NO CONTINUOUS

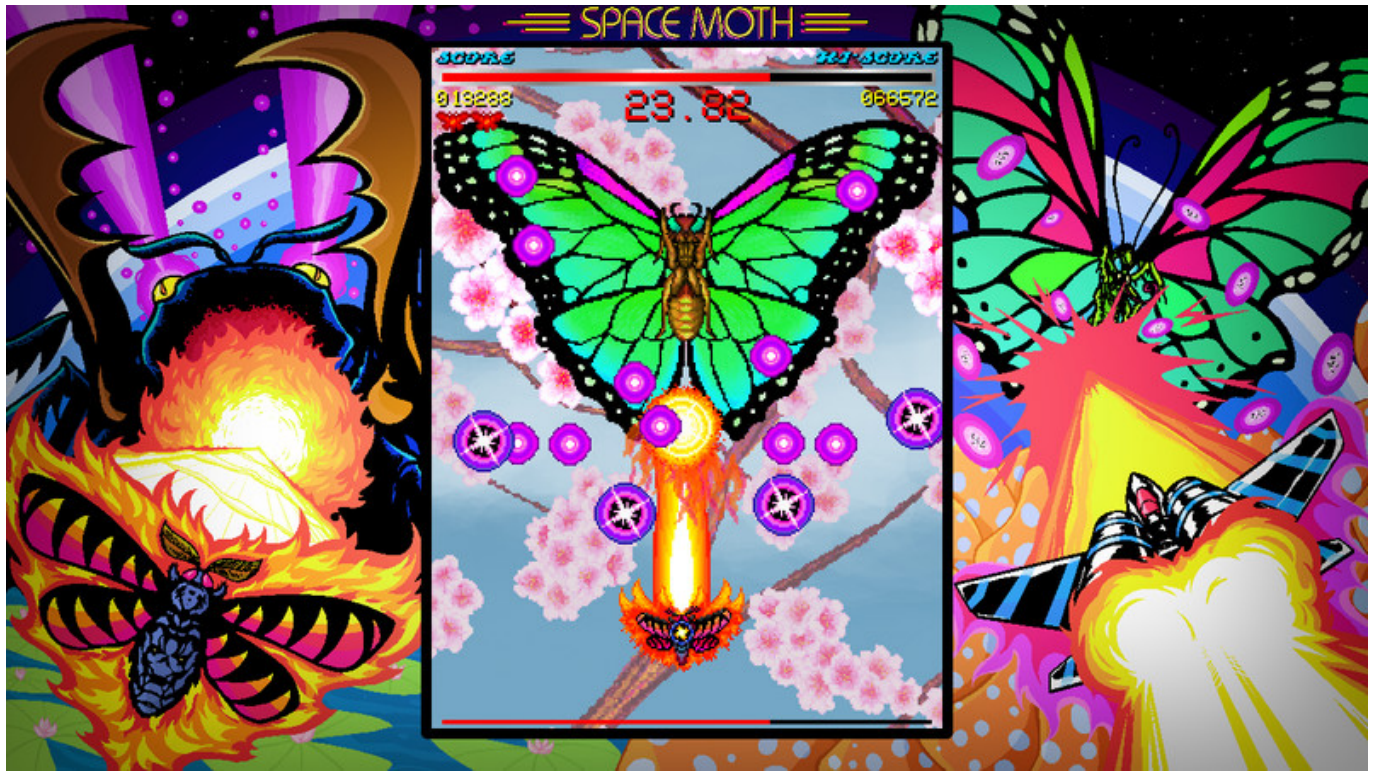
At the start of each **STAGE** and **BOSS FIGHT** a **PLAYER STATE** is made. This is a temporary record of your position, lives and bombs at that time.

If all lives are lost you have the option to "**LOAD PLAYER STATE?**"

This will restore you to the condition of the most recent **PLAYER STATE**.

WARNING: YOUR SCORE WILL BE RESET!







i really love this game

it combines my love for insects (if you can guess what my last name means) and bullet hell games

this is my favorite. Omg Space Moth <3 <3 <3 I love space! I love moths! A lot of mad and sad insects are trying 2 kill this Moth, please don't let Space Moth die!1 Do yr best when playing this game!!!! *_*. This game rules. If you're at all into space shooters V bullet hell style games, give this one a shot - probably one of the best I've ever played.. Pretty bullet hell thing. Fairly unique looking, to be honest.

It is fairly fun, and the altering the large enemies, making them more aggressive, but also providing more points. That is fairly neat.

If you have a phobia of butterflies or moths, like my sister does, stay the hell away from this, haha.. I feel like i'm in the eighties again. this game is amazing. makes me want to roll and hug my cat. hard too. \u2665\u2665\u2665\u2665 yes. buy it.. Fun & challenging Bullet-Hell Arcade Shooter with unique gfx & sound style.. If you're into shmups, get this! Highly recommended.. :-). PROS: Cheap, Great Soundtrack, Atmospheric, Cool Art Design, Replayable

CONS: Other ship only unlocks after you 1cc the game, it's worth a buy if you have every other bullet hell game I guess. 2 of my favorite things, retro aesthetic is actually good and not just there for a lack of art like other indie titles.... Hey. Do you like bullet hell (\u5f3e\u5e55) games like Dodonpachi, Mushihime-sama, Jigoku Kisetukan and Radiant Silvergun? Me too.

Well, you're in for a treat

Space Moth DX is a psychedelic space shooter where you as a laser-shooting moth has to fly through mind-bending beautifully pixelated stages all the while destroying any insectoid life in your way accompanied by one of the most atmospheric soundtracks on Steam. The gameplay mechanics are simple enough: you can shoot, you have a "soul-stealing" laser that when used after a certain amount of health is depleted from an enemy with the other attack awards you extra points, and finally, a bomb attack, that's it. Apart from that, there are a few hidden items to collect in every stage, but that pretty much sums up the gameplay.

Despite its simplicity, the game manages to achieve that really hard feat: to be a good game. It's beautiful, and the soundtrack, which the creator accredits as an emulation of Orange Tangerine's style (a band I wasn't all that familiar with), fits perfectly with the graphics and style of the game, and the tone of every stage. And it's good, so good.. calling it an emulation isn't doing it justice, the music is a clear 10/10.

It's a cheap little game, and it's worth every penny. Do it.. This game is absolutely gorgeous. You can tell in the spritework there has been a lot of love put into this game. At times I have found myself quite afraid due to how detailed the enemies are. Not recommended for people who are scared of bugs.

I am not that good at shmup games but geez this game is very fun. Take note that you need a controller to play this game. Good deal when it's heavily discounted.

That is just a very bad made Dodonpachi rip-off, where you even spoiler the existence of "hibachi" or whatever the secret is. And if it isn't enough, the music makes the game even worse. It's boring and it doesn't fit into the atmosphere of a bullethell-shooter (if it is supposed to be one). I've also tried DX-Mode. I didn't see you effort put into the hard difficulty, it's just Normal-Mode with after-death-bullets coming out of enemies.

And i have to tell you, that this is my first bad review i've ever given on steam. I am always fair and give even better reviews than the game deserves. And i'm also a big fan of Shoot 'em' ups. Sorry, but this game has no effort included, and the prize for such a game is too high. It seems like i've wasted 8\20ac here. At least I should have waited for another Steam-Sale.... space Moth dx is shumup, the checkpoints are awesome and it looks amazing giving you the idea that you really are a bug in the in the forest, I liked a lot the artwork they made for the unused parts of the screen, its very arcade style, I just found out that you can grab the enemy drops using the "shift" key, and it also do a lazer blast, the game tries to protect your lives auto using bombs when you are hit, its a optional feature.

- +amazing soundtrack
- +pickup and play
- +no loading screens
- +great interface

10\10. This is great. Has a lovely, hypnotic, trancey, laid back feel to it.

Has a really good scoring mechanic where you "soul drain" larger enemies by hitting them with your wide\rapid shot until they turn black, and then finish them off with your laser to score higher.

soul drained enemies become more aggressive, firing out more bullets, so it's a lovely risk\reward system.

A lot of bullets home in on you in this game so you can't just be flying all over the screen, you have to stand still when you need to.

Nice bright, chunky, primary coloured graphics take you back to playschool.
Some great, tricky bosses, especially that final one.

Really good game, though some of the bosses can't be good for my blood pressure. I'd like to meet the guy who thought up the final boss and shake him by the neck. Finally beat it today though :D. classic shoot 'em up!

I always love this kind of game
and to be honest I always suck at playing bullet-hell xD

this game is really challenging, I really enjoy watching an uploaded video contain a player beat all stages and bosses

for those guys who like bullet-hell, it is must a have!

. Your typical shoot em up game. Enjoyed it from start to finish. Soundtrack was amazing and the color style had a nice touch. The game is tough and most of the time you wont be able to dodge the enemys bullets. The game is pretty good, at this price it's definitely giving a try if you like scrolling shooters.

It is a huge ripoff of Cave games, it's up to you to decide if that's a bad or a good thing, but you'll be able to tell right away that you've fought every single one of these enemies before. Except for the bosses, those are original as far as I can tell. Coincidentally the bosses aren't all that great.

For difficulty, I only played a few credits so far and haven't beaten it, but I'm under the impression veteran players would consider it too easy. Can't say I've had that problem before.

Scoring is pretty simple, you shoot stuff with the shot, when they turn black you finish them off with the laser, they call this soul drain and it gives you a set bonus per enemy. There's an audio cue when the enemy turns black and they will still have a good chunk of health left at this point, so it's not necessary to memorize how long it takes to kill each enemy like you would on ESP Ra.De. or Ketsui, it's a lot more lenient. There's also a 2x bonus for killing bosses on the last 2 seconds of the timer, point pickups hidden around the stages, and bullet grazing. Save for bullet grazing which is more fluid, all of these are very discrete

mechanics, you either get the bonuses or you don't, and it's not all that hard to soul drain every enemy in the stage. I imagine it's very possible that a good player could with enough practice come very close to the theoretical max score of the game, which is weird.

Anyway, it probably won't keep you interested for years but it's a good game. I've never heard of 1CC Games but I hope they make some more.. I wasn't high when playing this, but I honestly think this is what it feels like.. Bloody awesome. A fun Shoot 'Em Up game that has a good amount of challenge with tons of projectiles coming at you. The music is very enjoyable and fits the right tone for a game like this. Every level has its own set of enemies, boss fights, and art design. I only wish that by killing some enemies they would drop power ups instead of just points but still a fun game worth a few minutes for.

Rating: 7/10

[Robot's Mystery download no survey no password](#)
[Introversion Classics Pack download for pc \[hack\]](#)
[Nancy Drew : The Shattered Medallion download pc games 88](#)
[THE LAST BLADE verification download](#)
[Tank Battle: North Africa t r k e yama download](#)
[Atrocity Download\] \[cheat\]](#)
[My Desktop Alive - Aesthetic hacked](#)
[Star Trek: Bridge Crew Bundle Game and The Next Generation Activation Code \[Crack Serial Key](#)
[Prime World: Defenders 2 t r k e yama download](#)
[- amp: Live2D for Komeiji Koishi crack game download](#)