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Phoenix Force FULL

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## About This Game

A dragon, a giant eye and the grim reaper confront you using fireballs, lasers and sickles. What do you do?

A) Say the game is unfair because you die with a 5d3b920ae0

Title: Phoenix Force  
Genre: Action, Indie  
Developer:  
Awoker Games  
Publisher:  
Awoker Games  
Release Date: 13 Nov, 2014

English,French,Italian,German,Japanese,Korean,Russian,Simplified Chinese

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In essence, this is a mediocre bullet hell Adobe Flash game being sold for \$5. Pros: Cheap. Enemies come across as "unique"/non-generic due to being bosses, basically. Training for more interesting/inspired bullet hell games. Cons: Not free. Might as well be playing a free Adobe Flash game from the mid-2000s. No obvious hitbox indicator just a few frames of a flapping bird. Constant re-use of gameplay, audio, and art assets. All seem very basic and uninteresting, but they could be worse. No tutorial. No meaningful options just audio and vibration (which I didn't even notice being on). Can't choose between using keyboard or controller the game defaults to using any plugged-in controller it detects. In-game advertisement for the sequel. No

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control over your own attacks both basic attacks and each bird's special ability are fired automatically. This can cause enemies (fights frequently involve more than one type of enemy, as a way to provide variety) to start using more powerful attacks when the player means to focus on only one. If you really like bullet hell games or you want to try out a very simple and cheap bullet hell game, get this when it's on sale for next to nothing.. Surprisingly fun game, where you fight 1 or more enemies each stage, kinda like bosses. You unlock different Phoenix as you progress through the game, and each one have different shots and special attack (the special attack charges and shoots automatically during battle). The game is pretty hard, but it is rewarding when you accomplish the level. Controls are great, and it does has controller support that works 100% (I'm using Xbox 360 cont). Great game, and I think Devs could have made it even better if they keep investing in the game.. I only played because i got a free key. A game simple like this should overcome with great art design - the backgrounds are so bad; great soundtrack - just no; or a great history - it has no dialogues at all and you are just a phoenix shooting stupid random monsters, with no motivation. Also there is a lack of options, you can't play with keyboard (playing this genre with mouse feels really bad) or even change the game language. The only good thing is that is really challenging, but there is no reason itself to buy this, i can't recommend..

First of all: This is not a classic Shoot'em Up, because all you will be doing here is one bossfight after the other. There is no real story behind it, and if there was maybe a small table of text in the beginning of the game, I have totally forgotten about it, as it doesn't matter anyway. This game is about pure action and reaction spread across 100 levels and even more challenge levels (if you dare to try them). Although each of these levels consists of a relatively small amount of assets when it comes to background or enemy types, they are mixed up constantly so the game manages through this restriction to give the player a completely new challenge on each end every level. Where in between there are next to no loading times, wich makes the game nonstop action and because of that very enjoyable and fast paced itself. Furthermore you have different phoenixes to choose from, every single one of having bound a different special ability to it. While I found myself playing the red one the most, some levels may be a lot easier with another one. But this is solely to your personal liking. The game doesn't force you to use one over the other. One thing I would like to mention is the presentation of the game. This is not your typical anime style game but instead it's featuring a more western style of fantasy art. Everything is very well drawn and you can feel the love that went into creating it by taking a look at the absolutely fluent animations of everything, be it enemies, player sprites or just the background and projectiles. You should absolutely try this game out. Front and foremost if you're not the biggest fan of bullet hell (like me), because it's much more strategical than your typical bullet hell shooter. This one here is really more about planning your move, avoiding danger and taking your chance in between waves of enemy bullets whereas most bullet hell shooters just rely on using specials and putting more credits in. I'd say this game is worth its price tag even when not on discount. Buy it and enjoy it.. Each level is a bullet hell skirmish between you and 1+ bosses. Visually the game isn't very appealing. However I can say; there is a crisp color distinction between your phoenix and incoming bullets, which is important. The progression of difficulty between levels is well paced. Easy to pick up and play for short periods, but just as easy to trance out and play for a long time. Retry any stage you've beaten, and with different phoenix variants once you've unlocked them. Mechanically, I found the game to be simple yet enjoyable. If you have the opportunity, try it.. This can be described as a casual game of the bullethell genre. The unlockable phoenixes do alter the gameplay to a degree, and do help on the harder boss combinations, but don't utilize different fire rates or fire patterns. Regarding the boss characters, there's only about a dozen of them with two difficulty variations, so over the course of 100 stages (200 if you count the "bonus" ones), the player is bound to see quite a bit of repetition, and little variety - even the last stage is hardly creative. Most of the stages can be beaten with the starter phoenix on the first go, or abused with certain characters. Considering it only lasted for 8 hours, and most of it was just grinding the "bonus" stages, which had inconsistent difficulty changes, it's not worth the 8 Euros it's trying to sell itself as, instead, pick it up for free if that's a possibility, at least just for the trading cards, or for a dollar or so if you're generous.. I promised myself that I'd stop playing this game after 20 minutes, then my work called and asked me why the manikin that I placed at my desk to fool everyone into thinking I was at work was also playing this game. So now I have to go and tell that stupid manikin that he's supposed to be pretending to be me, but the work version of me, and not the version of me that likes to play this game all the time.. Phoenix Force is a bit slow to start, and it doesn't feel challenging until North America (Level 21). Even then, it feels like a Boss Rush RPG, since you can go back to prior stages and grind for level-up points if your power level is too weak. I don't know if that's really the idea with shmups, but I'll give it a recommend because it has cute artwork, I like the semi-transparent player fire (Touhou influence?), and I guess it'd be fun on a mobile if I had one that would run it (though maybe only South America since handheld shmups are kinda awful to control). Can't get the hang of using Tup's teleport, though, and I needed a friend to tell me that it was a teleport power in the first place (yay being thrown into the game without any kind of instructions to explain the autofire and autobomb).. I gave it a chance up to level 20 then had to give up, repetitive (especially the sound effects, which got very annoying) and for a shoot 'em up/bullet hell game it's not very exciting or fun in any way.

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