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Superstatic Download]



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## About This Game

### SUPERSTATIC

Superstatic is a top-down shooter where you're given the ability to possess and control your enemies. Using "copies", you're able to perform a variety of skills including killing enemies within a certain radius, chaining kills together based on your current combo, teleporting to your copy's position and more.

The story centers on an addict who desperately turns to a clinical trial for a new drug. The drug is said to enhance the user's psychological capabilities, but it instead gives him mind control. After discovering some documents, he realizes that he is scheduled to be terminated. Infuriated, he goes after the creators of the drug through their webs of lies and conspiracies.

The game also includes a level editor allowing you to make your own custom levels using your own graphics, maps, guns, conversations and enemies.

### FEATURES

- Possess your enemies, use them to fight for you and gain new abilities along the way
- Rich branching storyline - the choices you make determine the levels you play

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- Large, open levels designed around multiple paths and freedom of choice
  - Fully fleshed-out modding system: create your own levels, enemies and guns
  - Fast-paced, quick restart gameplay
  - Original soundtrack featuring dark, driving synths and pulse-pounding beats

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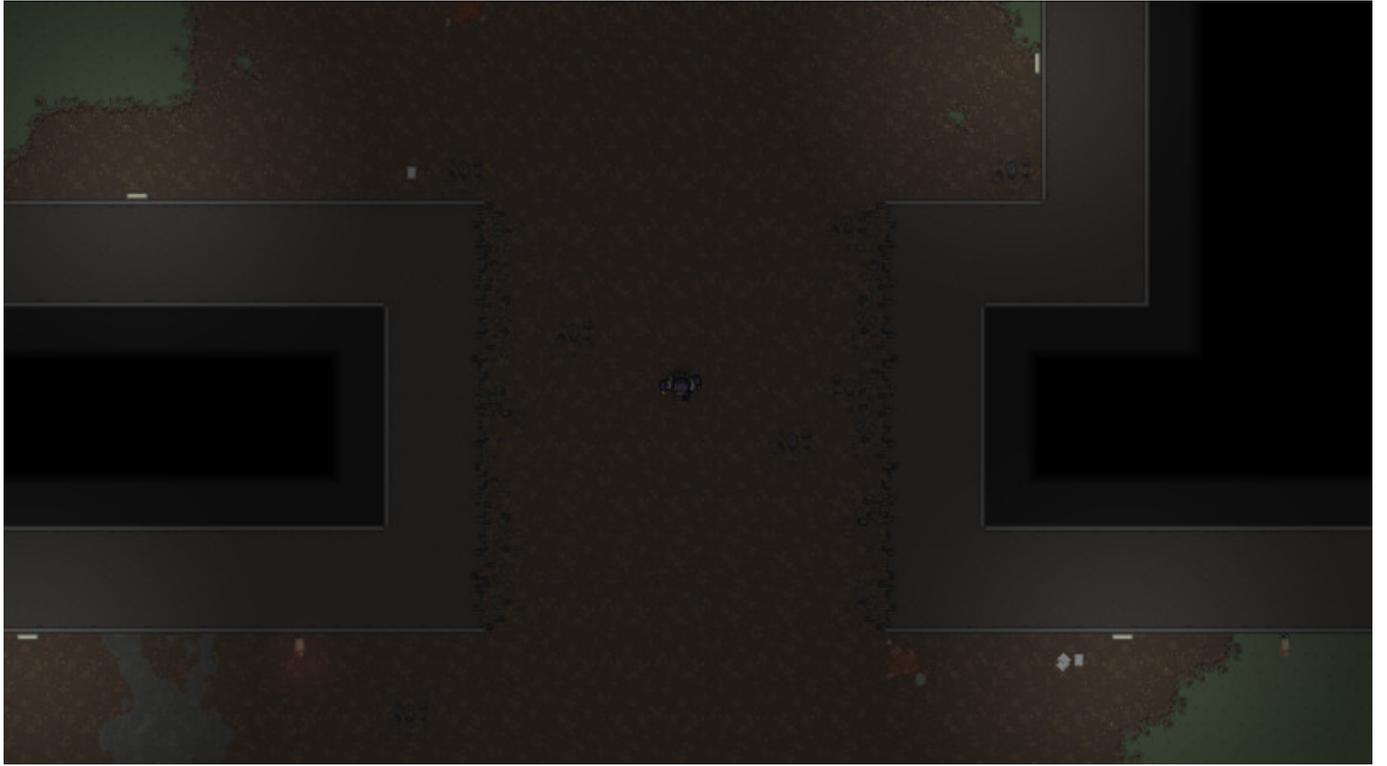
Title: Superstatic  
Genre: Action, Indie  
Developer:  
Sleepy Studios  
Publisher:  
Sleepy Studios  
Release Date: 15 Sep, 2015

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English







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10/10

made in jhava

indie dev support ++++++

. I like it. Not exactly as stylistic as Hotline Miami but the camera doesn't make me puke.. So remember how hotline miami 2 was awful because it had enormous corridors that you'd get shot just walking down? well this game has those too, but it is ok because you can become a ghost and possess the guards and make them shoot eachother, because you are the top-down shooter equivalent of paxton fettel i guess. so that really kind of fixes that problem!

hotline miami crossed with messiah. it is awesome.. I don't understand the hate, nor do I understand the comparisons to Hotline Miami. Yes it's a topdown shooter with a stylized approach to the genre but the added abilities definitely create a unique experience that for the right price can be greatly appreciated.

The story is a little silly but that works in a game like this. The silliness plays well off of the hyper violent gameplay, so that's a pass. The mechanics are solid and were varied enough to allow for various strategies per level; although a couple more levels or a couple more areas to be able to use them would not harm the game at all as you don't get a terribly long period of time with the sets of powers you are given access to. But definitely fun and engaging and enjoyable with the guns-a-blazing approach.

The other huge thing the game has in its favor is the dev team. They have maintained great communication and patched any and all bugs I had encountered with the game. They are friendly and passionate and it shows in their work.. This is a top-down shooter in the Hotline Miami style. Bullets hurt a lot, so the small decisions you make are really important because both you and your enemies go down FAST when hit, in fact one-hit kills and deaths are very common. Again, very much like Hotline Miami.

What separates this game from its inspiration is its cloning mechanic. You have an energy pool that can be used to make a ghost/clone, and it depletes once your ghost moves far enough away. This ghost can be used to scout potentially unsafe areas, to explode and take out enemies, or to take control of an enemy. That enemy can sneak past others, unless you make him attack them, at which point everyone who can will attempt to kill him. So basically a controlled enemy is a stealthy you, and also an extra life. And killing guards is the main way to get more energy. There are energy packs on some walls too, but each level has a very small number of them, they get depleted fast, and then they recharge very slowly.

The shooting is decent, except that getting shot by someone off-screen is extremely common, because you view isn't as wide as their perception range. This forces you to use the ghost to scout. But your energy bar depletes pretty quickly when the ghost is only a medium distance away. So you have to manage energy by quickly finding a guard to possess. And your energy still runs out while possessing. So hurry up and kill people to get more energy. Hopefully the enemies aren't just out of your reach.

So here's how playing a level looked for me: Find a safe wall to hide behind. Send a ghost to scout around. Find and control a close enemy. Use that guy to kill as many other enemies as possible. Repeat until I can't find anymore, then move forward and repeat the whole thing. Inevitably I'd run out of energy, now I gingerly walk around hoping I don't get shot by someone I can't see.

So I got frustrated and bored after a few hours. The possession stuff is a really cool concept, but it's execution makes the game more tense and frustrating that I can deal with. Widening that view to equalize what you and the enemies can see would fix a lot of these problems, but may make the game too easy. Full disclosure, I also got really frustrated with Hotline Miami too.. Superstatic is a game heavily inspired by Hotline Miami. It switches between frantic combat and energizing hunt with your supernatural psy abilities. But some of the things I liked most about Hotline Miami are sorely missing and it could use a bit more development.

Unlike in HM you can't start out with any weapons and the game does not have anything like the mask system to adapt to a certain level layout or enemies. The weapons of your enemies are random and you are always low on ammo. You cannot collect ammo and you're limited to the weapon you picked up from a corpse that only has one magazine that is more often than not already half empty. I guess this is supposed to make us use the psy abilities, but they are limited by your mana that does not regenerate.

The game would be more fun with regenerating mana or a checkpoint system or bullet time that costs mana.

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In HM you can use close combat weapons like a katana or knock out guards with doors. Sadly there are no close combat weapons in Superstatic and your fists can't kill your enemies at all. The enemies wake up seconds after you knocked them out and can kill you in an instant since you can't survive a single hit.

Another thing that makes the game harder than it has to be are the pixel art graphics. The pixelated style means that you might not see the power boxes that let you recharge your mana or even your crosshairs. You can change their colors in the menu but most of them blend in with the environment (black with the dark background, white with the tiles, red with the blood etc.).

The keybindings should be more independent and the interaction with characters can be a bit wonkey: your shadow clone has to stand right besides an enemy to possess him and initiation a conversation rarely works on the first try.

This game is good and worth the money, but it has potential to be so much more.

(Like:

- A level in darkness only illuminated by the flashlights and gunfire of you and your enemies
- Bulletime
- A bit more stealth
- Distracting guards)



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