## Steel Empire Serial Number



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## **About This Game**



Steel Empire is a steam punk shoot'em up game featuring a frantic combat filled with powerful enemies and insane obstacles. Enjoy a beautiful world and retro game-play as you dodge and shoot your way through classical stages. Choose one of 4 difficulty settings according to your set of skills and fight the evil empire! See how well you did using the Replay Mode and show your worth by getting all achievements.

Originally released on the Sega Genesis / Mega Drive consoles in 1992, it was later ported to the Nintendo Game Boy Advance in 2004 and to the Nintendo 3DS in 2014, and now is coming to PC!



Choose to fly one of two classes of fighter aircraft: the Etopirica (ET-02R), a small and a fast plane, or the Zappellon, a slower but more resistant zeppelin. You fly in only one direction, but you can fire from behind as well as ahead. Levels are divided into a few stages to complete, each with their own boss before moving onto the next level. After a level is complete, you can change your craft, watch a replay, continue the game in your current craft, or save your progress.

During the game there is a certain number of lives and continues at your disposal. Once the health bar is depleted, a life is lost with a play continuing normally. If all lives are used, you can hit a continue, which will restart at either the beginning or midpoint of a stage depending on how far you were. When all continues are expended, the game is over.

To increase your firepower, collect powerups such as experience points, health, bombs or additional lives.



- Complete remake truthful to the original game, based on 3DS version with improved graphics and controls
- Side-scrolling shoot'em up game, originally released on Sega Genesis and later on Game Boy Advance and Nintendo 3DS
- 7 complex stages full of adrenaline-pumping action and boss fights
- Collect special power-ups and increase your firepower with a level-up system (up to 20 levels)
- Steam Achievements & Trading Cards
- Full controller support
- The classic is back!

Title: Steel Empire Genre: Action Developer: Mebius Publisher: Teyon Release Date: 13 Sep, 2018

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## Minimum:

**OS:** Windows 7/8/10

Processor: Core2Duo 2.6Ghz

Memory: 2 GB RAM

Graphics: GPU with DirectX11 support

DirectX: Version 11

Storage: 250 MB available space

Sound Card: Sound Card with DirectSound support

English



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Despite the mostly negative feedback from others, I would recommend this game. It still offers a lot of fun for its price and has some surprises. Granted, the main plot is ridiculous, gameplay is very linear, and the cutscenes and any form of conversation between Rourke and his comrades is carried out with far less attention than you can demand for a game released in 2009 - they all behave like robots. Enemy AI is not a big concern. There might be more auto-save points as well because some failures will send you back just a little too far (no, can't save whenever you want).

But on the positive side, movement animation in the action is nicely done, the controls are intuitive, and most of the world you are running around in is kind of beautiful (if you like steampunk). There are some nice puzzle situations such as aligning elements redirecting a stream of water to create a consistent flow, and some really fun motorcycle rides. That is not so bad after all.. It's a fun play through text adventure. I would love to see it possibly updated with art in the future. Age ranges are a bit disquieting, but I mentally age everyone to be older.. This game is unstable, buggy, and just generally feels unbalanced and unfair. Not worth a penny! I regret buying this being seduced by its ROTMG-like gameplay style.. Game without menu and Esc closes the game without any confirmation XD. pretty good game. Interesting game that I really enjoyed... It's a shame the developers didn't find proper success with this game.

Worth playong of you're looking for a interesting story with some puzzles.

I found a note from Volothamp Geddarm the other day in my "Grand Tour of the Realms" guidebook - he must have snuck in my stronghold while I was over in Athkatla picking up supplies and having coffee with my old friend Jaheira. In the note Volo spake in words with his famous quill:

Sir Spamicide, one best not slip a foot into this false interpretation of our wondrous realm, or thou will surely feel as thou hath been flatulated upon by a Pit Fiend and under compulsion to consume the fecal pie of an Ettin, which is the consistency of packed clay containing various undesirable items such as goblin feet, unusual bones, teeth, hair, mushroom-like gut flora and at least a few fingernails. I know this my dear friend as I have played the game and only Khelben Blackstaff of Waterdeep could restore my sanity. So, I extend this offer to you or any of your companions that hath endured the torturous experience of this game: Stop by Neverwinter any day during Kythorn and meet me at the Sunken Flagon where Sand, a mage of renown and thine own self will cast an "erase selected memory" spell, followed by a "permanence" spell, which are the instruments Kehlben used to cure me of the memory; we perform said services free of charge. With departure I must bestow this wisdom upon you - only play games that have been developed on the Black Isle near Evermeet or by the Biowarians deep with the Jungles of Chult.

Safe travels my good sir, ~Volo. Magnificent city builder. Still enjoyable, timeless piece of art.. I played the game all the way through beating every level on normal and hard and enjoyed it. Just because of that I have to give it a thumbs up, but there is alot of room for improvement. I really like tower defense games though so thats pry why I was able to enjoy it so much.

Length: I bought game on a good sale for a few dollars. When it only takes a few hours to beat the game and about 8 ish hours to completely conquer it perfecting all levels on hard, I wouldn't pay much more for it. I know it says I played longer, but I get pulled away and leave my games on pause often. I did throughly enjoy the pause button. It was probably paused for as much time as I was actually playing.

Pros: Very simple. I enjoyed the skill and tower combination. Only 4 towers but it was fun to try and figure out how to use them together for the most effect. I really liked the hero and being able to deploy rogue and lightning. Having to use the rogue to pick off the healers was kinda fun.

Cons: Very simple. While I liked that each monster had a strength and weakness, it didnt really matter as there are only 4 towers. Once you figured out the best combination there wasn't much else to it. I wish there was a library so I could go back and see enemy weaknesses and strengths though. Left me guessing trying to figure it out the hard way cuz I would either forget or click through really fast. Bosses were pretty lackluster. Only the last one was strong enough to deem a challenge but he moved so slow he wasn't. I never kept thinking I want to be able to max out these towers and kill hordes already. You do eventually get to that point but by the time I got there it was basically just turn game on autopilot and was too easy. Any map where the lanes all merged from or to one choke point were to easy. Any map where there were not a solid choke point were pleasently hard. There were 2 maps early on though where there where 3 lanes. They were so hard on hard that I eventually skipped them, built up a ridiculous amount of coins and then came back to them loaded with spells. The tic tac to board was so tough on hard I don't think I could beat it without spells.

Using the coins to unlock things was cool but there was only an finite amount of them. (well I guess I didnt try going back to redo a level I already mastered). I did not like how skills had to be paid for and unlocked with them. I was scared I would burn all my coins and not get all my towers unlocked. Ended up not mattering though cuz there were plenty since I was stingy.

\*\*\*\*\*Spoilers\*\*\*\*\*

Fire was very op. Especially when combined with the slow. After I figured that out it I only used lightning and arrow towers to pick off any strays immune to fire. Once you figure that out the game really just becomes healer control and how good of a shot are you with the rogue at picking them off. If they build up zap with lightning. The healers were really the only part of the game that added a challenge and they really got old after a while.. Interesting game so far, but it has many collission bugs. One even got me stuck and forced me to reload my save.. The best game to come out of the Jackbox Party Pack series, by far.

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