
Firebird - Steam Version Activation Code [Patch]



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

About This Game

ABOUT THE DEVELOPERS

JimJams games are a small, indie development team with a love for the retro games of the '80's and 90's. We only develop games that embrace that era, aiming to provide true classic styled gaming, with a massive retro feel.

We don't aim to develop AAA games, but simply to bring our passion for a time gone by to those who truly love classic themed and inspired games. If this is a genre and era that you love, then our games are for you.

ABOUT FIREBIRD

Firebird is another classically inspired arcade zap 'em up. This time we've taken our cue from the alien shooters of the late 1980's.

Firebird brings together a whole host of the features and effects we have all loved from the space invasion genre and puts them all together for some action packed, fast paced blasting chaos.

Features

Repel an ever-adapting alien invasion force over 19 increasingly challenging, levels.

- 1) Fight classic style invaders
- 2) Dodge and weave as they learn to divebomb
- 3) Watch out for the alien terrorist drop troops
- 4) Avoid alien super bombs, which spread shrapnel across the screen
- 5) Dodge alien tractor beams and deathrays!
- 6) Over 40 different player upgrades available
- 7) Protect yourself with energy shields, advanced drones and ghost ships
- 8) Blast the enemy in all directions
- 9) Pick up smart bombs for instant kills
- 10) Come face to face with the alien mothership

Title: Firebird - Steam version
Genre: Action, Indie
Developer:
JimJams Games
Publisher:
JimJams Games
Release Date: 3 Apr, 2018

a09c17d780

Minimum:

OS: Windows 7 or better

Processor: Dual Core 2.80 Ghz

Memory: 2 MB RAM

Graphics: NVidia Geforce 8400GS or similar

DirectX: Version 9.0c

Storage: 150 MB available space

Sound Card: N/A

English







A good solid game. It's difficult for me to review this one. On one hand I can see it is a very well done game technically speaking and even in design for the most part. It feels responsive. Has many interesting enemy types and lots of FX, clear audio including speech and so forth.

The biggest issue I have with it is the crazy amount of particles flooding the screen. Every time you destroy an enemy ship it seems like hundreds of particles of debris come out that don't disappear or if they do it takes a long time for them to disappear. And that is the biggest flaw of this game in my opinion. Destroy many enemies and the screen is basically covered with particles effectively clouding the display.

I think if the particles disappeared MUCH faster or there simply were not so darn many of them this could be a very good shmup.

Some people may enjoy the particle overload and as everything seems well done and I did enjoy playing it although visibility was poor I do recommend it! I hope there is an update that lets us customize the particle lifetime or amount maybe options such as Total Insanity (current) down to BareBones (like 1/10th the current settings). lol

[Ikenfell steam keygen free download](#)
[Fantasy Grounds - Quests of Doom 4: A little knowledge \(5E\) download youtube](#)
[OMSI 2 Add-on München City - Demo download android](#)
[Hell Survive \[torrent Full\]](#)
[Riverbond Free Download \[Password\]](#)
[Killing Floor Franchise Bundle download highly compressed rar](#)
[Rocksmith 2014 Edition Remastered Green Day - Good Riddance \(Time of Your Life\) Ativador download \[FULL\]](#)
[Project Abyss \[PC\]](#)
[Rytmik Studio Live Activation Code \[Patch\]](#)
[Space Hulk: Deathwing Enhanced Edition: Infested Mines DLC \[Patch\]](#)