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About This Game

Vector Assault is a fast paced twin stick shooter where you have to survive a onslaught of enemy attackers.

The more enemies you defeat the higher your score will become.

Try to achieve the highest score possible across multiple game modes, and levels.

Game Features:

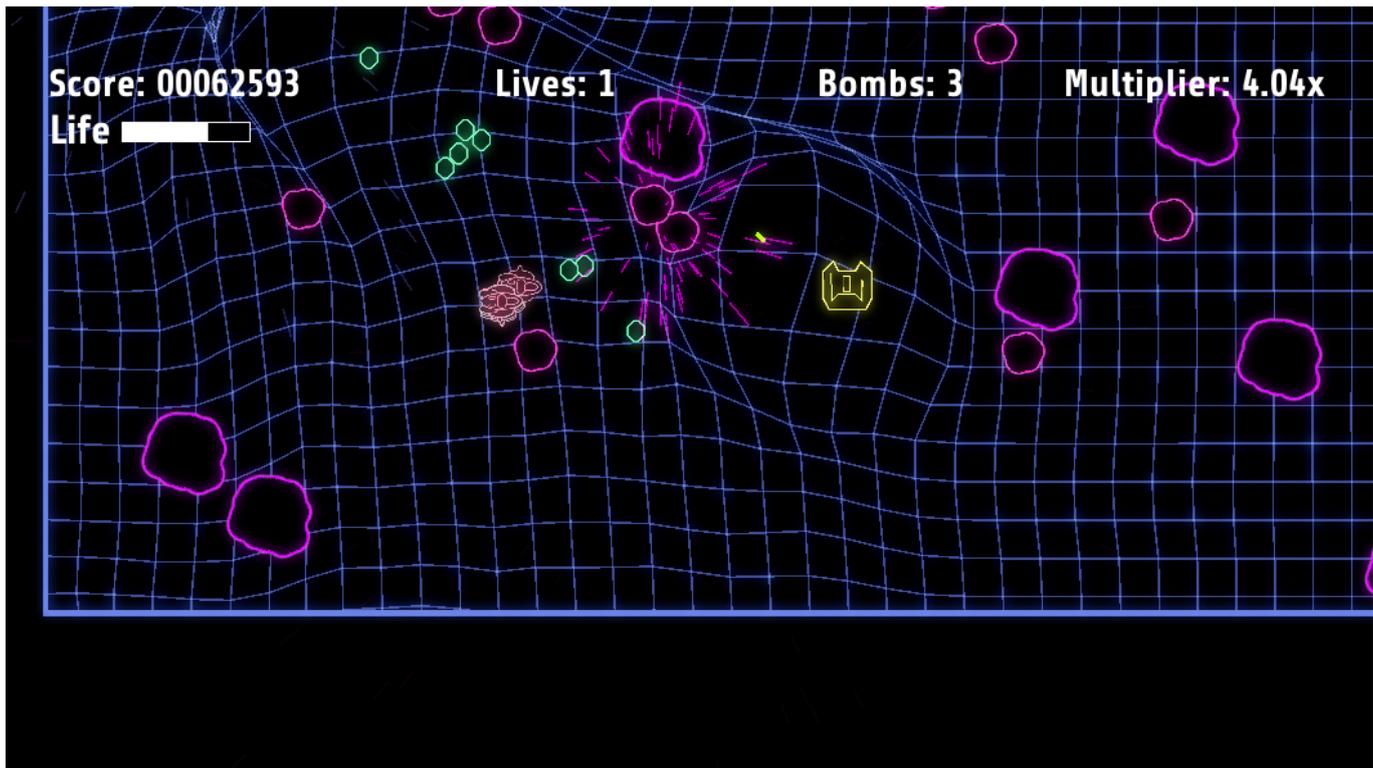
- Four Game Modes
 - Arcade
 - Survival
- Weapon Trial
- Time Trial

- 9 Stages
- Multiple Power-ups
- 3 Playable Ships
- Challenges/Achievements
- Online Leaderboards
- Xbox One Controller Support

Title: Vector Assault
Genre: Action, Casual, Indie
Developer:
Wizbyte Games
Publisher:
Strategy First
Release Date: 10 Dec, 2015

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English



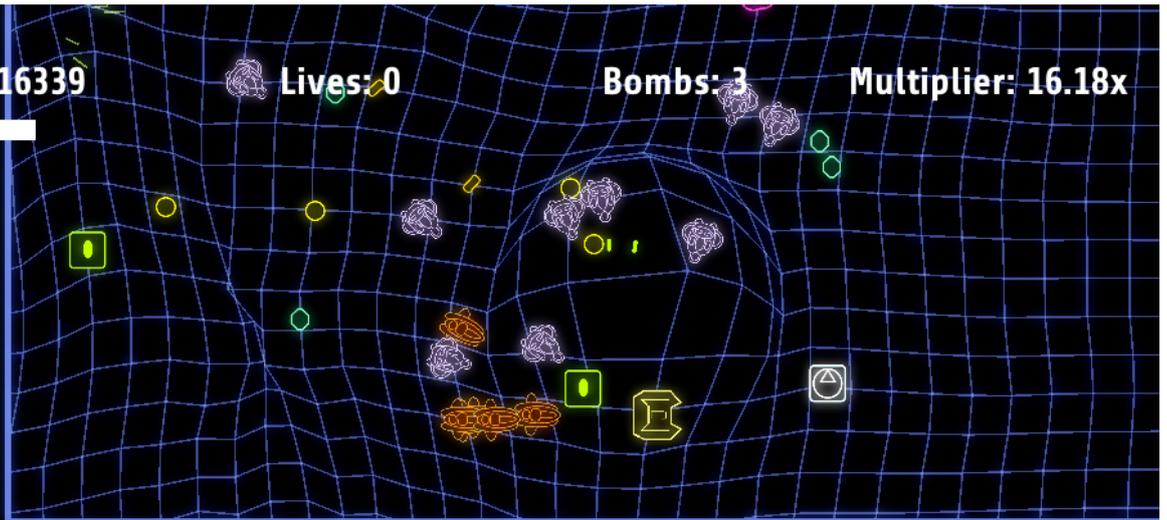
Score: 00116339

Life 

Lives: 0

Bombs: 3

Multiplier: 16.18x



Score: 00102977

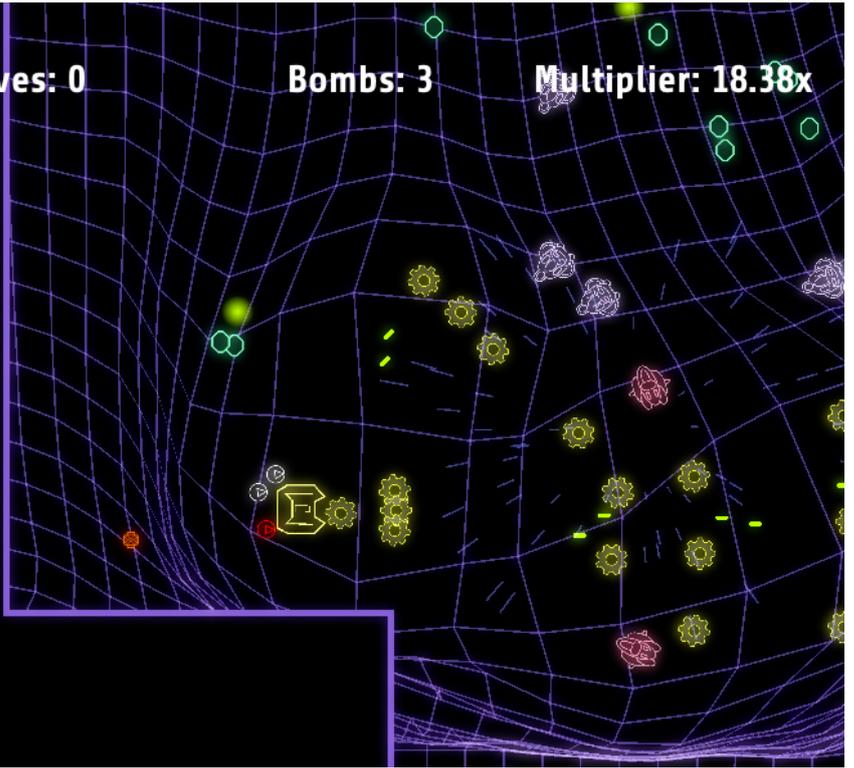
Life 

Time: 0:52

Lives: 0

Bombs: 3

Multiplier: 18.38x



vector 308 assault rifle. multi vector assault mode. vector assault. assault vector alpha. vector assault. vector assault rifle. assault vector alpha. assault vector png. vector assault wii u. multi vector assault mode. kriss vector assault rifle. vector assault mode. multi vector assault mode sto. vector assault rifle. multi vector assault mode console. vector assault mode. multi vector assault mode console. multi vector assault mode sto. assault vector png. vector assault wii u. multi vector assault console. multi vector assault console. kriss vector assault rifle. vector 308 assault rifle. assault vector logo. assault vector logo

A cool Geometry Wars style game. Fun to play, good level of challenge, great for short spells of action. Driven by the Unity engine, graphics are OK. Worth picking up.. I will give this game a positive review... the game is not horrible, but it has all been done before, and better, by other developers.

Too much like Geometry Wars: Retro Evolved, but without all of the flashy graphics.

In fact, I'd say buy Geometry Wars: Retro Evolved first, and if you can't have enough twin-stick arena shooters, please, buy this one, too.. I'll be quick (which, for me, is a rarity). This is a perfectly fine game - competently designed, handles smoothly, controls like a twin-stick shooter should. It just feels slightly unambitious, or like Wizbyte got it as far as "solidly functioning" and chose not to go any further. Balance problems pop up early, with a bit of a "hurry up and wait" flow to the game. The fact that the main enemies have strict pursuit AI means that the game does not demand the chaotic hand independence of, say, Robotron 2084. There are a few instances of lacking in polish, too - I run the game in a downscaled resolution, and the bomb count and score multiplier are on top of each other, so I have no idea what my value for either is.

If you cannot get enough twin-stick shooters, or if you've never played one, you probably won't regret buying this, but it's hard to recommend when, even in my limited experience, I've played a few others that better capture the essence of this style of game.. A cool Geometry Wars style game. Fun to play, good level of challenge, great for short spells of action. Driven by the Unity engine, graphics are OK. Worth picking up.. I'll be quick (which, for me, is a rarity). This is a perfectly fine game - competently designed, handles smoothly, controls like a twin-stick shooter should. It just feels slightly unambitious, or like Wizbyte got it as far as "solidly functioning" and chose not to go any further. Balance problems pop up early, with a bit of a "hurry up and wait" flow to the game. The fact that the main enemies have strict pursuit AI means that the game does not demand the chaotic hand independence of, say, Robotron 2084. There are a few instances of lacking in polish, too - I run the game in a downscaled resolution, and the bomb count and score multiplier are on top of each other, so I have no idea what my value for either is.

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