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## About This Game

Razor2: Hidden Skies is a top view shooter. The game has the style of successful classic arcade games, while using the latest technology to create great visuals and effects. An old-school game with all new technology. Razor2 has easy gameplay, while challenging your skills with hundreds of enemies and bullets threatening you all the time. The soundtrack is another great feature, Razor2 uses classic orchestrated music, composed especially for the game.

Razor2 includes ten achievements and world records. Do your best, and place your name on the best players ranking. Play hard to win titles such as the Destructor, shooting down 4000 enemies, or the "almost impossible" Ace Pilot, completing the game without using any continues.

### Key features:

- Shoot them up (shmup)
- Eight levels
- Fifty different enemy waves
- Incredible Boss fights
- Weapons and equipment upgrades
- Three difficulty levels

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- World and local Records
  - Ten medals and achievements
  - Great graphics, art and shaders
  - Easy and amazing gameplay
  - Awesome orchestrated music

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Title: Razor2: Hidden Skies  
Genre: Action, Casual, Indie  
Developer:  
Invent4 Entertainment  
Publisher:  
Strategy First  
Release Date: 19 Jul, 2010

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English







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I like it! Pretty good survival game ^^ Developer, good job!. A nice alternative to Pinball FX2 VR. The following pros and cons are in comparison to that product.

Pros:

Support for Oculus touch controllers.

Ability to change table height and rotation relative to your viewpoint (makes it more comfortable to play sitting down).

Less expensive.

Cons:

Only one table, however, this game is still in early access.. Simple yet fun ARPG with random loot, item upgrading, stage-based missions, and the option to use a full group of AI bots to fight with you.

If I were to compare this game to another game, I would say its like Dungeon Fighter Online but 3D (And no stamina restrictions)

8V10... I will continue playing and see where the game takes me. =-D. I already played the beta and the version on the Gamescom last year. Back then the game was already quite polished, but it is no comparison to the version I just played. The controls are super snappy, the effects are awesome and it is just a lot of fun to take on multiple enemy players at once and cut them in pieces.

In the beginning it takes some time to fully understand the depth the game offers, with all the clan features and possibilities to team up, but the fast paced combat got me directly from the start. It is hard to explain, but it kinda plays like a cross breed of a shooter and a fast MOBA game, but in top down view.

I can definitely recommend the game to everyone who likes fast, intense fights and battle other clans with friends.

Enjoy!. 6/10

Its a game worth a try but only worth a try.Campaign is not that boring and can be attractive to some players.Also have a unique concept.

There are 2 deadly flaws in this title in my opinion:

1.Too many useless battles,so you usually get bored after 2hours

2.The limited times to use skills,for more times?you need to buy at a high price in store.I really dont know why design like this,so the game gets more and more boring because you dont want to try different skills but only want to end every battle fast,its a big failure.But enemies dont,they always have 10+times to use and they only mean to get you stucked one time,so more and more hard battles but looked the same.. It's a clever little game but nothing amazing. No significant challenges until half way through with it. Overall it just couldn't hold my attention, plus I ran into some physics issues that would cause your drone to get trapped a bit too easily at times. Very frustrating when you're most of the way through a level and that happens.. Every single person who bought this DLC has, at one point, attempted to drift the 86 on the Mt. Akina mod.

And failed horribly.

But thanks to the SOL mod, you can do that at night!

Also please, listen to something other than Deja Vu. There's better Eurobeat out there.. This game is just awesome.

- You can grab your friend's head.
- You can grab your friend's leg.
- You can grab your friend's hand.
- And many other things ( \u0361\u00b0 \u035c\u0296 \u0361\u00b0). One of the best casual games ever created. This game is still addictive and enjoyable.

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1. Graphics are low res but jewels shine and spin in a way that looks really good.
  2. Sounds are crisp and addictive. Music is relaxing.
  3. Gameplay is very simple and you get to a zen like state after a few minutes producing dopamines.

Overall, this is one of the best and runs great on Windows 10. If have been feeling blue, I recommend you try this one..  
Do not, under any circumstances, buy this. Here's why:

- Annoying music - It's always the same loop over and over again
- Horrible controls paired with a sloppy programmed dash
- Terrible voice acting and graphics
- Mindlessly placed checkpoints
- Awful collision detection
- Cheap animations
- Many clipping errors
- Often freezes when skipping dialogue
- The battlebard often doesn't jump when you're too far at the end of a ledge

Plus it's the same gameplay over and over again. Jumping, Dashing, Jumping, Dashing, and so on.



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diablo 3 in a 3 hour shooter. Excellent but I want Ripple as well.. Its crap, just basically the same thing for every mission. Would recommend this game for WWII Strategy fans. Has a hard learning curve, but worth checking out.. I definitely recommend this game if you like atmospheric and relaxing games. The ambience is great and trippy. However it is very short. But still a nice game.. This Game with Coop and extreme difficultlies would be awesome.. Eh, it's so far a decent HOG-- nothing spectacular but not bad. It's pretty buggy on my computer though. The cursor frquently keeps disappearing and reloading on a different part of the screen. Haven't been able to find a fix. That's annoying on Hidden object screens, frustrating on minigames like the one where you have to turn a safe dial and one where wires need to be connected, and downright exasperating on the tanagram puzzle where, if you're "holding" a piece when the cursor disappears... so does the piece. Maybe not everyone will have this problem but I've never had this on another one and there are plenty of others with more interesting stories.. Very simple yet very convincing. Looks super nice, I would really like to see more.

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