
ZANGEKI WARP Download 13gb



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About This Game



Take control of the hyperdimensional fighter craft 'ZanFighter' and use its advanced warp functions to defeat an army of space beasts controlled by an evil scientist!

ZANGEKI WARP's warp capabilities bring a new twist to the style of *Gradius*, *R-Type*, and *X-Multiply*, and are the key to overcoming thrilling stages filled with traps and obstacles that would be impossible in regular shooting games. Use the warp functions to stop time, instantly warp through enemy fire and obstacles, and even to destroy enemies.

Overview

The year is 2054, and the galactic civilization faces an imminent threat of annihilation. Vicious BEMs ('Bug Eyed Monsters') developed by the evil genius scientist Doctor Benomiya have escaped containment and gone berserk.

The Super-Electric Research Center deploys the space combat craft 'ZanFighter' to the fortress of Benomiya on a mission to end the onslaught of the BEMs before they end civilization.

The small, but powerful ZanFighter is equipped with the super weapon 'Warp Slash', which makes it the only craft capable of surviving the myriad of traps in Benomiya's fortress and countering the BEM menace.

The battle begins: *Earth's most powerful combat craft against the galaxy's deadliest threat.*

Hyperdimensional Fighter Craft 'ZanFighter'

A space fighter craft developed by the Super-electric Research Center, home of the legendary giant robot Supercharged Robot VULKAISER.

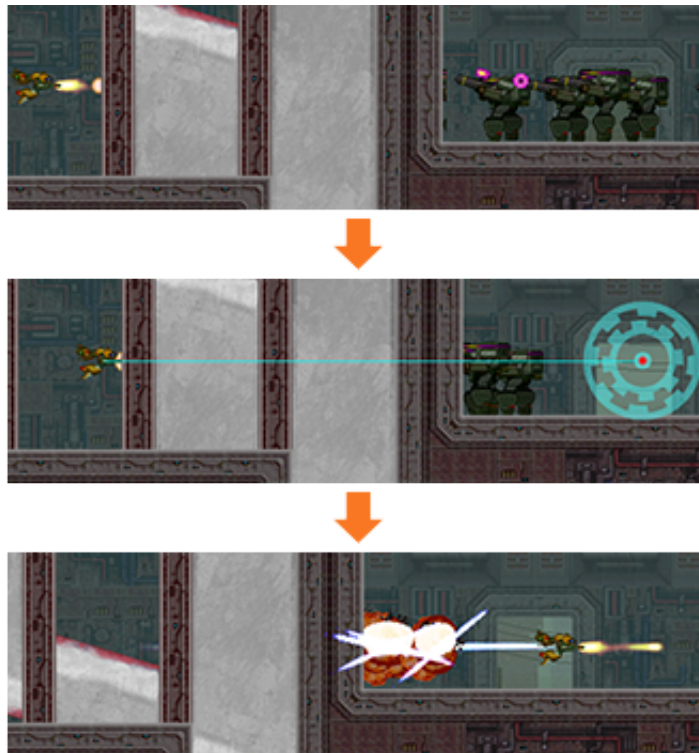


ZanFighter specializes in close combat and possesses a variety of special capabilities including 'Warp Slash' and 'Dimensional Shockwave'. Its sophisticated and highly advanced automated systems allow its pilot to concentrate on maneuvering, firing the weapons, and effectively utilizing the warp functions listed below.

Warp Slash

The Warp Slash is a more advanced version of the 'Tokitome Warp' used by the combat android 'Meguriro' during the Gogoh War of 1977. When activated, the warp effect stops time and transmits the ZanFighter almost instantaneously to the designated coordinates.

Warp transmission utilizes multiple dimensions, allowing the ZanFighter to pass through any type of physical matter, including enemy bullets and obstacles. At the same time, it inflicts slicing damage upon any enemies that lie in the path of the warp.



Dimensional Shockwave

This area-effect attack inflicts damage upon any enemies present at the warp destination upon completion of the warp. Both the 'Dimensional Shockwave' and 'Warp Slash' make use of the distortion in the fabric of space caused by warping.



Decoy

Projects a holographic image of the ZanFighter at the warp origin. The hologram acts as a decoy, distracting enemy visuals and sensors, and drawing their fire. Decoys will disappear after a set amount of time, but a new Decoy can be redeployed at the ZanFighter's current position when the warp is engaged again.



Magno-Electric Shield

A defensive shield that can protect the ZanFighter against one enemy attack. The shield activates when the shield energy reaches full charge. Shield energy charges automatically and also increases when enemy capsules are collected.



Omega Crash

Triggers when the Magno-electric Shield deactivates. Massive energy stored in the shield is instantly released, inflicting large damage on enemies in the surrounding area. This weapon that can turn the tables of a desperate situation.



??? ZANGEKI WARP ???

Created by ASTRO PORT

ASTRO PORT is a three-man Japanese development team whose collective message to the world is, "This is how fun action shooting games can be!" ASTRO PORT's deep catalog of rock solid shooting games also features *GIGANTIC ARMY*, *SATAZIUS*, *Supercharged Robot VULKAISER*, and *STEEL STRIDER*.

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Title: ZANGEKI WARP
Genre: Action, Indie
Developer:
ASTRO PORT
Publisher:
Nyu Media
Release Date: 15 Feb, 2017

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English,Japanese



ZANGEKI WARP

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ASTRO PORT



zangeki warp

just purchased this Awesome retro style shoot em up i am very impressed, I love the originality with the warp a unique way to destroy your enemies and escape at he same time, amazing Boss fights, cool upgradeable weapons & allsorts. I highly recommend buying this game if you are a fan of the shoot em up genre, well worth purchasing :) excellent work guys (Astro Port) :). THIS GAME IS AMAZING! You get to warp around through baddies! Complete with Buckets of Blood! Red and Green Blood!. Truly excellent game.

The warp mechanic Is so damn fun. The level design is absolutely top notch.

Tons of replay value

Very memorable game..... After a bit of a wait, Astro Port and Nyu Media deliver another fine shmup to their extensive libraries, and I can definitely say that this baby was well worth buying her on day 1.

+full controller support

+the gameplay is fun and the warp mechanic is damn cool, but takes strategy so it's thankfully kept from being OP (think Satazius meets Witchbot Meg-lilo, but her warping ability can also be used offensively). You can also receive upgrade points which you can use to power up aspects of your Zan Fighter. I always love the ability to do that, since it makes you feel stronger as the game goes on

+the music is distinct from other Astro port titles, having a more otherworldly instrumental. For example, you won't the hard rock kind of vibe that Satazius loves, but rather think more Steel Strider mixed with Wolflame.

+the levels are long and throw many challenges at you, alot of which are unsurviveable without the Warp Strike: a good use of the ability and I'm glad it wasn't just a gimmick you use once or twice.

+the game is generous with achievements, so if you're a hunter of those, it'll give you quite a few (though expect alot more in the beginning. The game is none too shy from sharing them with you. I got like 10 in 10 minutes). Not that I'm complaining.

+save system just like in Steel strider, so you don't lose you progress (and considering how easy it is to die on higher difficulties, this will be a boon for anyone)

+I'm also a sucker for nice pixel art, a step above what you normally see on Steam Greenlight. Rest assured, the only devs who can deliver better sprite work would be industry veterans like the devs behind Metal Slug. I can say this for pretty much all of their titles.

+can change the resolution at your whim

+various difficulty modes for replayability, and don't expect the game to give you mercy. As the Warp Strike is a handy tool, the game will ask you to make the most of it. My worry going into this was that it would be overpowered, and it does help dispose of larger enemies, but make no mistake: you will be using every ounce of the warp bar, praying that it recharges in time before you're cut in two by giant bloody axes.

+overall a light experience that's more than worth the 6 dollars they ask

There's only one downside; some of the achievements are slightly bugged, like the ones involving upgrading your weapons to max level. Some are also broken. It's a pity, as this seems to be a constant issue with Steam releases of Astro Port titles. And sadly, I don't think Astro port knows how to fix all of them. But really, it's almost a miniscule complaint and doesn't impact the game in the long run, even if you're a stickler for achievements. The game is likely one of their finest to date, and it shows in the polish. You can't go wrong with a simple, yet addicting, title. Expect me to be addicted to this for the rest of the year, as I'm gonna be score-hunting. This and the new Zelda are making this year out to be the best yet, although I am gonna have no time to spare between playing them. It's a problem i don't mind having.. THIS GAME IS AMAZING! You get to warp around through baddies! Complete with Buckets of Blood! Red and Green Blood!. An interesting shooter that even sausage fingers like me can have fun with. As much as meaty nightmares allow you to.... Time to unlearn everything I've practiced from playing shoot-em-ups. ASTRO PORT, you brilliant minds, this stuff is too wacky for our baboon brains.

This sort of innovation is why I love the shmup genre. Short'n'sweet little titles like this overflow with a single ambition for players to discover, explore, train, and master over the course of a couple hours. ZANGEKI WARP is an ingeniously-clever challenge to any side-scrolling shmup fan.. Best Astro-Port shmup I've played so far!

Thought I'd give it a try because the warp mechanic sounded promising. 90 minutes of gameplay later it has me 100% convinced:

-
- warping works very well indeed, never feels cheap or overpowered
 - spending upgrade points at the end of a level adds a welcome layer of strategy to the game, it's fun to try out different builds
 - controls are fluid and precise, just how it should be
 - great level and enemy design, will give you some "whoa, cool!"-moments
 - good music and sfx, that don't get into the way of enjoying the game
 - creepy horror aesthetics work nicely for the game (even though I'm not too much into the mud and gore color scheme myself)
 - simple but challenging scoring system (collect all shield items over the course of a stage, don't die)

There is a practice mode, replays, 5 difficulty levels and even a save option.

Well worth the \$20 if you like hori shmups and unique mechanics!

WOW! Very cool shmup. Lots of walls and enemies to warp through, there is a certain amount of memorization to make it through levels. There is an upgrade element for shooting, shields, warp etc. Even on easy its quite challenging, but not impossible. Try and try again. Good level and enemy design with lots of variety. It may look oldschool, but the controls and overall game smoothness is modern, I was impressed how great the controls were, I recommend a gamepad. It may go upto 720P, but i think its upscaled from 360P honestly. There may be nothing new or original but it does a great job of combining many interesting concepts in a single game. If you have a fondness for classic or modern arcade horizontal shmups, this is a must have. It excels in both! Its a must have for any fan, that anyone can afford.

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