## Steel Empire License

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## **About This Game**



Title: Steel Empire Genre: Action Developer: Mebius Publisher: Teyon

Release Date: 13 Sep, 2018

Minimum:

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

Processor: Core2Duo 2.6Ghz

Memory: 2 GB RAM

**Graphics:** 

English

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-STEEL EMPIRE- Its Gameplay and Controls feel great, its Steampunky art style is superb and its Aged really well. This Version ran absolutley fine and if ur looking to scratch that Shmup Itch then this will do it for you. I wish alot more old retro style games were done as good as this.. I've seen a lot of reviews talking about good controls. My only problem with this game, which was my very first game as a kid on the genesis, is that you can't change most of the controls and some of them don't respond very well. You can only switch the three attack controls around which show as A, B and X. In reality, the attack controls are Right, Left and Down on my keyboard. Movement is WSDA. As far as control response, it seems that trying to go down, the S key, doesn't work a lot of the times if I'm also trying to go right or left. I have to let go of either direction and then just go down. Somewhat annoying.. A breath of fresher air to a great steampunk shmup indeed. The viewport feels more sizeable, the projectile clarity is much better, bosses have some new surprises, the art and music have been improved considerably, but the controls seems to be the same (which isn't a bad thing at all, considering the controls were good enough as they were to begin, and simple too!). I don't know if I got skilled or the game is easier, but for me to beat it on Normal without using a continue? I'm gonna wage I got good without knowing, seeing I have been into shoot'em ups for a while. A few improvements I think that can be done and an idea to be considered: - A 2 Player Mode. I know the original didn't have, but that could be an interesting addition. - More screen and resolution options (default resolution, 2x, 3x, full screen or windowed.) - Expand control configuration to include customization to keyboard and better detection of Xinput when the controller is plugged in at any point. - Move the "Save Replay" option to after the player chooses to after the player inputs their initials in the high score. That's about it. Another thing I'd like to say is that I would love a sequel to Steel Empire, so if it happens.. 8/10 Pros: Tight controls, reminiscent of the original. Matter of fact, everything gives off a sense of the original or the GBA remake. The graphics have been noticeably improved upon and the game plays very smooth with little to no stuttering. Cons: Honestly, the soundtrack feels ripped from the GBA version and then just had that tinny sound removed. Was kinda hoping for a bit more in this department since the music on the genesis could actually hold it's own against the two. Verdict: If you don't care about the music then this is an instant pick up for any sh'mup fan, difficulty settings give this game nice replayability and will keep you coming back for more.. I picked this game up on a whim in the Autumn Sale. Unfortunately its release seems to have been overlooked, because as of writing this it doesn't even have a review score. In fact, its lack of a review score is a large part of my reason for writing this review so I'm going to keep this brief. I believe there are people out there that would enjoy this game if they knew about it. Steel Empire is a shmup with a steam punk aesthetic. You can play either as a zeppelin or a plane and freely switch vehicles between levels. The aircraft have upgradable weapon systems and can shoot left/right. Although the zeppelin has a slower movement speed, it felt like the stronger ship. There is a story but I've only played one credit so far and I didn't bother to read it. I 1cc'd the game's normal difficult on my first try, so I'd describe it as a pretty easy game. It took a little under an hour which is fairly long for a STG, but the stages felt varied. There is at least one higher difficulty level, but I haven't tried it yet. It's a neat game and I'd recommend it to shmup beginners and people that like the art style. I may update this review later after playing a higher difficulty level.. 8/10 Pros: Tight controls, reminiscent of the original. Matter of fact, everything gives off a sense of the original or the GBA remake. The graphics have been noticeably improved upon and the game plays very smooth with little to no stuttering. Cons: Honestly, the soundtrack feels ripped from the GBA version and then just had that tinny sound removed. Was kinda hoping for a bit more in this department since the music on the genesis could actually hold it's own against the two. Verdict: If you don't care about the music then this is an instant pick up for any sh'mup fan, difficulty settings give this game nice replayability and will keep you coming back for more.

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