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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

b4d347fde0

English



The image shows a Windows desktop environment with a warm, golden-hour background. The desktop features several utility widgets and navigation icons.

**Calendar:** A calendar for June 2018 is displayed at the top, with the 26th highlighted in grey.

**Weather Widget:**

- Location: Washington
- Temperature: 27°C
- High/Low: 28° - 20°C
- Wind: 9.3 km/h N
- Humidity: 45%
- UV Index: High
- Sunrise/Sunset: 05:44 - 20:37

**7-Day Forecast:**

- TODAY: 33° - 26°
- Wed 27: 34° - 27°
- Thur 28: 35° - 28°
- Fri 29: 35° - 28°
- Sat 30: 35° - 27°
- Sun 1: 34° - 27°
- Mon 2: 33° - 26°
- Tues 3: 33° - 26°

**System Status:**

- Hard Disk Drive: 54%
- RAM Memory: 48%
- SWAP Memory: 18%
- Central Unit: 6%
- Battery: 61%
- Volume: 56%
- Recycle Bin: 28 - 5.8 MB
- Down/Up Speed: 0.0 - 0.0 KB

**Navigation Icons:** My Computer, Documents, My Pictures, My Music, My Videos, Downloads, Control Panel, Desktop.



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I have enjoyed this game for many hours beyond the time that Steam knows of. Having been part of beta testing and on I have seen this game evolve from it's original masochistic minimalist form to its current massively, masochistic, minimalistic form. With the addition of power-ups the developer has granted players a morsel of mercy that adds to the fun. It also gives me the ability to say, in a curmudgeonly voice, "Power-ups?! Back in my day, a Disastr\_Blasr power-up was a kick in the jimmy! And we liked it!"

One of the truly cool things I love about Dog Theory's approach with this minimalist game is that every detail is meaningful. When I play this game it is clear to me that a lot of love and thought has been squished into it.

Heart pounding, cool sounding, super-challenging and artsy fun!. I was fine with the errors in the first chapter, but this time I guess it just felt sloppy. Game allows you to go to 0 health and be fine, it used my character name for my imp's name, etc.. Overall its a great game , there is some bad and good stuff

Good:

- No real tanky classes , except Warrior that means you have to think about what you do.
- Many awesome looking maps.
- Gender change.
- No need to pay real money for classes.
- Timing is the Key to success.

Bad:

- Price is a bit high, but i think the content may be worth it after some time (its still early access)
- Bots get stuck sometimes.

I would recommend buying this game , it is really fun to play with friends or even with randoms or bots.

It's still in Early-Access so you can see the progress of the game and you would help the Developers (Hydrant Games) with their awesome project , they are updating the game every 2-7 days.. Good (fun) physics, and you can really feel the difference between cars. I love the graphics, terrains, buildings, cars, EXPLOSIONS etc! Music is awesome too! I only have one wish, more songs please :). Light, fanciful music. Nothing really heavy, just thinker type music that sounds "synthetic" and is not deep bass intuned.. I thought this game looked cool, and after 30 minutes of playing, I returned it. There's potential here, but it's controls aren't fantastic. To move, you swing your arms side to side to run, which feels fine. However, this causes basic sword combat to be extremely awkward as you are fighting the controls to swing while standing still. Not only that, but the game overall doesn't look fantastic, and the first fight is pretty awful. Just trying to keep track of the boss, or rather any enemy will your character constantly runs is just a nightmare, and overall the levels are just boring and messy. Wait for a price drop or more content or something, but \$20 is asking a lot for something with a cool idea, but pretty poor execution.. Almost unplayable because there is no invert mouse option.. Sometimes I wanna boot up those old NES Megaman games and experience them just like I did as a kid. And while the Megaman Legacy Collection does a good job of recreating the "literal" games that they are, it cannot evoke the ball busting difficulty that i remember of playing Megaman 5 as a child for the first time (pro tip: MM5 is easy as sin as an adult)

I think that games like Mibibli capture the true nostalgia of being helplessly flung in the air and plastered to the wall that i remember so fondly as stupid child. Mibibli is a crowning achievement, right alongside Shovel Knight, that really takes me back to the past while constantly feeling new and fresh.

Side Note : It will seem like a mess of random pallets and tiles everywhere, but just stick with it. This game pulls its own weight, even after asking such a tall order from its players.. Don't buy. Tons of reports of broken levels. I am currently stuck on a broken level mentioned here <https://steamcommunity.com/app/804130/discussions/0/2828702373002090570V.I> attempted to contact the dev, but have gotten no response in over a week. Easy pass even though it's a dollar.. Mais um jogo da ``cobrinha\u00b4\u00b4 s\u00f3 que misturado com rpg!

[-card Drop](#)

[-Funny](#)

[-eeeeeeerrrr nothing more!](#)

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An excellent addition to the Emily universe. The sales were varied and sometimes harrying. The characters were fun, and the various locales quite unusual. If you are in the mood for a click fest with character, give it a try.. I guess I'm going to be the first to deviate from all the negative reviews for this interesting title.

In short I'd recommend this game to anyone that's looking for a flight arcade title set during the beautiful backdrops of the Vietnam War. I give a lot of credit towards the developers with the wide range of assorted aircraft during the 60's/70's. The soundtrack is good or unique in a sense ,yet after a couple missions they get really beaten to death since they wrote original songs for this game with some range of genres too. I'll be honest by saying that the story isn't interesting at all even though I'm not that far into the game. Some other things that bother me with what the developers did was mainly the grid they put into each of the combat airspaces giving you only so much room to fly yet it's not all that bad, but it takes away from "some" of the immersion. Graphically this game is beautiful despite all the nay-sayers are saying how this seems dated which on the ground it does but its really gorgeous up in the skies of vietnam while you're chasing screaming Migs.

Another small thing that bothers me too is during helicopter gameplay your seated in the Co-Pilot seat of lets say the Hueys and Chinooks when in reality they should of had you sitting in the actual pilot seat.

These are just some of the things that popped at me with my short time of playing this but I'm going to enjoy it nonetheless.

If you are on the fence about picking this title up my best advice is to wait for it to be on sale instead of paying full price since you don't have too much to loose.. This review was requested by (and game supplied by) TrueAceKiller. Nice one, man. ^\_^ And I'll admit right now, that I WISH I was recording my experience...my freak out was golden.)

One thing I'll never understand...*Masked Shooters 2* is a sequel of a mysterious *Masked Shooters*, but...why isn't it on Steam? You'll be pleased to know that you're not missing much as the original...is almost exactly the same as the sequel, but was released on Gamejolt 2 years earlier. <http://gamejolt.com/games/masked-shooters/31454#close>

As discovered, this game is constructed in Unity (We meet again, eh?...), as you'll realize that bodies will occassionally spaz out and distort right after they're killed as shown below:

<http://steamcommunity.com/sharedfiles/filedetails/?id=786219918>

Now...I KNOW I've seen this before...but where?.....It's almost like....

<https://www.youtube.com/watch?v=l5solYnY3MM>

(If the video is removed: "Geddan meme")

Of course, that's not the only problem. My associate has discovered mid-game that running into a wall corner a certain way will cause you to skyrocket into the sky....there is no map ceiling.

<http://steamcommunity.com/sharedfiles/filedetails/?id=786221009>

We also discovered that the RPG is insanely powerful and will kill in a single hit, a common choice for players. A sniper rifle can body shot or foot shot and STILL count as an instant kill. Anything that is not a machine gun / assault rifle / submachine gun will take as little as 1-2 hits to kill someone, even at a distance. Of course, every single weapon is in your inventory from the get-go. Some serious balancing is in order.

*Masked Shooters 2* lacks in variety as everyone plays as the exact same model on a selection of 3 maps...this game has been on Steam since January 2016 and has not had a gameplay update since April 2016. The only pro-side is that it looks decent (though subpar), and is a Deathmatch title.

Is it worth asking price (\$1)? Not at all when you can play Team Fortress 2 for free. I commend the developer for making this game, but it's not the best shooter you can expect. You can find many free shooters out there, this title should be free as well, considering how little you're getting with it.

3/10 A generic deathmatch shooter lacking in variety and in serious need of fixing.. This game sucks.

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Not fun at all.... This is arguably the worst game I have ever played, and that ain't no bullsh\*t neither.

I had originally played this game before now, about a year ago but noticed that the second mission, where you fly a Cobra attack helicopter that I was unable to switch to the Huey upon game demand. Keep in mind I am playing this on a Mac so I felt that maybe it was something to do with the platform, but then again, this game **\*\*is\*\*** compatible with the Mac platform.

Anyway, so I posted a dicussion here, over a year ago highlighting the aforementioned issue:

<https://steamcommunity.com/app/233210/discussions/0/611704730315759849/>

Left it for a week after posting then I got bored and deleted the game off of my Steam account. Came back to the game today to try it again - who knows, maybe I missed something first time around.

lol, nope.

Got to the same mission, and the same problem presented. No mouse clicker on the screen to select the Huey.

Go back to the same forum topic I posted and was equally amazed and appalled that **NOT ONE RESPONSE BY THE ♥♥♥♥♥ING DEVELOPERS WAS MADE.**

**A WHOLE YEAR.**

**IT IS NOT ROCKET SCIENCE TO GET A MOUSE TO WORK ON A GAME.**

**IT IS NOT HARD TO PROGRAM THE MOUSE TO PERFORM BASIC FUNCTIONALITY LIKE SELECTING ANOTHER HELICOPTER.**

So I give this game a 3/10. The good:

- Beautiful Graphics, even on Medium.
- Transistion between Airplanes and Helicopters is fun.

And the bad:

- Developers clearly do not give a ♥♥♥♥♥ about their **PAYING CUSTOMERS.**
- Broken game on Mac.
- Awful dialogue.
- Even worse control layout.

Whoever coined up this game. Please. Do not make another game in your life, if you cannot be bothered to tend the games you already have. This could be a **FANTASTIC** game if you weren't so inattentive to your consumer needs. Either that, or do not enable multi-platform playability if you **CANNOT PLAY IT..** Fun, "beat your score" type arcade game that only costs one dollar. Worth it for the simplicity alone. + gamepad support

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