
Pterodalien Activation Code [portable Edition]



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About This Game

The world is under siege by an alien armada. - Fight the aliens back and destroy the master alien ship. To get there you must close the 5 Gates.

We know you have saved the world a lot of times, that is why we need you as a pilot to do it again. - Join now!

Pterodalien is the next Shoot 'em Up which takes another step forward in the evolution of the shmup-genre. As the story is made for players who act up to the principle "first shoot - ask questions later" the sophisticated gameplay-cycle gives the successful player the opportunity to stand out from the other players to get all the **48 achievements**.

Now as the mission is clear the player will be equipped with high-tech **space ship that can be upgraded**. The player is able to **earn upgrade points** (attributes) after a Level-UP in the **experience-system**. The player can **choose between** different upgrades: main-gun, lasergun, homing-missile, Rocket, Speed, Health. - But decisions should be chosen **wisely** because some upgrades have a **trade-off**... So for **example a homing-missile makes an easy hit but only a hit with the main-gun brings additionally XP for you next Level-Up**.

In the tradition of Shmups, Pterodalien has it's **own combo-system**: with each alien ship you shoot you will get a card from the type of alienship you have shot, you can get an XP-Bonus for **3-of-a-type 4-of-a-type and 5-of-a-type, also another XP-Bonus for a 3+2 combo**. But it is not that easy, the player **starts with the chance for a 3-of-type, once this is reached the chance counter raises to 4**. Then the player is able to reach a 4-of-a-type and so on. In case the player is not successful the **counter is reset to 3**. - So the successful player will **first aim and then shoot**.

After making achievements the player will get additionally **rank-points** with reaching certain amounts the player will be

promoted and reach a higher rank.

Pterodalien comes with **11 stunning sci-fi levels** each of them has **boss-fights**

Many **Alien Bosses have a character and are giving comments** during the bossfight

The game has **a lot of different types of enemy spacecrafts and turrets to shoot**

Title: Pterodalien
Genre: Action, Casual, Indie, Simulation, Early Access
Developer:
Kibosso Media
Publisher:
Kibosso Media
Release Date: 5 Dec, 2017

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Minimum:

OS: Win 8

Processor: i3

Memory: 8 GB RAM

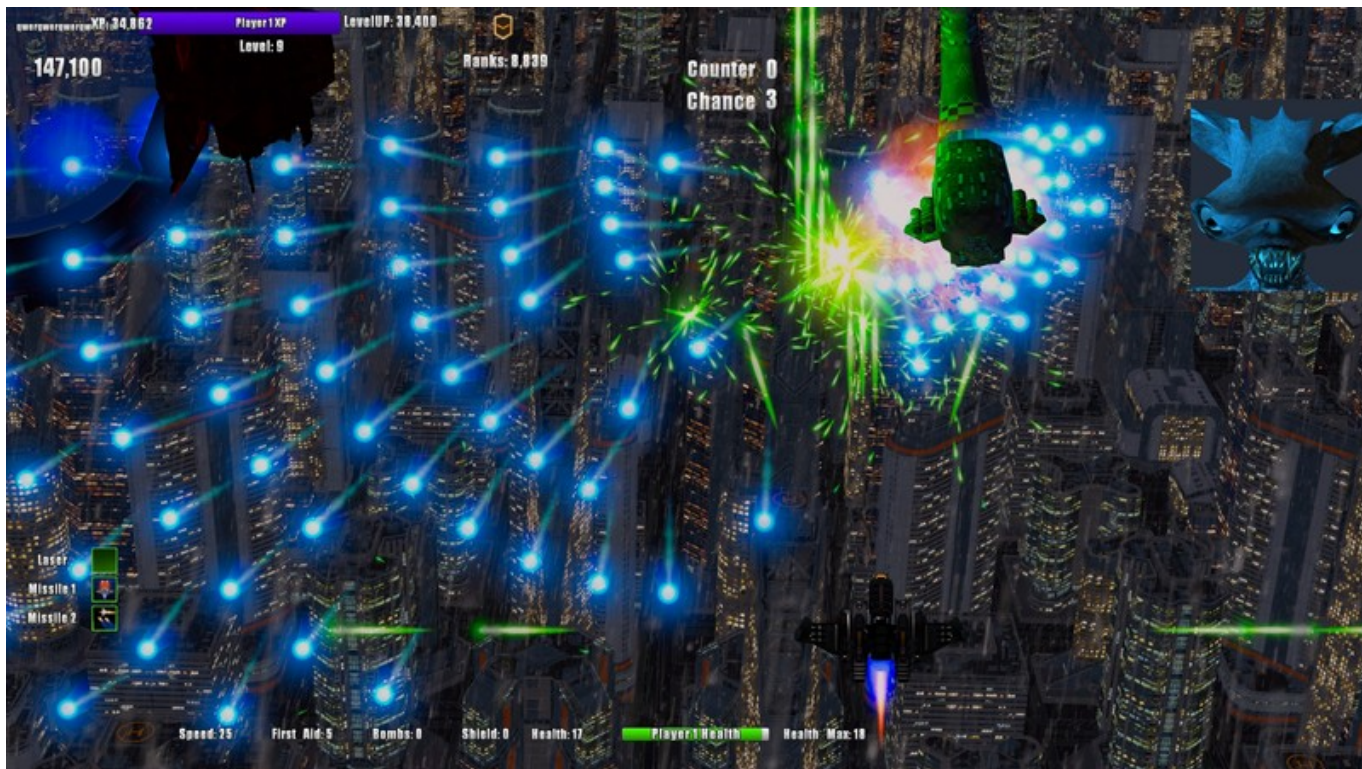
Graphics: GeForce GTX 760 or AMD equivalent

DirectX: Version 11

Storage: 4 GB available space

English





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