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Razor2: Hidden Skies Free Download [hack]



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## About This Game

Razor2: Hidden Skies 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

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- Weapons and equipment upgrades
  - Three difficulty levels
  - 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

Game level 40  
Possible moves: 24  
Tiles left: 144









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All have to say is that this game is awesome! It was games like these that I used to skip school and play on my NES. I can believe the level of excitement I feel when I find things like my first golden sword with fire damage. There is a lot to do in the game. All kinds of crafting possibilities and a totally open skill tree. Its a rouge like but if you die you just start off to where you were before you went into the cave. There is 100 levels and its different every time you go back in. Its the best 5\$ I have ever spent on steam.. I suck hard at this game, while my wife is a goddess at it. Still, it's fun. Think fast! Woops, too late. You shot that colored ball at the wrong spot, or hesitated a moment too long, or something. Or you just plain failed to do enough complicated things to get the balls to move backward a bit, often enough to avoid losing (as the levels get harder and harder).

This game makes my head explode, but it is very well designed. Simple and fun, with plenty of challenges.. The game has a lot of potential - if a little thought would be put in to it - at the moment it is very boring.

\* For instance - Why collect mushrooms to simply cast them at the ghosts? Why not rather have them appear randomly at the start of the game and the player has to collect them to move on (a maze style game), or something like that.

\*The spellcasting is really dull and plain - difficult to work with too. Rather devise a FPS/RPG-style approach and add a spellbook and maybe staffs and/or wands. Add different elements maybe and categorize the spells there under. Along with the spells requirements and energy/mana usage,

\*Lastly all the ghosts look the same, move the same speed, and pretty much attack in the same way... This makes the game become very repetitive, very soon! It also makes the wave/round speed incredibly long, especially in such a huge environment. Give the ghost and or maybe even other types of enemies a bit more characteristics.

\*\*\* Other than that I like the graphics, and the gameplay as well as the environment (could use a little more upbeat theme music and more variety of theme songs, just to up the pace of the game as well), the game really has potential...

Just a few thoughts on what I would like to see in an update, then I would gladly recommend it and be happy that I paid for it.. One of the best games i've played so far. It combines everything I love about videogames.

Its a great game and 100% worth the money!. Player Bases.

\u2610 Kids.

\u2610 Everyone.

\u2611 Mature.

\u2610 Casual Players.

\u2610 Pro players.

Graphics.

\u2610 Potato.

\u2610 Really Bad.

\u2610 Bad.

\u2610 OK.

\u2610 Good.

\u2610 Beautiful.

\u2611 Masterpiece.

Price.

\u2610 Full Price.

\u2610 Wait For Sale.

\u2611 Refund It If You Can.

\u2610 Don't Buy It.

\u2610 Free.

Requirements.

\u2610 Minimum.

\u2610 Medium.

\u2610 Fast.

\u2611 High End.

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\u2610 Super Computer.

Difficulty.

\u2610 Easy.

\u2610 Medium.

\u2611 Hard.

\u2610 Very Hard.

\u2610 Death March.

\u2610 Dark Souls.

Game length.

\u2610 Really Short. ( 0 - 2 hours)

\u2610 Short. ( 2 - 8 hours)

\u2611 Medium. ( 8 - 16 hours)

\u2610 Long. ( 16+ hours)

\u2610 Endless.

Story.

\u2611 It Doesn't Have One.

\u2610 Horrible.

\u2610 Ok.

\u2610 Average.

\u2610 Good.

\u2610 Fantastic.

Cinematic/Art.

\u2610 It Doesn't Have.

\u2610 Horrible.

\u2610 Ok.

\u2610 Average.

\u2610 Good.

\u2611 Like Watching A Movie.

Music/Sound.

\u2610 Horrible.

\u2610 Decent.

\u2610 Average.

\u2610 Good.

\u2611 Amazing.

Gameplay.

\u2610 Terrible.

\u2610 Ok.

\u2611 Average.

\u2610 Good.

\u2610 Fantastic.

Bugs.

\u2610 Game Itself Is One Big BUG.

\u2610 Game Breaking Bugs.

\u2610 Lots of bugs.

\u2610 Few Bugs.

\u2611 Nothing.

Others.



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Multiplayer: \u2610  
Singleplayer: \u2611

Final Score:  
5/10

Recommended!

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good game but it would be nice if it would go fullscreen,. Throw a goat at an enemy, tear his legs off while he's on the floor and beat other guys up with the torn legs.

10/10 can't wait for the arena mode!. jogo porreiro. lingua portuguesa errada nao existe portugues do brasil. i think this game has great potential and i think if they add freeplay it would greatly improve the game. right now i would not buy it as after story wich lasts 2-3 hrs depending on your play style there is not much to do but replay old missions from story. This game would be worth 10/10 if it had freeplay i feel as of now it is 5/10 it feels incomplete since the story is so short and there is no freeplay.

currently 5/10 if they add freeplay 10/10 worth a buy ? depends if freeplay is added if not i recomend you watch it on you tube since you will have just as fun an experience and you save \$20.

I recomend TheNorthernAlex for a great play through of the game and other firefighting playthroughs.. The premise of the story is that a friend of yours has come across an old VHS tape of a person who is exploring a town known as 'Blue Valley' whose town people have mysteriously disappeared. Your friend comments on this tape as you watch it together, a tape which for some reason you can control what it sees? The big mystery of why everyone is dead? Why there is a massive temple hiding an extra-terrestrial tree? Why do vanishing people want the camera man dead? And why a camcorder seems to have infinite power on zero battery life is never really explained? Hence the whole walking around adventure seems rather pointless at the end. NOTHING is answered.

The even bigger mystery which this game offers which I would really like solved is this ... Why is there even ONE positive review to this game when there clearly should be NONE whatsoever. Why do you ask? Well let's start with the fact that the programming is so bad you can walk off cliffs, get stuck in stair wells, see through boulders, become one with a picket fence and have the game have a psychotic crash causing reboot for absolutely no reason. Should I continue???

The whole cheap gimmick of 'found footage' does not work. You NEVER really feel that you're a part of anything. Why? Because your brain should have enough common sense to tell you that you should not be able to control VHS footage found. On top of this, the developer has sacrificed voice acting for flashing written messages on screen like cheaply done subtitles which just ruins any moment of realism.

The objective of just walking around a town to discover how many bugs you can find does not make good entertainment. The only puzzle in the game is to find eight objects with the word 'obtain' visually placed over the top of them. This again ruins any feeling of realism you may get. You need to place the aforementioned items on the eight podiums in the temple. A secret stairwell will then appear which sends you to an ice dungeon that houses a gigantic tree. This tree has a stairwell/ portal which apparently leads to a beyond. It's really not hard to find 8 objects which have big words 'obtain' over them, but still you will somehow probably more likely find bugs before you find the objects in question.

The game was made, rushed, botched and forsaken by these people <http://www.kuchalu.co.uk/> . [I really don't get it? Are we that starved for good games that we will now give a thumbs up if a developer at least gets one thing right? While the musical score is good, it sadly gets drummed out by the snow storm? Likewise, while the graphics are top-notch, they're effect has little positive impact since your experience will be constantly jarred by bugs and badly developed game play.](#)

[How can one admire a flower in a paddock of muck and mire???](#)

[Seriously the game is so pointless since it doesn't answer a damn thing and is so badly orchestrated in coding that the game sent me into a blue depression. With half-hearted presentation and sparse narrative, and a cold meaningless setting with nothing really important to say left me deeply saddened and plagued with only one question 'how do I get out of this Blue Valley they have put me in?'](#)

[Complete game below to settle your curiosity](#)

<https://youtu.be/VNmQYc6mgo>

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<http://store.steampowered.com/curator/6843548/>. It's a pretty ok program, but I can honestly not recommend this to anyone that's new to digital art or that isn't patient enough to learn how to make brushes with this program. My first time using this program was already so confusing and foreign, that I just kept to the already included brushes instead of making my own. One thing that a beginner will definitely not be use are the modifiers for tilt and pen rotation, since most budget drawing tablets will not include this feature. I can't really say anything for professionals but I can see that this program would be best for those that want to experiment around or have a more unique art style that's a bit difficult to pull off with regular software. I do have to warn though that multiple other users have experienced bugs that can keep you from even using the program.. <https://youtu.be/gOEjBULbaLA>

[The intended difficulty of this game is twisted into frustration due to unnatural feeling controls and spotty hit detection. This imprecision is immediately apparent weakening the game.. I just love these Yup games, relaxing, fun and cheap.](#)

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