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## About This Game

- **This game supports rebinding controls, but only dual analog gamepads and keyboard & mouse modes are officially supported in desktop mode.**
- **VR mode requires a dual analog gamepad. Mouse control is NOT supported in VR.**
- **HOTAS controllers are not officially supported and are at your own risk!**

House of the Dying Sun is a tactical space shooter that puts you in the cockpit of the Empire's most deadly interceptor and in command of the Harbinger Fleet. Hunt down the enemies of your dying empire and upgrade your warships with new weapons and abilities earned during your campaign of terror.

## Key Features:

- **Classic Space Sim Combat:** Fly from the cockpit of the Executor Mk II with gameplay heavily influenced by the titans of yesteryear
- **Take Command:** Give orders to any vessel in your fleet from a tactical overview, switch to another fighter, or pause time and carefully consider your next move
- **Replayable Scenarios:** Choose one of four increasingly-brutal difficulties in each of the 14 campaign scenarios.

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- **Powerful Upgrades:** Complete bonus objectives to earn special fleet upgrades such as the Gap Drive or the Kamikaze Chassis. You'll need these to tackle the most difficult scenarios.
  - **VR & Monitor Support:** House of the Dying Sun was carefully designed for both traditional monitors *and* VR headsets such as the HTC Vive. It also supports 21:9 displays!

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Title: House of the Dying Sun  
Genre: Action, Indie, Simulation  
Developer:  
Marauder Interactive, LLC  
Publisher:  
Marauder Interactive, LLC  
Release Date: 1 Nov, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** 2.4GHz Quad Core Processor

**Memory:** 4 GB RAM

**Graphics:** DirectX 9.0c compatible, 2048 MB of VRAM

**DirectX:** Version 9.0c

**Storage:** 2 GB available space

**Additional Notes:** Installation of SteamVR is required for VR support.

English







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It's rather straight and simple for what it is. If i could recommend a slight change needed then it would be during the dungeon crawl/walk through you have to do each character individually for movement through each room which can get quite tedious. The game play is not very complex. You can also farm the items needed to upgrade skills so it can either be challenging or easy depending on how you want to go about it.

I would not recommend this for the full price though. It is a good game for when you just want something simple to do.. My hormones are too active.. wow such fun,very low poly,many enemies. Fun concept, I think this game has a ton of potential, and will be following closely as it's developed.

I particularly like the art and music styling. It's light and fast paced.

Game has a good sense of humor and is genuinely fun to play.. Not sure where the hate is coming from but this is definitely a solid DMC game. I'd say that playing as Nero brings something fresh to the table.. Quite a fun little game. Lots of pyrotechnics and nice art style to boot. The puzzles have been interesting without being too frustrating.. Everyone who played Weird Worlds (Infinite Space II) probably loved it as the '30 Minute Star Control 2'. Well, a decade later here's a third instalment that adds very little new and makes the UI far worse. Firstly, the horrendous 3D map. It takes a bit of getting used to, but eventually, if you turn Nebula Density down to low, you will learn to get around. The inventory and item collection screens are really clunky too, but after much trial and error you'll discover that deep down this is exactly the same game as Weird Worlds, except far ugly and harder to use.. This is one of the easier AGEOD games to get into, there's still so much nuance however. It's best to start in the Italian Scenario and be able to consistently win on both sides before expanding your view outward to the grander campaigns.

This game is really worth picking up if you wish to learn of the history and military strategy of the day, though it is brought down by the ancient engine it is used on. Fortunately, Slitherine has confirmed this is the last AGEOD game on this engine, as a new one is in the works, which is what we should all be looking out for. Either way, this is a great game to add to your selection.. TL;DR - If you're willing to sacrifice good translations and game features for a sort of disappointing yet charming story with loveable characters, this is your game.

I have a love/hate relationship with this game. It has amazing voice actors and amazing art, but the translation is really \u2665\u2665\u2665\u2665\u2665 and at times ruins the mood or takes like 4 minutes to comprehend.

It's obvious this was made for the PSP or a system like it because it still has the picture buttons and features I cannot use unless

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what I assume is I buy a controller. Which sucks, cause one of the features could be really helpful it was was properly made to work.

Overall I think the 40 bucks is NOT worth it. Maybe 25 to 30, but this is a poorly ported PSP game that can ruin the experince for someone who's very picky. I have to say the art is very pleasing and the voices are super soothing, I was really hoping for an Erica route, but the routes given are really good!! (All but Ray's route, \u2665\u2665\u2665\u2665 Ray.)



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This early access game hasn't been updated in a while and may be abandoned,. The concept is an imaginative mix of sci-fi and dragons, but it seems like the devs just threw a bunch of ideas at the wall and nothing really stuck. The controls are servicable and the graphics are decent, if a little unpolished. Ultimately, I just wasn't able to find anything enjoyable in here.. I played Rogue Fable II on Kongregate last year and have loved playing the alpha release of Rogue Fable III on Kongregate this past month. This game has developed a lot since I first started playing Rogue Fable II with more races, classes, enemies, items etc. and I keep finding new things every time I play through the game. This game has endless variability and the full version of the game has not even been released yet. I love the responsiveness of the developer when dealing with bugs and game mechanic issues. I have high hopes for the full game once it is finally completed.

Rogue Fable III is a very well done Rogue-like style game which means that each level/monsters/items etc are randomly generated each time you start a new game. I love this style because it allows me to just pick the game up and play here or there when I have some time to kill without having to worry about story line or decisions that will impact my future playability. I am able to just mess around with characters, see how different builds work, play as different races etc. without having to commit to anything for any length of time.. Played this since it was free and was an easy 100% achievement game.

I Wish I didn't.

Terrible game.. Meh.

The game is a poorly documented (how many blobs do you need to get before you can shoot? Wait, you can shoot? What's that black blob?) game that has a 80's arcade game feel to it. Its the type of game you'd look at in the arcade, drop \$0.25 into and then after a few minutes go "well, *that was a waste*" and never go back to.

*On steam, this is a game that is \$0.99 (or as I did, \$0.69 on sale), install, play for a few minutes and then go "well, that was a waste" and uninstall.. Clever, Different.. so disgustingly adorable. perfect for that kiddie casual gamer in us all. I was addicted to it right away :). Pleased to see Polandball game. That's so cute to see countries. Good game for spend time also.*

*^^. First thing that happened when I got into map*

*Spotted by two snipers at once. Before playing the Redux version, I played and successfully completed the original Crimson Metal along with episodes 2 and 3.*

*The original did have some problems such as frame rate drops and occasional crashes, however I still enjoyed playing all 3 episodes and I would like to give credit to the developers for doing everything they can to bring an old school first person shooter on the market, especially considering they did it on FPS creator which does not have a good reputation.*

*With that aside, I am currently playing the Redux version and I enjoy the changes made. I do feel the gameplay is smoother and I welcome slight graphical changes made. The added crosshair and smaller gun model sizes are also a nice touch. The atmosphere and soundtrack are also great.*

*This game is not perfect and it certainly is not for everyone, but again, given the limitations of the resources provided and how they were utilized, I think the developers did a good job and I thank them for continuing to try and improve their product. Here's hoping for Crimson Metal 2. :). **-Quick Review-***

*Have you ever seen that classic youtube video "Animator vs. Animation"? (I highly recommend it), I like to think this game was inspired by it.*

*Stick Fight: The Game is a multiplayer cluster muck, where you assume control over a stick figure and then battle against your friends are rando's in a gladiator-style arena. Stick Fight was developed by Landfall and released Sep 28, 2017.*

#### **-Detailed breakdown review-**

**Gameplay:** *My brother found a multiplayer-indie-game-bundle, and we all grabbed bundles! You can play with random people to just experience the game. but nothing quite compares with screaming and yelling over voice chat while playing with friends/siblings.*

*There's a plethora of unique maps and weapons. With the addition of player made content there's more than a fair share of stuff to keep people's attention. The last standing survivor gets a crown which basically provokes the rest of us to want to kill you for being special.*

*As a bit of a heads up, there is a chatting feature, soooooo sometimes unsupervised children get onto the game, but you END*

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*THEM in this game, and feel really good about yourself as they drop the caps lock.*

**Conclusion:** *Maybe I'm not very good, but I don't know that there's really a fool-proof strategy to playing Stick Fight. I played dead a few times, that worked well. I fired slow concentrated fire once, that worked well, I danced and shot to the beat of the music... that worked well.*

*And I've also been on a losing spree so bad I just quit playing for the day. Again... I really only see this as a fun chaotic game to play with friends over voice chat. For me, this was totally worth picking it up!*

**Unscripted Thoughts Video:**

<https://www.youtube.com/watch?v=U3Uso8j2vcQ>

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