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About This Game

In ION ASSAULT players wield thousands of Ion Particles to blast, fry and disrupt anything on screen as you see fit!
GAMEPLAY WITH A TWIST: By centering its gameplay around its unique fluid and particle physics system, ION ASSAULT adds a twist to arcade style space shooters!

ANYONE CAN PLAY: Utilizing its dynamic level intensity, ION ASSAULT is both accessible for the beginner as well as challenging for the skilled gamer. The faster you destroy obstacles, the more enemies the game will throw at you, so play it safe and clear one obstacle at a time or go crazy and see how many enemies the game can throw at you for a maximum score!

Key features:

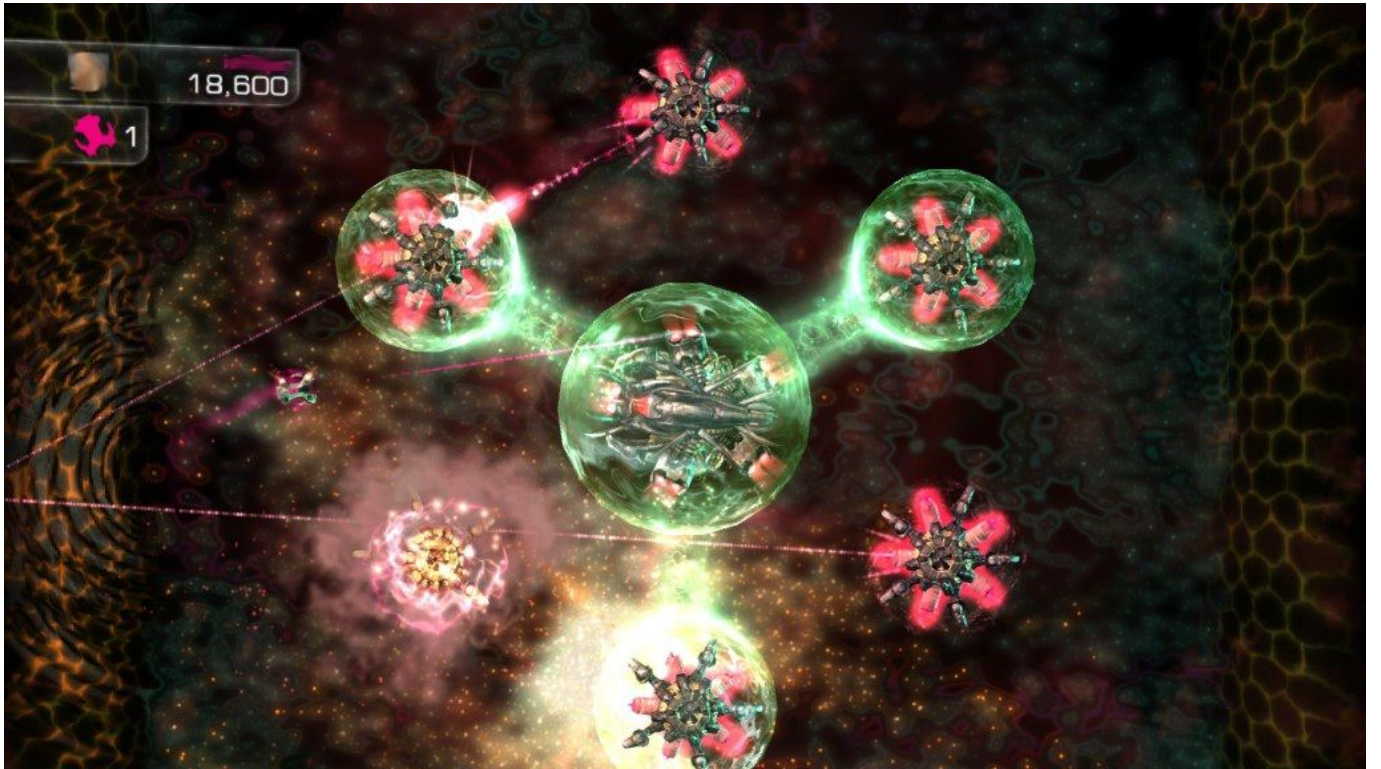
- Classical Shoot'em up with tactical depth: Ion Particles are limited for each level
- Wield thousands of Ion Particles.
- Use your space ship to fight against enemies and to destroy asteroids by absorbing and blasting Ion Particles.
- Collect valuable power ups to improve your ship, your defense or your fire power.
- Blast 30 different enemies using a variety of patterns to attack.

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- Fight through 4 large sectors, each guarded by a huge boss!
 - Over 20 levels, 5 levels in each sector
 - Conquer the leaderboard by mastering the innovative multiplier-based scoring mechanic.

Title: Ion Assault
Genre: Action, Casual, Indie
Developer:
Coreplay
Publisher:
THQ Nordic
Release Date: 17 Nov, 2010

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English,French,German,Italian,Japanese,Korean







Well well, an arcade game with only one mechanic; suck and release! Your ship is in a box filled with floating particles and asteroids. Suck particles and release them on the roids to blow them up...fly around the box, suck some more and release! When roids are gone the level ends. Enemies will spawn in at a regular interval to prevent you from destroying their precious asteroids, they will ram you and shoot you. Boss fight at the end of each sector!

I'd rate this crappy for having no upgrades beyond the power ups that you get from shooting some enemies and roids but as this is an arcade game they aren't that necessary anyway. The fluidity of the main mechanic is so well made that you will be mesmerized until the end, which was 2 hours for me. At 5\$ i got my money's worth of eye candy and boss fighting.

The only reason why you'd replay is to go for the leader board for score, which is tricky since the score is earned by grabbing it from dead roids end enemies... and it is affected by the physics and don't stay there forever so you must make combos and then grab the score items, which could be considered a game in itself cause you know, tapeworms and spermish enemies wants a bite out of you.

To resume, really well made arcade game that is not too long and not too hard. Graphics are top tier 3D and i wish i had guns to shoot them enemies but the sucking mechanic is so grandiose that who cares about guns in this boxed battlefield.

Gratz to the devs for this one; a definite buy.. on special of course :). Well well, an arcade game with only one mechanic; suck and release! Your ship is in a box filled with floating particles and asteroids. Suck particles and release them on the roids to blow them up...fly around the box, suck some more and release! When roids are gone the level ends. Enemies will spawn in at a regular interval to prevent you from destroying their precious asteroids, they will ram you and shoot you. Boss fight at the end of each sector!

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