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About This Game

The team at Sharpened Edge studios have spent years studying the great shmups to figure out their mechanics, difficulty balance, and challenge. The result of their work is Saviors: the ultimate bullet hell co-op experience.

After aliens conquer earth, you're humanity's one last hope for survival. Customize your ship and wage war through 18 huge levels.

Key Features

- Survival Mode – one life to live. How far can you go?
- Fun and original 2 player co-op game mode. Players have different weapons and roles and need to work together to succeed
- Full 3d engine, with real life particle physics and weapon ballistics.
- Online leaderboards with downloadable replays
- 100 different Steam achievements

Title: Star Saviors
Genre: Action, Indie, Strategy
Developer:
Sharpened Edge Studios
Release Date: 6 May, 2016

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English







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If you had played alien shooter, this is almost like alien shooter. I even feel one of the campaign level is almost like one campaign level in alien shooter's map.

It is OK. Maybe the difference between this and alien shooter is your enemy: zombie or alien.

Buy this if it is on sale and bundle with Alien Shooter. Seriously.. very ragey

. Very tricky but really fun, cant wait for more updates

i just hope there is a way to make it easier as i seam to hhave to micromanage every unit to put it them in place really good though. took me a min to figure out the space bar is to start the ride.... u will feel a lil nautious as u keep flippin up there but not bad expierence but 7.99 is too steep for this quick ride should of been 3.00... so cuz of price i gotta do thumbs down.... Waste of money.. Made bad choices and died :/ Would play again to hopefully not die.

This game will not allow you to have a fair chance. The AI is able to get 10 million pop with only 3 tier 1 bases. Seriously??. Wood Elves are my favorite team in this game, period. So far I have had the most fun with this team as well as the Chaos Dwarfs in Chaos Edition. But even as I recommend it I will give some feedback that is worth considering before you buy them.

Wood Elves is the second fastest team in the game after the Skaven IIRC, it makes your team good at moving the ball for the optimal pass, handoff and rush towards the end goal. They have one of the best if not THE best level one character in the Wedancer and their catchers start with a good amount of skills that is well worth their asking price. They are also the only Elven team that sport a big guy that is also a big guy that is stronger than all other big guys.

So there are some negatives here. All chars bar the tree have armor value 7 thus making them injury prone and there will be times where teams might implode as their high cost and replacing dying or ruined pieces is hard or impossible goal. All the positions are disgustingly expensive as they are good, so getting new of them is a goal for a season rather than an off hand cash spend. The tree have a 50% chance to not stand up if he is knocked over making him slow and sometimes unreliable but he soaks damage for the frail Elves and I feel he is worth it long term but he is not NEEDED.

If you want an Elven team that is fast, agile, good at stealing the ball and can move the ball from one end of the pitch and toss it to other side with EASE then I would recommend these as they are the gods of Elve. If you want a team that is different to what is offered in the core experience well these are not it. I would recommend Undead, Necromantic. Lizardmen or the Norse to get teams that stand out more to the core races to be honest but if you want what these guys give, then they are just plain FUN. Painfull when losing half the team at times but fun!

Also, if you do not play Wood Elves - A prone Wardancer is in need of his head being kicked in, so remember that and make it happen!. Sparkle 2 was more of an ambient experience.

With the addition of quests, obstacles and the ability to actively alter your organism(*), Sparkle 3 is more readily identifiable as a "game (per se)."

*In Sparkle 2, you could sway evolution by what you consumed. Want to be faster/stronger? Eat more of the corresponding color. Sparkle 3 has a level-up system; eat all you want and decide afterwards how you'll progress.

From the start (from what I remember), your organism is much more tank-y in 3 than in 2. What with the multiple stats to consider when levelling, I assume it's possible to get as much maneuverability out of your organism in 3 as you'd in 2. Both movement and consumption (absorption) rates are slower. In 2, movement affected pretty much only your head - your body would coil around and follow it. In 3, the axis seems placed at/near the actual center of the body - no such turning-on-a-dime movement, thusly.

I've 0.6 hrs on record currently; 100% Sparkle 2.

I want/expect to do the same for 3.

I recommend this game to:

Those who enjoyed 2 and wouldn't mind more of a "gamey" experience; 3 is still casual, but what with obstacles and quests, it's not near as mindnumbing as 2 (though, that soundtrack though...).

Those who haven't played 2 and aren't after such casual-ties (heh... heh...) as 2; understand that - what with the slow movement and absorption rates - 3 is still chill, but you'll have to actually make an effort to get through, as opposed to 2, in which simply being in-game damn-near guaranteed success.. English text below this one)

Português:

Vou ser sincero contigo, eu quando olhei para este jogo, fez-me lembrar os FPS Old-School como Doom e Quake e eu adoro esses jogos, mas confesso que estou muito desiludido com a compra. A ideia de criar algo tipo Doom/Wolfenstein é sempre algo porreiro: um FPS onde possas correr á vontade, com Health Packs, mais que 2 armas, matando tudo o que mexe mas o problema é que Crimson Metal não satisfaz de todo as minhas expectativas. Vamos começar pelo menu, tu não tens opções de configuração do jogo para já, não podes alterar a resolução, som, controlos, nada disso, uma uma chatice enorme especialmente para nós PC Gamers. Também não tens opções de dificuldade portanto tens que te desenrascar com o que tens. E acerca da

Gameplay, eu não tava á espera que estivesse tão longe de um FPS old-school, o fast-pacing não existe, tu matas uns 4 ou 5 inimigos(por vezes menos do que isso) e depois ficas a andar pelo mapa á procura de um cartão de acesso ou algo assim até encontrares um inimigo ou dois, é aborrecido e depois há outras coisas como a pontaria, se tu não estiveres a fazer a mira secundária, boa sorte em conseguires acertar alguma coisa porque a tua pontaria é uma bela porcaria sem isso a não ser que tu estejas a uma distância em que lhe podes dar um linguado. Os inimigos são fáceis mas ao mesmo tempo difíceis, é muito estranho, por um lado tu os consegues matar com uma facilidade tremenda mas se tu apareces no ponto de vista deles, eles sugam-te a vida em instantes se não te meteres a pau, um dos inimigos que é um monstro tipo Dead Space que aparece no 3ºNível, tu não te consegues aperceber se tu o mataste ou não, eles ficam tipo parados a olhar para ti e tu desperdiças balas á pala disso, um desses monstros quando o matei, ele simplesmente desapareceu! E no que toca a otimização este jogo ainda precisa um pouco de amor, as texturas da parede tremem, a framerate baixa em certos momentos(e eu estou a jogar num portátil bastante moderno), inimigos atravessam paredes, ás vezes o protagonista bloqueia a andar quando tás a pegar munição em estantes. Resumindo, é um jogo que precisa de ser bem trabalhado, e se tu procuras algo tipo Doom/Quake/Duke Nukem/Blood, afasta-te deste jogo porque o espírito desses FPS não está lá presente.

English:

I'll be honest with you, when I looked into this game, it reminded me the old-school FPS like Doom and Quake and I absolutely loved those games but I must admit that I am really disappointed with this one. The idea of creating something like Doom/Wolfenstein it's always something cool: a FPS where you can run around with healthpacks, more than 2 weapons and killing everything that moves but the problem is that Crimson Metal didn't met my expectations. First of all, the menu: there is no "Options" Menu, you can't change resolution, controls, sound, nothing like that, a huge bummer for PC Gamers like us. You also don't have any choice of difficulty so you'll have to deal with what you have. About the gameplay, I never thought that it would be so far away from an old school FPS, the fast-pacing is nonexistent, you kill like 4 or 5 enemies and then you wander around the map trying to find a key-card or something until you find 1 or 2 enemies, it's boring as hell and then there's the aiming. Dude, if you're not doing the secondary aiming, you're gonna have a bad time because your aiming sucks without it unless you have a distance where you can apply a french kiss on your enemy. The enemies are weird, they can be both easy but hard as well, it can be pretty easy to take them down but if they start to shoot you when you're not paying attention, they'll drain your health in a second, one of the enemies is sort of a monster Dead Space like(appears in Level 3), you can't understand if you killed him or not, you shoot him and then it stares at you until he falls into the ground, by then you wasted too much ammo. Also when I killed one of those monsters, it just straight dissappeared. And when it comes about optimization, this game definitely needs some love, the textures on the wall flicker, the framerate drops in certain moments(and I am playing in a modern machine), enemies phase through walls, sometimes the protagonist glitches while walking when you're picking up ammo from shelves. Basically, it's a game that needs a lot of work, if you're looking for something like Doom, Quake, Duke Nukem or Blood, get away from this game because that spirit isn't there.. Worst platformer/shooter I've played in ages.

This game gets it all wrong. Gamepad controls can't be configured and the configuration is badly chosen. Rules are poorly explained, complex and not any fun.

And finally, after only a few minutes of gameplay, when I tried to restart from the first level in classic mode the game locked up on me.. this is a good software but if you not have idea how works you probably have problems with the purification system or return option but that depends on your phone and you have usb for me does not bother me as I annoy you. Great game, highly recommended!. Played this some on Switch, since I got it for like \$1 there. Forgot why I hadn't continued it on Steam.

Got to the third level as a blue life-form, started the Spiky Rivers objective (a requirement).

After about 20 failures, I want my money back. That's right. I hate it so much I want my \$1 back. ♥♥♥♥ this poorly-developed♥♥♥♥♥♥show. How do you fail developing the difficulty curve three levels in? Not even worth starting over.

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