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About This Game

Preventive Strike is a dynamic arcade scroll-shooter created by a single developer. You control an overpowered attack helicopter with the objective to drive the enemy out o 5d3b920ae0

Title: Preventive Strike
Genre: Action, Casual, Indie
Developer:
TocanaDev
Publisher:
TocanaDev
Release Date: 15 Jun, 2018

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7+ x64

Processor: Intel Core 2 Duo E6550 2.33Ghz

English

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insanly difficult. only if you like getting slapped in the face.. insanly difficult. only if you like getting slapped in the face.. It is

bright. It is loud. It is hard. Is it good? I wouldn't say so. There is no tutorial to speak of, enemy projectiles seem random and due to the high bloom, it's impossible to dodge them properly. So it's difficult in that way that is not very fun at all. https://youtu.be/Yu-8hL4jBnA. OMG! i saw this game on steam and just buy it anyway ! Please continue update this game add some new Heli and maps and new weapons . I cheer you up.. Pros: -Graphics -Effects -Challenging gameplay -Original Air Strike 3D feeling -fluid gameplay flow -cool background change after first playthrough Cons: -Very short (first 4 levels with a few retrys 30min) -repititive enemys -controls are not changeable -very minimal settings possiblities -menu font and design (duhh)

Update, Oct 29, 2017 : Hello, I am TocanaDev and would like to tell you about the game's current state. Preventive Strike is my first personal project. What you see here is a pre-alpha demo built with Unity 5 that currently has 1 level and 10 enemy units. It does not fully represent the final product. I'm working on it solo, while also having a regular job and dealing with other things that slow down the development process. However, if all goes well, I plan to have the game finished sometime in Spring 2018, and once I have more stuff to show, I will upload it here for everyone to see.. WalkThrough : I made a Walk Through video, of the first 2 stages.. Update 1.0.41 : Now player has more health in level 1, and slightly handicapped enemies in other levels.. Added achievements! : Hi, Just to let you know, the game now includes achievements. I also fixed a few minor bugs. Restart Steam to update the game.. Update, Dec 5, 2017 : It's time for an update. I replaced the gameplay footage and screenshots as the game is now in alpha stage. The camera FOV was changed to allow for flying enemies which did not fit on the screen previously. I also made 6 more enemy units and am now working on the levels. The release schedule did not change, I still expect Preventive Strike to be released in Q2 2018.. 60FPS & The Golden Gun : 1. Now with 60 Fps. Change vSync, so it fresh faster. 2. If you Buy level 10 in Gun, Uzi or MiniGun, it is in Gold. (And it is an Achievement.) 3. Added some Merchandise for my game.. Preventive Strike will be out today! : Hello, everyone! It's been a long time since I stared developing Preventive Strike back in February 2017. It's been a tough journey and now the game is ready for the release today! I'm planning to add achievements, more content and make a mobile port in the future, if all goes good.. Dungeon Defenders II BOOR High Speed Trains Hat Hunters Update 1.2 : All new "Hat Hunter" game mode Hide in the crowd of the AI characters. Switch to the "Capture Mode" and capture the other players with your hat. Collect 5 stars or be the last remaining player to win the game. New game element: Bushes Bushes grow and spread over the map. As the game progresses the available space gets narrower and narrower. Bomberman mode All players are revealed at the beginning of the game. Hit other players with the bombs. Each player has 2 lives. Collect 6 stars or be the last remaining player to win the game. You can also create your own modes and experiment with mixing the different game rules or add your custom maps. For that go to the settings and select the folders where your modes or maps should be located. Readme files will be put into those folders explaining in detail how you can create your own content.. Update 1.0.2.4 : Added minor graphical improvements.

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