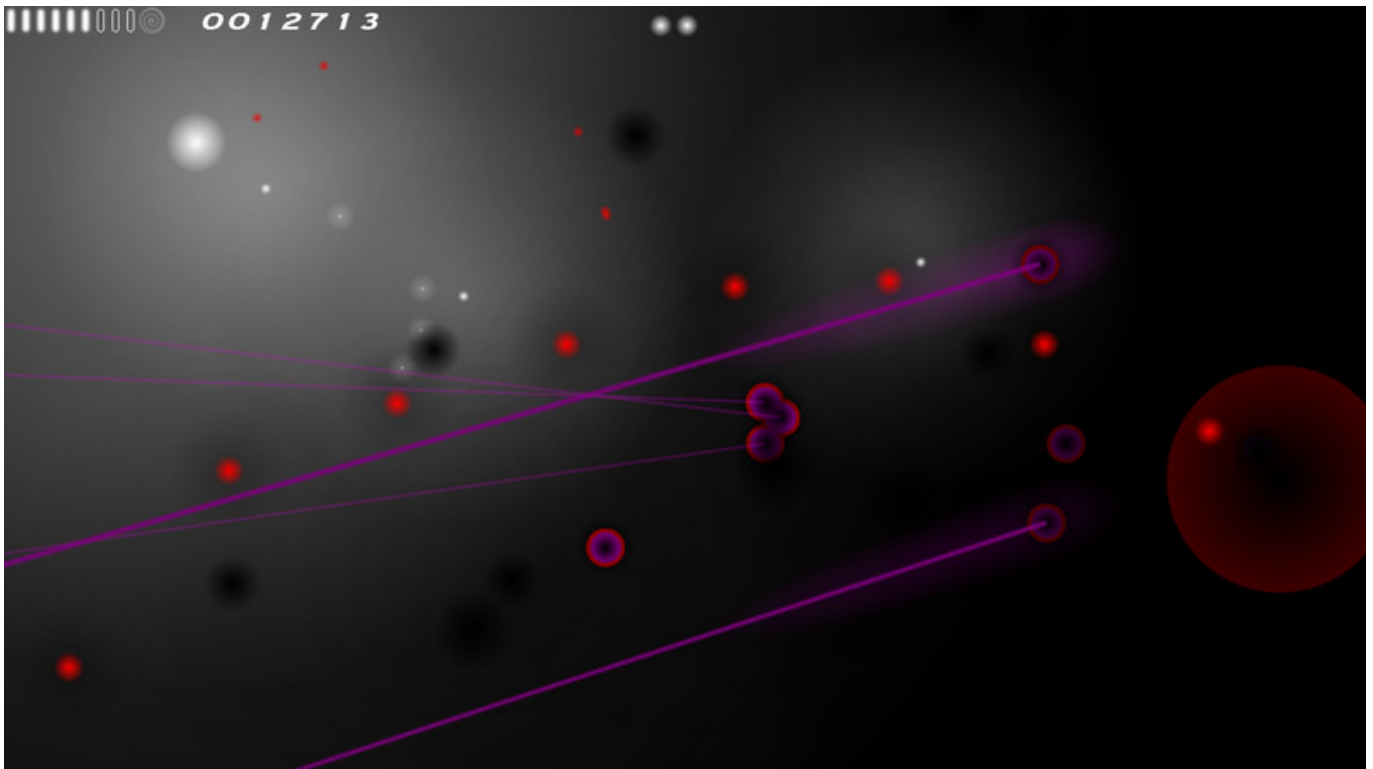


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## About This Game

Inspired by "shmups" and shadows, Shmadow is a modern twin-stick side-scroller that nods to retro arcade gameplay. Use your light to blast through hidden enemies, unlock new powers, and rack up a high score before the darkness takes over. Upon destruction, bosses drop power-ups that correspond to their defenses. These power-ups, used in combination with your customized starting ability, will help you fight the next threat that comes your way. Destroying bosses, dodging bullets, and the element of darkness create an action-packed experience that will put your speed, skill, and strategic thinking to the test!

## Features

- Infinite gameplay: Fight your way through endless streams of deadlier enemies
- 4 player local co-op: Recruit friends to help you beat back the darkness
- 12 special weapons and power-ups
- Leaderboards: crush your friends' scores and beat players from around the globe
- Original adaptive soundtrack
- Full controller support: enjoy the game with controller of your choice
- Three difficulty modes: play in casual, normal, or if you dare, nightmare mode

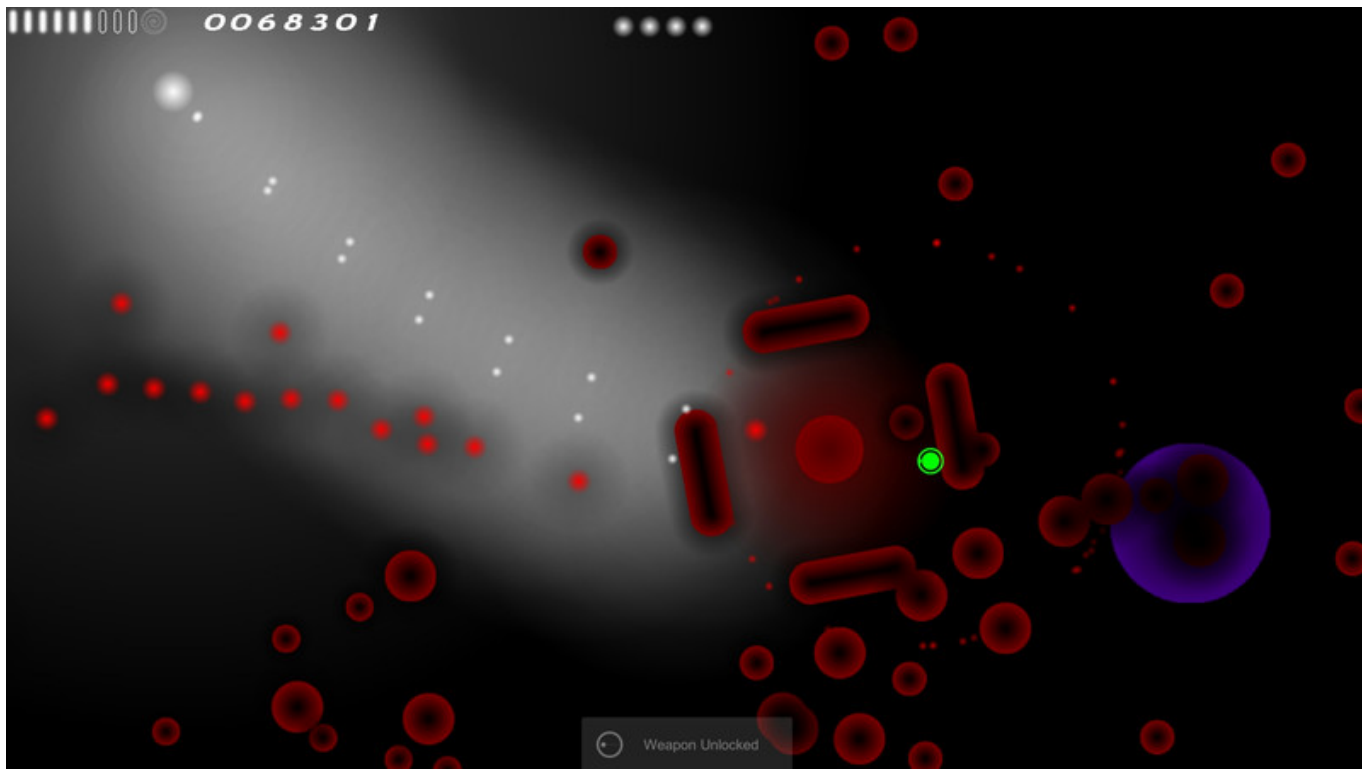


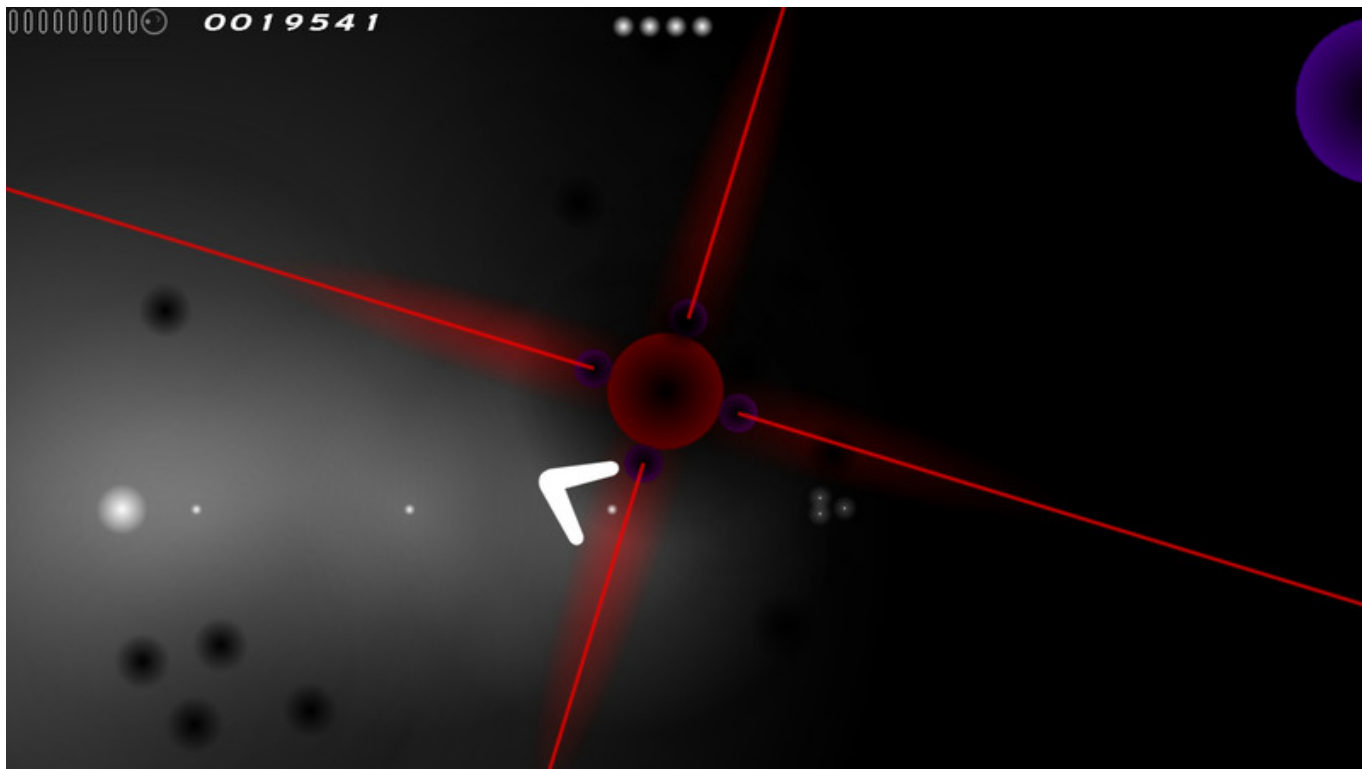
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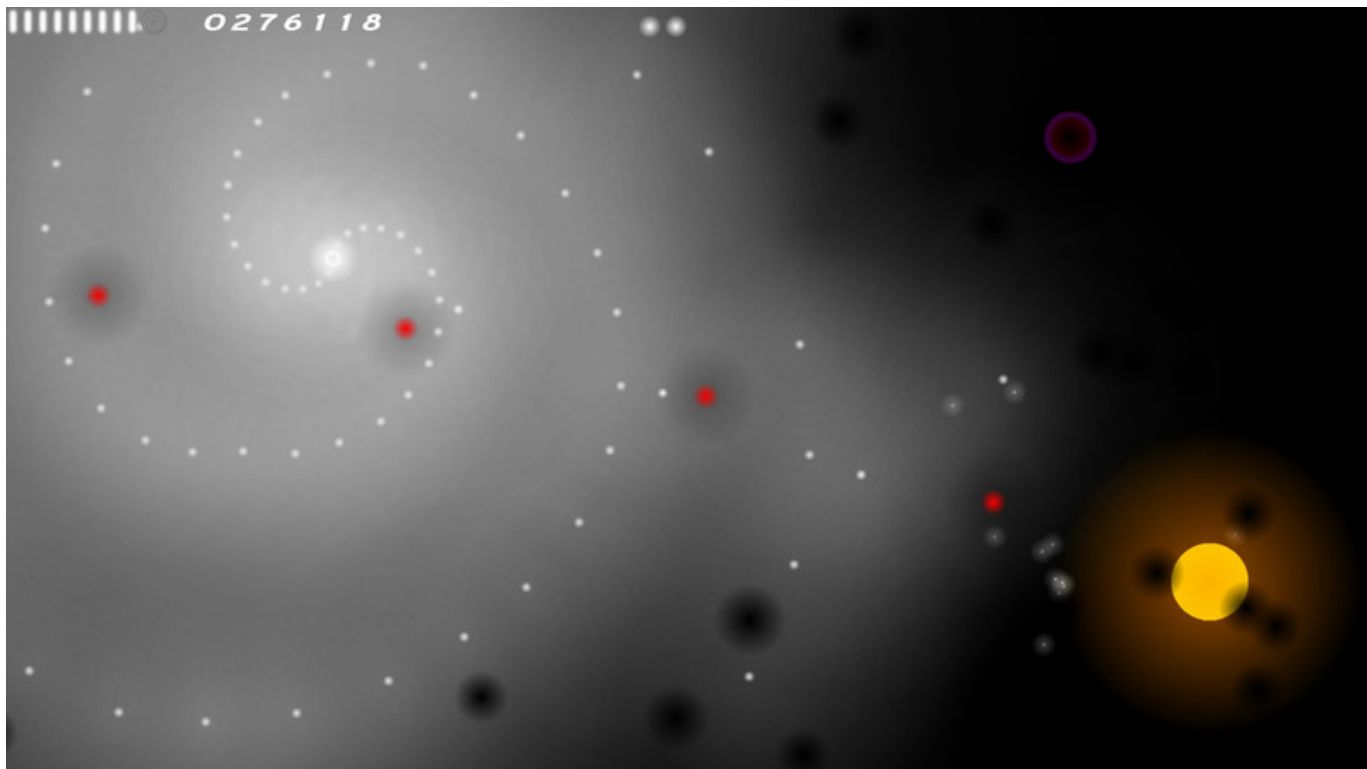
Title: Shmadow  
Genre: Action, Indie  
Developer:  
Extrokold Games  
Publisher:  
Extrokold Games  
Release Date: 3 Nov, 2015

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English,French,Italian,German,Polish,Russian,Simplified Chinese,Dutch,Japanese,Portuguese







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This game is extremely cheap which is important cause while I have played this game I feel like alot in reality I have barely spent any time at all.

The reason is that each playthrough last from a few seconds to a few minutes. This has to do with the super twitchy play style, which I find is great as a warmup to a good night of gaming. Get your mind focused real quick then dive into something.

It cost less the a fast food meal, what are you waiting for.... played around 2 hours the game is fun better than others i've played. i'm going for the top too, only 600k points and i'll be #1 in the world on normal, need around 80k on nightmare to be number one though. let's go.

. A nice game.

Addictive for who want to do high scores ;D!. Intense and wonderful.. Great twist on the usual bullet hell genre. Fun Co op.

Nice inexpensive game to kill a few hrs.. An interesting take on twin-stick shooters.

The addition of shadows makes the onslaught of enemies much less overwhelming for players new to the genre (such as myself). boss battles are fun and memorable.

Only complaints I have are a) the game doesn't really tell you much and b) this might just be my controller, but charge attacks either don't work or don't work the way they should.. How to play with friend, i don wan to play this alone. Fun little game with random bosses and nice powerups.

Like the graphic style and the way they used the different colors.

Can be really hard at times but instantly turns into a more casual game when u lower the difficulty which is nice too.

Talked to the developer, He's a nice guy and I'm pretty sure this game will get some cool updates in the future which is might need to keep people around for longer.

Absolutely worth it's price.

Don't forget this is a twin stick shooter, you're best off using a controller.. I absolutely love this game! The achievements aren't that hard to get, it's got fun powerups, the bosses are pretty challenging, and I'm addicted. Worth it.. WILL YOU NEVER LEARN> STOP BUIYING THESE PIECE OF♥♥♥♥♥GAMES>

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This game promotes segregation and racism...and we all already know video games are violence!

simple-minded hatred dots/ 10. This game is extremely cheap which is important cause while I have played this game I feel like a lot in reality I have barely spent any time at all.

The reason is that each playthrough last from a few seconds to a few minutes. This has to do with the super twitchy play style, which I find is great as a warmup to a good night of gaming. Get your mind focused real quick then dive into something.

It cost less than a fast food meal, what are you waiting for.... In this White Supremacy simulator we play as Bitler, taking on the Million Man March.

Occasionally the Commie state shows up, but we hit it with steady white propaganda and fell the random red beast.. HMM the soundtrack is GREAT!BUT THE GAME we are just going to end the subject right ABOUT.....NOW!!!. A fun little game to play when bored, not hard to learn and can be addicting.. This game promotes segregation and racism...and we all already know video games are violence!

simple-minded hatred dots/ 10. A shmup game that's really easy to 100%. How easy? I had to restart nightmare mode over a dozen times to let my circle die to get the "die 100 times total" achievement, and you get 4 lives every time you start a new game.. **Quick Breakdown: A twin stick shooter, wherein you play as a ball of light, fending for oneself amidst the darkness.**

**Length: 15+ minutes**

**Genre: Arcade / Twin Stick Shooter**

**Score: 5/10**

**Full Review: There's not a whole lot to this game; you play as a ball of light in a world of shadows, except for the background, everything in the world is dark. You illuminate your surroundings with your bullets and with the ball of light that serves essentially as your vessel. Plenty of random blobs of darkness hurtle toward you like asteroids, and will darken, and even blackout the area until destroyed or passed. Occasionally you face bosses, whom will drop various power-ups.**

**That's really all there is to the game, and that's the trouble with it; I want to like this game, but there's just not enough to it. The shadow gimmick remind me a bit of *Limbo* (though the art isn't nearly to that caliber), and it's kinda a neat one, but there's very little to the gameplay. There's no levels, or end boss, you just play for a high score; and while that's not necessarily a bad thing (both the original *Geometry Wars* and *Waves* are twin stick shooters that do just that), the gameplay isn't gripping enough to compel me to aim for a high score. The levels and enemies are randomized, so that at least helps mix up the gameplay a bit, but it's still not enough.**

***I want to be able to recommend this game, but I can't. After playing it for a mere 15 minutes, I'm probably not ever going to touch this one again. It's not bad per se, so much as it's not enough. Still, I only paid \$0.50 for it, so it's not like my wallet is hurting from it. But if you need a twin stick shooter, you're better off buying *Geometry Wars 3* instead. It'll cost you a bit more than this game, but it's well worth it.***



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