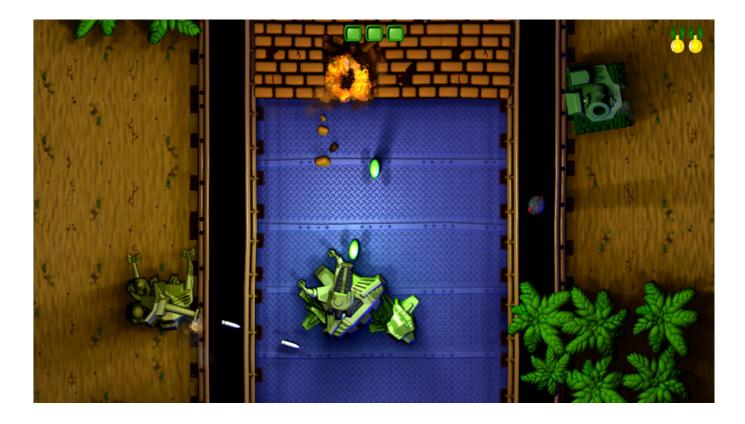
#### Iron Impact Xforce



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# **About This Game**

Iron Impact is a tank TDS similar to many of the NES games we loved so much when we were kids, such as Battle City or Jackal. Use your indestructible tank to solve puzzles, avoid danger (and fireballs!), fight huge enemy land and air units, and of course challenge their fearsome leaders! Can you handle it?



Title: Iron Impact Genre: Action, Casual, Simulation, Strategy Developer: Vasiliy Kostin Publisher: Siberian Digital Release Date: 27 May, 2016

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## Minimum:

 $\textbf{OS:} \ \texttt{Microsoft} \\ \\ \mathbb{R} \ \texttt{Windows} \\ \\ \mathbb{R} \ \texttt{XP} \ \textit{/} \ \texttt{Vista}$ 

Processor: Dual Core 2.0 GHz

Memory: 1024 MB RAM

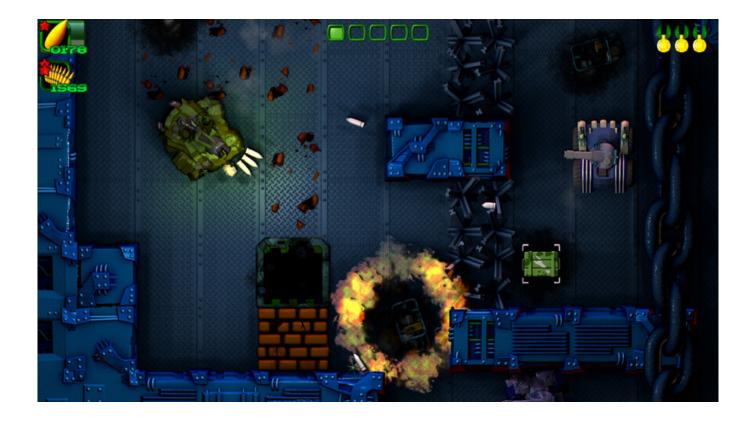
Graphics: 512 MB or higher

DirectX: Version 9.0

Storage: 400 MB available space

English, Russian







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For whoever old enough to remember Battle City, Contra and Jackal.. nope,but yop. Awesome game... so simple, but really nice way for passing some boring hours.. :D. The only reason I purchased this game in the first place was because I got a coupon for 75% on this title from leveling up my profile, and so I thought this game looks cool so why not? But once I bought this game it made me feel like a lil kid that played Wii Play Tanks & Battle City inspired flash games with its solid movement, combat, and gameplay. Looks like the kind of old school action I'm normally all over, and I was...for a while. But...

- The balance is way off. Once you lose those powerups you will sometimes get completely stuck on a level. If you run out of ammo? Oh boy...

- Those controls! Nothing is configurable. Arrow keys move, mouse controls a cursor that often gets lost in the background. Right handed? Be prepared for cramps as you have to have both hands on the right of your keyboard.

- Because the playfield is scrolling around you play the whole thing staring at the cursor, making sure you don't lose it. If there was every a need for Xbox 360 controller support this is it.

So in a nutshell, this has all the ingredients but they aren't put together very well. But it is cheap, so there's that.

I wanted to love you Iron Impact, but this is not love.. This top-down game impressed me a lot !

I bought it with a coupon but I think it's worth the money anyway !

+ Steam trading cards. Looks like the kind of old school action I'm normally all over, and I was...for a while. But...

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- Those controls! Nothing is configurable. Arrow keys move, mouse controls a cursor that often gets lost in the background. Right handed? Be prepared for cramps as you have to have both hands on the right of your keyboard.

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So in a nutshell, this has all the ingredients but they aren't put together very well. But it is cheap, so there's that.

I wanted to love you Iron Impact, but this is not love.. This is actually pretty good, I wish we could zoom out a bit (it's a bit nauseating being so close to everything but I got used to it)

I'm surprised it hasn't sold more than this, lack of marketing maybe?

Gud game yes. This game is a game for all the gamers who loved things like tank for the nes.. Excellent game for those who like retro arcade style games of the 8- and 16-bit era. In addition to Battle City and Jackal, the influence of Contra is very obvious. The Tank handles , and for genre veterans the difficulty is reasonable but not easy (thank goodness for continues). This is a game I see myself coming back to play repeatedly.. Driving a giant tank without any background or motivation through a bunch of war or battle grounds is fun. For all you know, you could be the villain, tanking (?) through the hordes of nice democratic people tanks. The game doesn' care, or at least didn't tell me. What it told me, is how to aim and shoot, how to switch between tank cannon and machine gun, how to move and how to change volume settings. That's it, no further option, nowhere. Still the game looks good and gives me the "Raptor" 1995 vibe. Lovely little game.

EDIT: And I spoke too soon. LITERALLY one level after my initial review the game ended, I destroyed the red vile island and save the universe. There was story (?). But then again, 20minutes of gameplay isn't really enough, not even for 4\$. So still a lovely game, but longer and more compelling ones are out there ... for less money. Btw I left the game idly open for a few hours to at least get a few trading cards. Then I forgot about it and now have a few hours of playtime, which are completely wrong. 20 minute game.

Follow my curation at https:///store.steampowered.com/curator//28337205-Fair-Minded-Witness//. pretty enjoyable little game... WAY too short though, i beat the entire thing in 44 minutes, and there really is no motivation to play through it again...

that being said, that is the only negative aspect of this game...the length... it really is a lot of fun... i wish there were multiplayer online deathmatch... i would play that often...

has some cool boss fights... decent variation of enemies throughout the game... even has a couple spots with a bit of puzzle solving..extremely simple puzzle solving, but puzzle solving regardless...

i DO reccomend this game ....

but i cannot reccomend this game for the 3.99 price tag though... i would pay .99 cents max... i got my copy from a bundle.... I don't know what it was about this game, but I just had fun playing it. It was relatively easy, but the controls seemed to work well, the graphics were crisp and good for what they were, and I just generally enjoyed my time playing it. Probably on the short side, but as of this writing it's on sale for 51 cents, and I don't see how you couldn't find more than 51 cents worth of fun with it.. I beat it under an hour. It has fairly generic arcade style gameplay.

<u>I would expect this kind of thing from a gamejam contest at a university or college.</u> Excellent game for those who like retro arcade style games of the 8- and 16-bit era. In addition to Battle City and Jackal, the influence of Contra is very obvious. The Tank handles , and for genre veterans the difficulty is reasonable but not easy (thank goodness for continues). This is a game I see myself coming back to play repeatedly.. I cant get past the load screen. A nice simple little jaunt for those who remember games like Ikari Warriors, Iron Tank, Jackal, etc - with a few Contra references too. TBH you can find more lasting game experiences on Steam for \$4, but if you can get it on sale, you're unlikely to regret it.

## <u>PRO</u>

simple, smooth controls
surprisingly good lighting effects
feels authentically retro rather than just half-finished
a few little variations and mechanics (tank-bots, boss rooms etc) stop it becoming too repetitive
music is decent, if unremarkable
CON
very short
only two weapons (there's a Contra-style upgrade system, but still)
can't use trackpad

## Haven't played this game yet? Try it now!:

June 3 starts discount on this product and many other games created by our studio. We will be glad if you purchase our game and appreciate our efforts. Your activity inspires us to new projects. Thank you for your contribution to our work!

In addition to the game itself, you can get a set of several trading cards.

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