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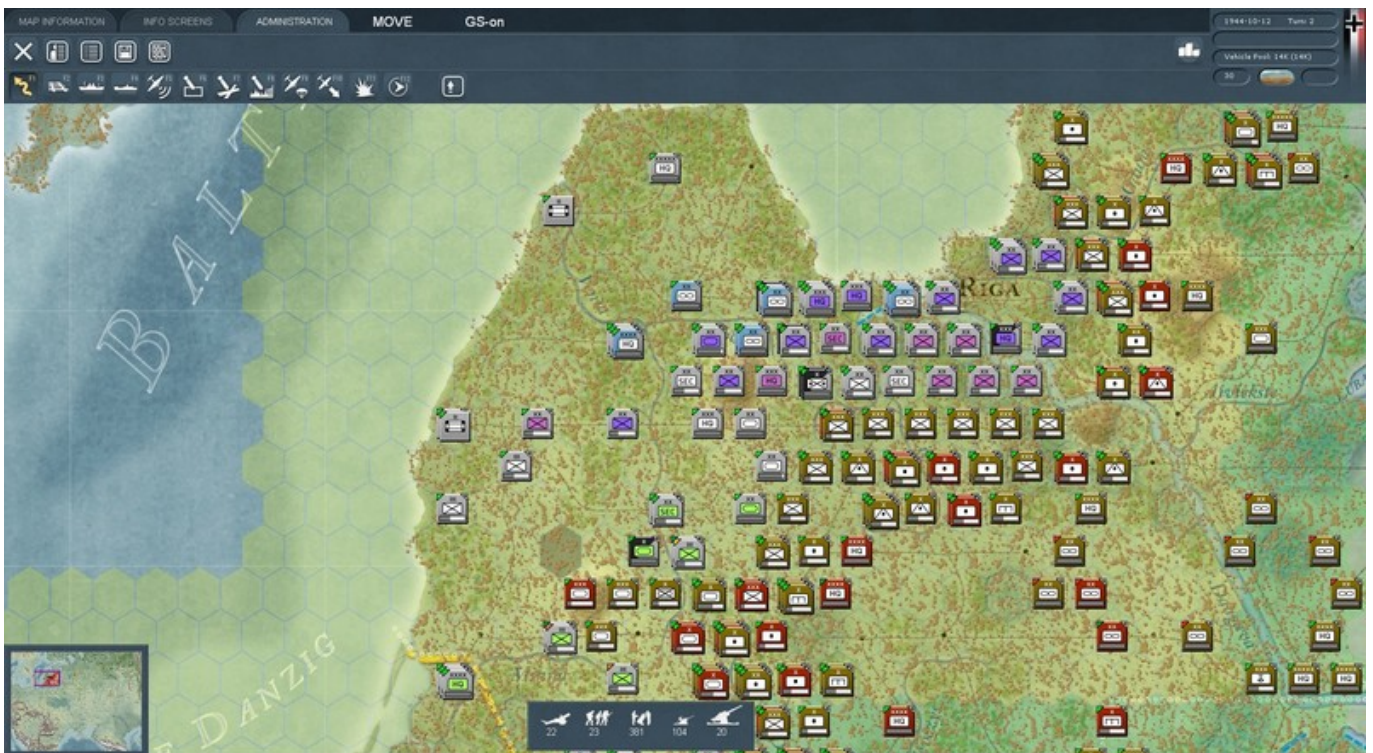
About This Game

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.

- 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

Dingbang
Tao-ran! You bought Little De to me!

Stutters whole PC every 2 seconds, unplayable!. Back in 1997 or 1998, I loved the original version of this game.

But this version is simply unplayable for me because it won't let me configure control. In this version, I can configure buttons but I CANNOT configure axis. This is a fatal problem for me.

I hope the developer can add the configuration functionality.. Has great potential! look forward to the future of this game.. it is a waste of money that you have to buy extra addon's. add multiplayer pls
. Cleared the entire map. I still get the message I still get this message: "You've called for help! But there are still Zombies spotted in the area! Clear them out!". So the game is currently unbeatable for me.

It was fun until I realized this. I may change my answer to "Yes" if this gets fixed and I happen to get the motivation to play this again.

. Fun little game, but these little guys are really good at not surviving.. This truly is the Dark Souls of mini golf.

Plough around levels and eliminate enemy robots. Kill them before they kill you, or morph into them before they kill you. That's it really. It looks the part and sounds nice, however the difficulty has been cranked up to 11 which destroys any desire to persist with what is already a rather dull game.. A great game. It's a short puzzle-platformer with some exploration. The atmosphere is great, and the gameplay is pretty good too. However, it's a little rough around the edges. It should have had controller support, because platforming with the arrow keys is awkward.

All this can be overlooked though since the game is fun, and it's free now.. As documented in the Steam discussion forums this game has been broken since launch (in excess of two months at time of review), and the developer hasn't even acknowledged the issues.. Super fun game, although I am still getting the hang of the mechanics like getting up after knockdowns. Not perfect, sometimes training seems to port you in a random place where you can't hit the targets without leaving your boundary, and the Conlan fight the rounds seem to end suddenly and pick up in the middle of the next one every 15 seconds or so, not sure if that's intended?

Also, the latest patch kind of broke WMR, in that you can't leave the resolution at 140%, you must set it down to 100% before ending a play session, or it doesn't load back up. If you forget to do this (or the game/computer crashes), this is the fix I was given by tech support:
Steps to do so:
• Open a Run window by simultaneously pressing the "Windows" and "R" keys on your keyboard.
• Type "%localappdata%" and press "Enter" or click "OK".
• Navigate through the following pathway: Creed > Saved > Config > WindowsNoEditor
• Open up the GameUserSettings.ini file.
• In the notepad, what number is displayed next to the "sg.ResolutionQuality"?
• If the number is higher than 100.0000, could you change it to 100.0000 then save the file.
• Launch Creed and see if the issue persists.. When I bought this game I was hoping for a nice platforming experience that I would be able to complete in a reasonable amount of time.

Now that we have pretenses out of the way, this game is quite difficult, and not always in the best ways. The levels quite quickly get to the point where they are pretty large. Normally this is a good thing in platformers, but I was sometimes left wandering about in this maze of platforms that vanished behind me, wondering if this lower path I kept trying to get past would eventually get me to the door, or if all of my attempts at getting past these obstacles were meaningless. All the while, platform vanishing kept me at a pace I didn't feel comfortable with leaving little to no room for error, and forcing me to preform tasks with the controls I was not yet comfortable with. Not to mention that so little of the story is gone through between levels that you forget what is even going on.

Too be fair though, the mechanics are nice, 'boss' levels are put in, and secrets are hidden to reward you for exploring the levels, but unfortunately, the disappearing platform mechanic makes it a pain to explore levels because more than half of the platforms you jump on end up disappearing by the time your are halfway to the next one, effectively punishing exploration.

And the global cycles just add on to the punishment. Vanishing platforms are fine, but when a third of the platforms you want to jump onto will kill you if you don't wait for it to turn off, vanishing platforms become the bane of your existence.

Now, maybe I'm just terrible at platforming, but to me all these things added up to be an experience that I didn't really enjoy, being too fast-paced and punishing.. Visually stunning. This wasn't on sale, when I bought it, and not regretting it. Hold up your dragons in front of your face for added effect. The only drawback is that your 'real' Vive controllers will look boring once you get out of the game, but I've named them 'Pinky' and 'Giorgio Moroder Bobellow', anyway.

. Sucks. I have tried to play this game on 4 different computers and wont play. don't wast your money.. Awesome route !. Worth getting on a 80% discount if you want to have a proper skin for the field medic. The remaining characters are just meh. Killing Floor offers enough soldiers in the base game, the prisoner in his colorfull onesie looks like a \u2665\u2665\u2665\u2665ing baby and the punk musician has the appearance of an ex boys band member. But still, thumbs up for Alfred Anderson.

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