
The Bug Butcher Demo Pack

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About This Game

The Bug Butcher is an action-packed 2D side scrolling shoot em up game where peril comes from above.
So in a nutshell, pest control with machine guns in space. 5d3b920ae0

Title: The Bug Butcher Demo
Genre: Action, Casual, Indie
Developer:
Awfully Nice Studio
Publisher:
Awfully Nice Studio
Release Date: 10 Aug, 2015

Minimum:

OS: Windows Vista or Later

Processor: Intel Core Duo or faster

Memory: 4 GB RAM

English, German, Japanese

Played the demo and it's a nice dodge and shoot at your enemies game. I can see the value in purchasing this game to play by yourself or with a friend. However, I also see the game (potentially) getting a bit stale if you are mostly maxed out on the upgrades. But without the upgrades, the game will probably be too hard to complete. The levels do get harder with new enemies, but if you plan your upgrades according to how you play and how you want to play, you'll be okay. The graphics of the game are very pretty for a 2D game and not tremendously difficult to see what is going on. IE: no color confusion as the enemies are

brightly colored. One thing that does meld is the ammo crate where you get the lazer gun. That can be easy to miss if you are focused on shooting things as the crate is gray like the ground. Also, not too sure how you get between the freezing grenade vs the stimulus, not sure how one gets provoked vs the other. Overall, still a fun game to enjoy.. Played the demo and it's a nice dodge and shoot at your enemies game. I can see the value in purchasing this game to play by yourself or with a friend. However, I also see the game (potentially) getting a bit stale if you are mostly maxed out on the upgrades. But without the upgrades, the game will probably be too hard to complete. The levels do get harder with new enemies, but if you plan your upgrades according to how you play and how you want to play, you'll be okay. The graphics of the game are very pretty for a 2D game and not tremendously difficult to see what is going on. IE: no color confusion as the enemies are brightly colored. One thing that does meld is the ammo crate where you get the lazer gun. That can be easy to miss if you are focused on shooting things as the crate is gray like the ground. Also, not too sure how you get between the freezing grenade vs the stimulus, not sure how one gets provoked vs the other. Overall, still a fun game to enjoy.. Played the demo and it's a nice dodge and shoot at your enemies game. I can see the value in purchasing this game to play by yourself or with a friend. However, I also see the game (potentially) getting a bit stale if you are mostly maxed out on the upgrades. But without the upgrades, the game will probably be too hard to complete. The levels do get harder with new enemies, but if you plan your upgrades according to how you play and how you want to play, you'll be okay. The graphics of the game are very pretty for a 2D game and not tremendously difficult to see what is going on. IE: no color confusion as the enemies are brightly colored. One thing that does meld is the ammo crate where you get the lazer gun. That can be easy to miss if you are focused on shooting things as the crate is gray like the ground. Also, not too sure how you get between the freezing grenade vs the stimulus, not sure how one gets provoked vs the other. Overall, still a fun game to enjoy.

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