
Lil Tanks Key Serial Number

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About This Game



Title: Lil Tanks
Genre: Action, Indie
Developer:
Lead Money Games
Publisher:
Lead Money Games
Release Date: 4 Apr, 2017

English

lil uzi tank truck. lil tanks game. lil peep tank top. lil mama tank. little willie tank. lil tank pmb ig. lil turtle tank for sale. lil tank cat cheese. lil tanks steam. lil tjay tank god. lil tank boxer. lil tank awakens battle cats. lil tank awakens strategy. lil dicky tank top. lil tank pmb instagram. lil wayne tank. lil pump tank top. lil tank awakens cheese. lil tank volcom. lil hanks bbq tanks. lil hanks tanks. lil tank cat awakens. lil jon tank. lil uzi tank car. lil sebastian tank top. lil tankster. lil tank youtube. lil tank sparkman high. lil wayne tank top. lil bibby tink. lil b tank of propane. little girl tank tops. lil tank cat battle cats. lil zane tank. lil tank rapper. lil tjay tank god lyrics. lil uzi tank top. is lil tank cat good. lil tank battle cats. lil tank soundcloud. lil tanks pc. lil tank cat. big little tanks. lil kim tank top

Old-school style fun! Whenever I'm at the local arcade I gravitate towards classic style games like this so this is a fun throw

back for me in the form of a new game - not to mention it's highly addictive. It would be great if the option to re-configure the keyboard keys differently were provided in future updates but this is not a complaint so much as a suggestion for the future. They are fine as is, personal preference just wishes I was using the directional arrows instead of the alpha keys. Looking forward to seeing future updates and/or developments from these guys.. A hidden gem of not only 2017, but for Shoot 'em Up fans everywhere in my opinion! 4 out of 5 PROS: A well balanced, yet challenging shmup. Banging music. Great arcade-y and charming look. A small, yet diverse enough array of pick-ups to combine and use at your disposal that offer some imaginative use. Specials that can get you out of a sticky situation. Unlockable characters (tanks) with different playstyles. Boss Training Room (a mode I find necessary for Shmups), and difficulty mods to increase the challenge this game has to offer. Also, it has a rewarding level up system where you get permanent upgrades to your tank(s). Such as triple shot, a spread shot pattern, and depending on what tank you are using, specific artillery adhering to the characters play style. CONS (but mainly personal gripes [which may sound more like nitpicking due to the fact that is nothing seriously wrong with the game]): If, and WHEN you die the music repeats (of course), yet it feels (or more accurately: sounds) as if it is looping. It gets irritating real quick. But, hey! Don't die and no problem whatsoever lol. Some hit boxes need to be adjusted immediately, though. The biggest one, and the most glaring is the radioactive goo/slime/acid/whatever you call the green substance on the floor! You could be a decent pace away from riding onto the green goo yet still take damage as if you stepped your little tank feet onto the goop. It is a run ruiner that also is a big issue that needs to be addressed especially since this is also a side scroller where perspective and perception mean life and death! Another issue is that when there is too much of ANYTHING on the screen you just cannot see hits coming. Which, I know is the norm in shmups, BUT, when you are firing nonstop wiht lasers and flamethrowers AND the enemies have the same colors/palettes as their projectiles and/or background/level, well things just feel unfair and feel like complete u2665u2665u2665u2665u2665u2665u2665t because you cannot bloody see! In moments like this in the game, where they are apparent, it feels like you need to use the specials you acquire just to be in the safe side of the temporary fray, to avoid unwarranted damage. And speaking of specials. They are a mixed bag, or just too situational to depend upon. You have three specials to toy around with. Which are the Flame Thrower. An attack where a huge fire-y hitbox covers the right side of the screen doing acceptable damage to all enemies inside the parameter. The second being a Tesla Lighting Shocker (of sorts). Which goes out into a large "V" shape arc doing respectable damage to foes caught in the sight of it. Finally, the third is a Homing Missile Barrage that barrages onto enemies that it locks on too. Now, the specials are all fine and dandy, but due to the fact that they take way too long to charge, and picking up more special ammo tends to rotate to the latest pick-up means that you will hardly use them when they are needed most. The ammo for the specials are abundant, yet their situational behaviors and long cooldown kind of hold them back from being more of an aid in the mix of things. This could have been treated more fairly, if not, just been designed better off if you could rotate between ready-to-use specials manually. Giving more choice when planning a repeated run. But, regardless the specials due not make or break the core gameplay since you can defeat the game without using specials. THE MAIN ISSUE is the green goop of u2665u2665u2665u2665u2665u2665u2665t hitbox detection, and the times when it seems as if you can dodge a projectile only for the games perspective and/or perception of invisible walls (edges of the screen) u2665u2665u2665u2665 you over, and you end up getting hit regardless. Plus, the final boss is too much of a bullet sponge. Who, on its first phase relies heavily on the damn u2665u2665u2665u2665ing hazards, its size that covers the whole right side of the screen, and has random starting attack patterns that sometimes come out seemingly on the first frame when in the middle of exchanging projectile. It's second phase is alright. Still could end up being tough for you, but it is handled fine. ALL IN ALL. These "cons" are more like personal gripes and are minor fixes that can improve the game, yet as Lil' Tanks is right now, it's balanced, fair, and fun! To be honest, these minor problems can fixed by minor changes. Such as adding an extra THIRD heart (hit point) to even things out more fairly. Or, adding a separate shield for each of the two hearts. Giving more of a reward to those players who are more evasive and better reflexed. P.S. I found a potential GAME BREAKING BUG/EXPLOIT that makes the final boss, if not, the entire game so much more easier and trivial. Instead of pressing and holding down on the attack button like you normally do in shmups, you can repeatedly mash in a quick rhythm which spouts out your attacks at such a fast(er) rate that it ends up dealing what seems to be (at least) double the damage at twice, if not, thrice the normal rate of just holding down the attack button! It's super fun. And it works best with your tank fully upgraded while using the Flame Thrower as your primary fire. BUT, it works with all weapon pick ups, so you can choose how you want to use the exploit/bug.. I dont know why its even called lil tanks. One of the tanks is obviously not little. The other one is quite small which is cool because I really like lil tanks. Very challanging.

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