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## Costumenaut Free Download [hacked]



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## About This Game

**Costumenaut** is a top-down shoot 'em up game with a roguelike elements. In Costumenaut, you play as a poor nerd who has been abducted by alien spaceship and wandering the universe, whose costumes are his only weapon. Choose one of the 9 costumes to defeat the enemy in 5 different extraterrestrial environments.

## Gamemodes

- **Arena Mode**

Arena Mode is similar to Survival or Endless mode, which is common in most top-down shoot-'em-up games. Your goal is to survive within a small, confined area. While the enemies won't get stronger, they will spawn more quickly and appear in larger numbers.

Instead of getting stat boosts when leveling up, you choose one out of the three presented perks to augment your abilities. There are a total of 21 perks.

- **Adventure Mode**

Adventure Mode is closer to a typical roguelike. You will traverse a map twice as large as the Arena Mode's. Your goal is to collect the six cores scattered across the map and bring them back to the spaceship in the center.

When you activate the spaceship after getting all the cores, a certain amount of space will appear around it, and you will have to endure attacks within it for a set time to advance to the next level. You can enter and exit the space at will, but

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the timer will pause when you are outside.

The enemies in Adventure Mode will get stronger as time passes. It is up to you to decide if you will collect as much money as possible to open the item boxes in the field before moving on, or clear the level quickly. There is currently a total of 90 items, and more may be added soon.

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Title: Costumenaut  
Genre: Action, Indie  
Developer:  
Yaida  
Publisher:  
PsychoFlux Entertainment  
Release Date: 22 Sep, 2017

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English







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The game in a nutshell tries to be a "Risk of Rain" from the Top down perspective.  
Does it do that well?

Mostly Yes. characters play diverse, peaks are meaningfull. The Time Vs Stronger Enemies Mechanic works fine and creates challenge.

Each level you have To gather certain objects on the map, to start a teleporter and fight of enemies and eventually a boss. The gathering is a rather repetitive Task, but since you only have hints at the teleporter parts position (But at least DO have those) you can search and find them systematcaly. I wish there would be more and different obstracles on the map though.

Enemies look & feelquite dynamic and are one of the games strong points, often using different movespeeds to spice things up.

The Only thing I really miss so far are meaningful movement V doge actions on your characters. Even dogeroll is only sightly quicker than your normal movement, wich is kind of slow. in ROR every character has got at least one power falling into this category, wich worked out great.

Also and some shops where you can to select between items could also help you with bouilding you own chacacter

Other then that this game is worth the price.

It does a solid job well and offers different perspective on the concept used in ROR as well.. Difficult but funny.

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