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About This Game

Close Order is an arcade shooter with one simple goal: become a badass armada! It's not about you. It's about other ships around you known as minions that exponentially increase your firepower!

Defeat enemies for parts. Combine those parts into minions. Move them around your armada however you please. Become badass!

Play through a short, episodic narrative in Story mode to discover the fate of humanity, or boot up Survival mode for fast-paced action!

Features

- Grow from a single ship into a **massive armada!**
- Plays like a **shooter**, feels like **arcade**, acts like **tower defense**, relies on **strategy**, and is always **distinctly bullet hell!**
- Experience the remnants of the galaxy post-Earth in **Story** mode.
- Tackle the story your way: missions are set up in an **episodic** fashion through interconnected hub worlds.
- Not in it for the story? No problem! Boot up **Survival** mode where you start with nothing and must grow your armada in order to survive.

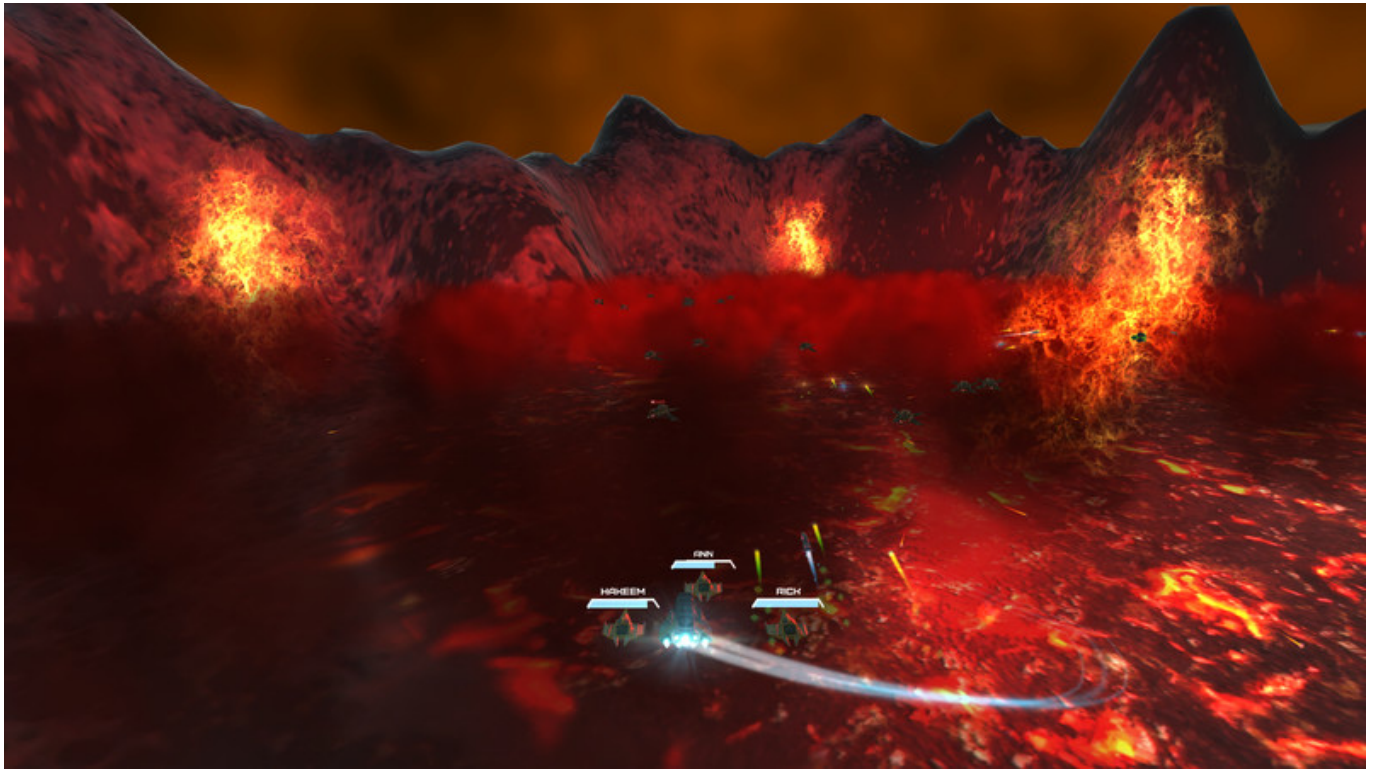
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- Duke it out in **Simple Survival**, where levels have pre-made waves of progressively stronger enemies.
 - Too easy? Take it one step further with **Custom Chaos**, a customizable version of Simple Survival that allows you to choose the level you'd like to play, the type and difficulty of enemies, and the amount of enemies you wish to face.

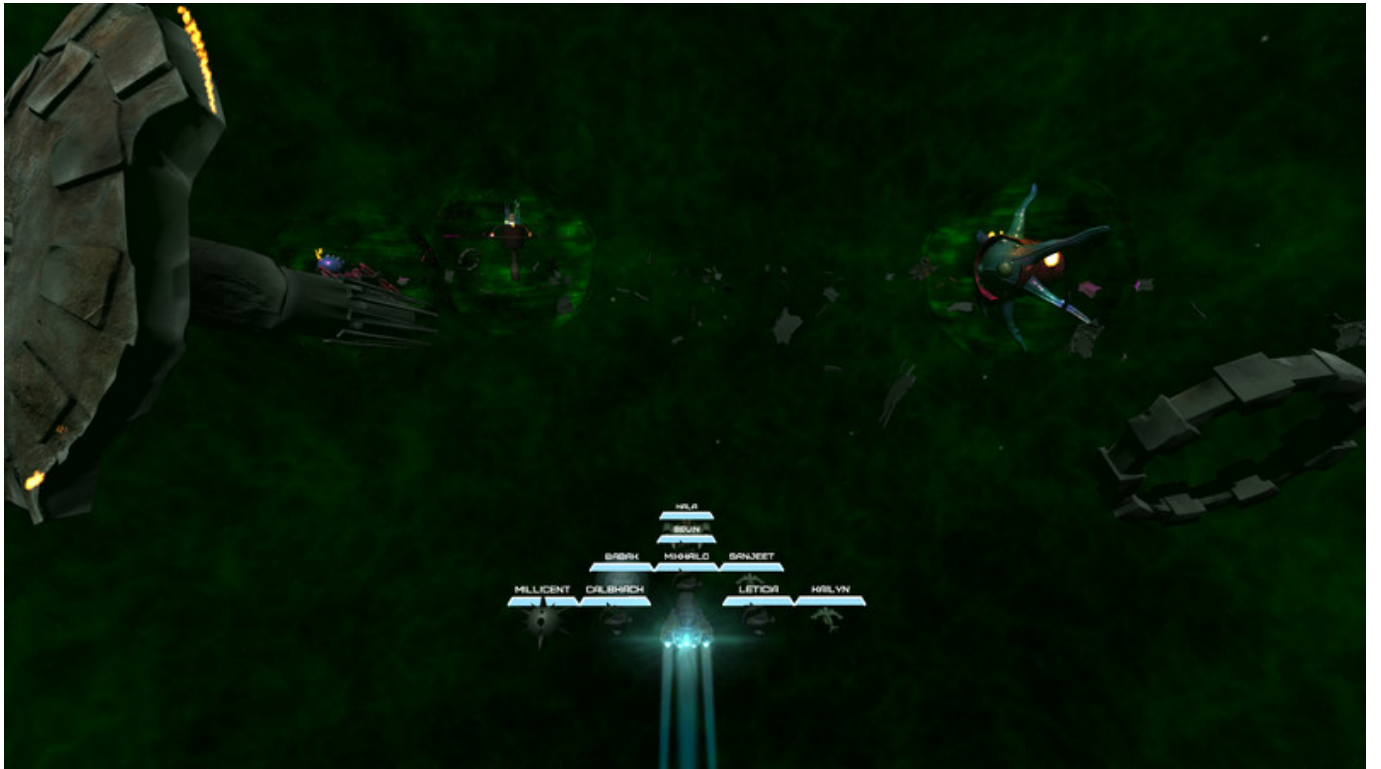
Whether you want a powerful story or a badass gameplay experience, Close Order has it all!

Title: Close Order
Genre: Action, Indie
Developer:
Raconteur Games
Publisher:
Raconteur Games
Release Date: 21 Jan, 2016

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English







close order picture. close order of magnitude. close process order sap. close purchase order sap. new order close range. close order drill unit. order close price mql4. in close order right dress. close order military definition. kalimat close order. close sales order report. close order time. close order raconteur games. close sales order in sap. close sales order. close order or closed order. usmc close order drill commands. usmc close order drill cards. how to close order line in oracle apps. close pending order mql4. close order work. close work order in maximo. close service order sap. close order out meaning. close open order mql4. close order movement tray. close order today. close order drill usmc. navy close order drill. close order stocks. close partial order mt4. close order swanning about. mql4 close order magic number. close qm order. usmc close order drill questions

Well. To be honest. It's a fun game.

Is there room to improve? Yes

In the end, Close Order is a success as a game. It's fun

I r8 7V7. It's gr8 m8. Would bang again.. Lots of bugs. For example, when I started a new game there were no graphics, only a few words. I tried all sorted of graphical combinations and no luck. I then continued a game and it worked. Another bug is that some ships in the formation weren't there, but I couldn't replace them or remove them or anything. Oh, and I couldn't get back to the crossroads (essentially the menu) at the end of a mission.

It doesn't support anything above 1600 res, and you can't change the music and sound independently.

I wanted to like this as it's a pretty decent idea, but I can't recommend it.. a promising game but unfortunately buggy and not very polished. the premise is a bullet hell/third person fleet shooter. you start as a single ship and buy more and chose their fomration while trying to sirvive. unfortunately the cutscenes leave artifacts as they progress, when dialogue or text happens it takes a significant portion of the screen starting at the lower left and makes it black. when you buy ships the game pauses and for some reason the only was to unpause the game is to bring up the pause menu. game play is best with a controller but trying to do anything in the menues is imposible due to the exreme sentivity setting that you can't change.. The game shows much promise for its current state of development. While there are some balancing issues and other small glitches it\u2019s what you would expect from an "early access" game. Overall the gameplay is entertaining in short play sessions but lacks incentive to keep playing. However, these are all thing that can be easily fixed as updates role out. I would recommend this to anyone looking for a casual arcade space shooter.. It's quite fun, very very simple but fun to play which is the important bit.. It's quite fun, very very simple but fun to play which is the important bit.. a promising game but unfortunately buggy and not very polished. the premise is a bullet hell/third person fleet shooter. you start as a single ship and buy more and chose their fomration while trying to sirvive. unfortunately the cutscenes leave artifacts as they progress, when dialogue or text happens it takes a significant portion of the screen starting at the lower left and makes it black. when you buy ships the game pauses and for some reason the only was to unpause the game is to bring up the pause menu. game play is best with a controller but trying to do anything in the menues is imposible due to the exreme sentivity setting that you can't change.

It's a fun little arcade game with a interesting dose of creativity. Not really a "binge game" but something best played in short bursts like waiting for a download or a study break.. I purchased this game very soon after its release. It looked from the videos and screenshots like a fun action shooter game. I unfortunately turned out to be wrong. After booting up the game, I played a quick tutorial mission, in which I discovered the fidley controls, vague objectives, and confusing camera angles.

Moving around feels floaty, and it is near impossible to have any sort of percersion while moving. You can either sit still and take massive amounts of damage while you fire, or spray and pray, missing every shot. The menu is also very fidley and sensitive. Trying to select a new minion to purchase requires you to move your mouse very slowly, and you often fly past the option you want to it just doesn't select when you do eventually reach it.

In the tutorial, I was shown several ships to defeat. I defeated them all (with some effort) and was taken into the first mission. I was then given nearly no direction whatsoever. I floated off into the endless world with no idea where I was going. An "endless" world may sound exciting, but it is just a black background with a few stars permanently sitting in the distance. I eventually doubled back and spotted a hard to see asteroid belt that I needed to follow. This style covers half of the game, and could possibly be a fun challenge, if the other half wasn't just going to white dots on your map, getting some text, and going to a new white dot. Both types of gameplay are extremely tedious, and the battles take up very little of the actual gameplay.

This game looked very promising. But after playing it for a short while I realized it needed a lot of work to become what I would consider a good game. The many glitches (a few of which are gamebreaking), unpolished controls and menus, and the overall fidley gameplay make this game one I would certainly not recommend.. Fun idea but the UI is broken. The level select is unintuitive and right clicking while dragging a ship causes the game to bug out.. It's a fun little arcade game with a interesting dose of creativity. Not really a "binge game" but something best played in short bursts like waiting for a download or a study break.. The game is fun, and it's core mechanics easy to understand and implement. The story is simple, and I enjoyed the character's knowledge of how ludicrous what they were doing was. It was an interesting take on expected game mechanics (no one questions how 1 man in black ops can accomplish all the tasks he does, it's unrealistic but just accepted by the gamer) but the characters are almost self aware of this without having to do a Deadpool style of 4th wall breaking. An example of this was in the first story mission your briefing tells you that you are to escort a ship and that there will be people trying to attack the escort, and one of the crew members states something to the extent of, "A military mission when we're just explorers and have no idea how to fight? Let's dive in head first!." Subtle humor that I enjoyed. Humor aside you're always just in that believability spectrum, never too far serious or ludicrous. The author knew what kind of experience he wanted to give and he presented it well. This game's story will not lead you into a deeper understanding of humanity or anything like that, but it will give you enough to keep your attention to present to you an enjoyable time.

Visually it's a treat, I don't mean it's NEXT GENERATION GRAPHICS, but it's colorfull vistas and elements of the world backup the style the game is presenting.

I do wish that the way you upgraded your ship/fleet was more progression based, or unlockable I suppose. Not having practically all ship variants right of the start, and getting certain upgrades or new abilities after beating a level would of been nice. Not to say there isn't any progression, but it seems a bit underdeveloped in my humble opinion.

Unfortunately there are some bugs that will hinder your enjoyment of the game. A short gameplay session occurs before what is supposed to be the intro cutscene, and that gameplay segment is a tutorial that you must repeat after the cutscene. The one that caused me the most trouble is the bugged music. While the music itself is great and fitting, you have no ocntrrol over the volume. You can try to turn in down using the enraging cursor that is used in menus, using buggy volume sliders, but even if you manage to get the volume to where you want it (which is unlikely since the first slider barley works, the second even less so, and the third is unusable) after a loading screen the volume goes back to max and if you try to change it after that the music will briefly go to the volume you stay and then quickly rise back to max. I point this out because it made it impossible to make a video of this game because the music was always overpowering my voice.

Bugs aside I recommend the game, and look forward to see what come out of the game creator next.. The game is fun, and it's core mechanics easy to understand and implement. The story is simple, and I enjoyed the character's knowledge of how ludicrous what they were doing was. It was an interesting take on expected game mechanics (no one questions how 1 man in black ops can accomplish all the tasks he does, it's unrealistic but just accepted by the gamer) but the characters are almost self aware of this without having to do a Deadpool style of 4th wall breaking. An example of this was in the first story mission your briefing tells you that you are to escort a ship and that there will be people trying to attack the escort, and one of the crew

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