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Alien swarm reactive drop medic guide

tl;dr: Alien Swarm Reactive Drop is a completely free game with a lot of content and depth, and there's no reason for you not to try it if you have yet. The purpose of this post is to give credit where I feel credit is due, and I hope to convince some people to try this game and share the fun with me. If you haven't heard of this game, I recommend watching this short trailer before continuing into visual context. Content:Overview and Challenging Game HistoryA (suits your tastes)Importance of teamwork and decision-makingVariety, customization, and ability to replay details and atmosphere Including discussion questions> Review and history simply put, Alien Swarm Reactive Drop is a top-down tactical action game. You and up to 7 other players play as space marines try to complete a campaign of at least 5 individual missions. There are 4 classes: officer (heavy hitter who provides team enthusiasts), special weapons (mass control unit), tech (the unit responsible for hacking consoles to advance and the only squad required to start a game), and Medic (healer). Before each task you choose your class, character, primary and secondary weapons, and offhand item. The basis of each mission is to reach your targets and perform specific missions while maintaining endless waves of different aliens. At its core, it's not a tricky game, but it has incredible depth and replay ability. Before I start, I want to take a quick moment to pinpoint the history of this game just to indicate how long this game, in some form, has been around. On May 28, 2004, Black Cat Games released a total conversion mod for an unrealistic 2004 tournament called Alien Swarm. The game continued to receive continuous updates until 2010, when Valve hired the original team to create a source-based, standalone version of the game. So on July 19, 2010, Alien Swarm, along with the full code base, was released for free on Steam. Nearly seven years later, on April 17, 2017, Reactive Drop released an extension of this game, Alien Swarm Reactive Drop, which is the subject of today's post. So where do I start? First and foremost, there's a lot of content in this game. There are nine full campaigns, each containing at least 4 different tasks with different objectives and maps. There's a four-task campaign specifically for training. You can run any of these campaigns offline with Bot team members or on the Internet, on public and dedicated servers. There are four classes, each with two characters and class-specific items. There's a healthy list of unlocked weapons and side items. I didn't play it myself, but there's also PvP on the Internet. All of these things do not include the support of the workshop of the game, which currently has a decent collection of new weapons, campaigns, assets, etc. The game also includes multiple difficulty and challenge options, which brings me to my first point: this game can be quite challenging.> Challenging (Suits your tastes) Now, before I start talking about the challenging nature of this game, I think it's worth noting for people who aren't particularly interested in playing hard because there's also an easy setting that you can use both offline and online when hosting games. The challenge in this game is completely optional and depends on how hard you want it (giggity). This game has five difficulties ranging from easy to brutal. Some dedicated servers are struggling even harder. The game also has three options to further increase the difficulty: hardcore friendly fire mode (friendly fire is on by default, but in hardcore friendly fire mode it's one shot to kill), onslayer mode (AI manager randomly spawns waves of aliens), and challenges (the game comes with 7, but you can also find more in the workshop). So right out of the gate, the game gives you a lot of ways to make the game harder. But even in normal mode with no changes, the game is challenging, which is challenging in ways that don't feel forced or unfair. The aliens aren't ball sponges, on the contrary. In normal mode, even larger, harder aliens don't take much effort to put down. But there's a lot of them. And they're fast. And they hit hard, they cleared you, and in 90% of the places you'll be in the game, they can come from any direction. Most importantly, they never stop coming. Although alien waves isn't a hard thing to do, all it takes is one respite in action to cause serious damage. And speaking of mowing down aliens, you need to watch your ammunition and you need to watch your friendly fire. Friendly fire is quite self-explanatory, but it's much harder to be careful and careful with your shots when you're surrounded on all sides and trying to press forward. Running out of ammunition is also a very real possibility, and not because the game just doesn't provide you with enough. Every now and then there are a few ammunition boxes on the map, but you can almost always make it to the end just with the ammunition you started with. So, unless you take too long and make too many more aliens spawn, or you shoot too faultlessly and waste too much ammunition. If you're over, you better hope you're near the end because otherwise you're finished. And that brings me to my next point:> The importance of teamwork and decision-making a common complaint you see with games that advertise choice is that the choices often end up being too obvious, too limited, and/or overall not affecting the game as much. The importance of choice is not something the game blatantly conveys (though it will try to give you a helpful clue to the next time every time you fail), but every action you take has rewards and/or consequences. Let's use the example: let's just say you're playing Wolfe, one of the special weapons characters. You've put a sentry down in the middle of a shootout, things start going south, you start to get swamped and your teammates run forward. Now You have to decide: Do you take the extra seconds to pick up your snout, or do you leave it there so you don't break up with your team? This one decision has the potential to affect you in a number of ways: you may need to complete the task without a sentry. Maybe a swarm formed between you and your teammates and you'd be killed. Or maybe you didn't get killed, but you ended up spending another clip of ammunition to get back to your team and maybe you ended up running out of ammo too soon. Each task provides multiple decisions for each player, and each has some effect on the game. So for that reason, not only are your decisions important, the decisions of your teammates are important as well. One of the aspects that I think defines this game, at least to me, is how it encourages and requires teamwork. First of all, every player needs each other. Technicians are required to complete almost every task in the game (and they are the only status you are required to receive). Technicians can't defend themselves while breaking into consoles, and they don't have access to a higher firepower firearms officer and special weapons classes to do. Officers and special weapons have powerful weapons and higher health, but cannot hack consoles and can heal themselves (and only themselves) if they have a personal healing kit. Medics also have low health and weaker weapons, but are your only option to cure multiple people at once and can save you from having to carry your own kit. On the other hand, you'll be punished for not being a team player. Trying to go it alone is not a good strategy. Saying goodbye to your team is a good way to be surrounded and killed quickly, and every time a member of your team dies the game turns each player's camera to a slow close-up of their death. Alien Swarm Reactive Drop makes sure everyone knows the moment when another player dies because when a player dies, the challenge is significantly magnified.> Variety, customization and the ability to replay the large amount of content, the focus on a team game, and the various difficulty settings mentioned earlier in the game naturally make room for a lot of variety and replay. In one game you can have a special weapon, mow down rows of aliens with an automatic gun, laying down your protective turret when things get hairy, and throw grenades and freeze all the aliens around you when you're cornered. In the next, you can be tech, frantically trying to break into the console and your team needs to move forward while they (hopefully) hold the enemy long enough. Each department has access to multiple primary and secondary weapons, as well as informal items (some of them class-specific), and the leathers and items are balanced enough to allow you to experiment with different combinations without feeling missing either. I never felt like I was inflying a game because I picked the wrong load. Almost any mission failure can be traced back to player decisions.> Details and The game also pays attention to detail. When you reload your gun, you have the option to try to reload fast (a Gears of War) where success will give you a quick charge and failure will stick your gun for a moment. When tech hacks into a console, they have to solve a certain number of simple puzzles (there is only one puzzle type, but sometimes you have to do different numbers of them). There are explosive barrels scattered around some maps. There is a short limit on how long your teammates can be hit by your flamethrower without catching fire (except in a hardcore friendly fire situation where it is instantaneous) and you have to turn them off with a fire extinguisher. Your Marines leave footprints in the snow. There is an offhand item called Adrenaline which, when used, slows down the game for everyone to make big fights easier (and much, much cooler). There is an emote system you can use and you can write about the team's miniommp without going into the menu. Apart, these are all neat little toppings. Added overall, and they add a lot to the atmosphere and experience of the game.> Technical still didn't mention the technicalities of the game, and with all the things the game got right you'd probably forgive it if the technical aspects were a little lacking. But I'm happy to report that's not the case. The graphics, design, and sound of this game are all about a point in my opinion and compliment the game perfectly. Everything looks like it should be: the graphics aren't fancy, but they're easy to look at. The design is what you expect of a game about space marines, but all the design options are clean and sharp. The user interface is intuitive. It's all easy to control. Most importantly for some people, the game runs on the source engine and can pretty much run on anything.> ConclusionAll Overall, I hope this post serves two purposes: first and foremost, I hope I can persuade at least one of you to test this game. It's free and it'll run on anything. There's no P.D.N. There's no obligation to try this game. If you don't like it, all you've lost is the time it took you to take it off and realize you didn't. If you do, though, who knows how many potential hours of entertainment could be in store for you! The second goal of this post is simply to shine a light on what I consider a breath of fresh air. A lot of the main discussion games about the bad: games that are p2W excessive, games that have poor key support, games released in broken mode or don't live up to the hype, etc. So to have this game that is free, well optimized, full flesh and blood, fun and replay is really something to appreciate in my opinion. I hope I get to see some of you in the game in the near future, and thanks for the reading.> The original alien swarm question discussion was released in 2010. It received mostly positive reviews, with the most negative centered around the limited campaigns Lack of support for the workshop. For this reason, the game community is mostly fading. Do you think an extension such as Alien Swarm Reactive Decline can revitalize the game's community? Editing: Since this post took off more than I expected, I want to vote everyone to subreddit an alien swarm. It's not a very active subreddit at the moment, but maybe if the game picks up some steam it might be. Who knows. 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