
Assault Suit Leynos Activation Code



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About This Game



A classic reawakens – Assault Suit Leynos is back and in high definition! Get ready for all-out robotic war as the fan-favourite Mega Drive classic is reworked with all new HD visuals for the ultimate alien-blasting experience!

As Earth reels from the impact of the fourth world war and dwindling resources, an uneasy truce between nations sees mankind reach for the stars. Colonies are settled, resources are mined and the future starts looking a little brighter. But just as peace finally seems possible, an unknown enemy emerges from the deepest region of space to threaten the very existence of humanity. Only one thing can stop them: deploy the Assault Suit Squadron!

- Fresh HD visuals and sound combine with old-school game design to bring the much-loved Mega Drive classic bang up to date.

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- Jump into an Assault Suit and experience eight stages of side-scrolling alien-blasting action to drive the alien menace back into space!
 - Equip your AS with a huge range of devastating weapons, then complete sub-missions within each stage and unlock even more to use in the next battle.
 - Unlock a huge number of game modifiers to mix up the Arcade Mode gameplay, or try Classic Mode and see if you've got what it takes to be an elite AS pilot!

Title: Assault Suit Leynos
Genre: Action
Developer:
Dracue Software
Publisher:
Rising Star Games
Release Date: 30 Aug, 2016

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Minimum:

OS: Windows 7 SP1 / 8 / 8.1 / 10 (64bit)

Processor: Intel Core i5

Memory: 6 GB RAM

Graphics: GeForce 8xxx Series / Radeon HD 2xxx/HD 3xxx

DirectX: Version 9.0c

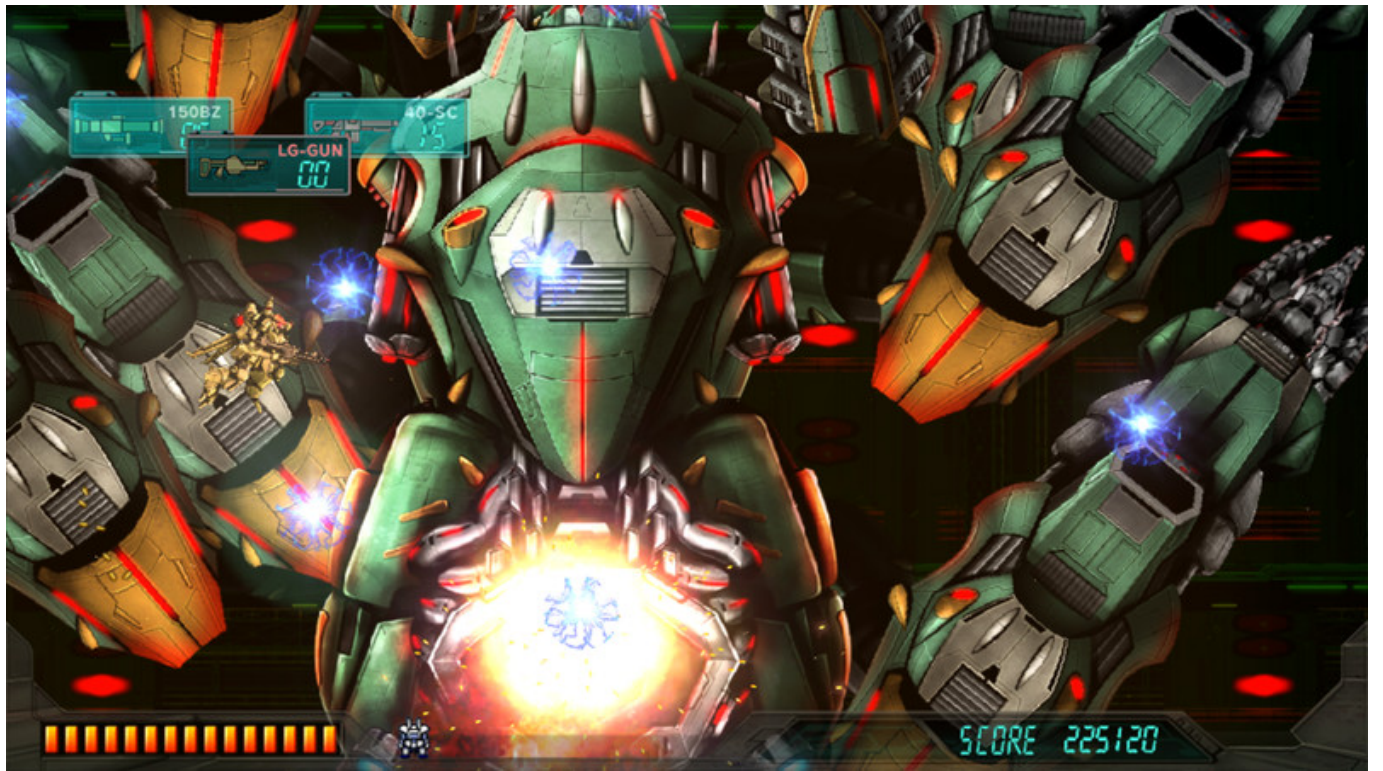
Storage: 5 GB available space

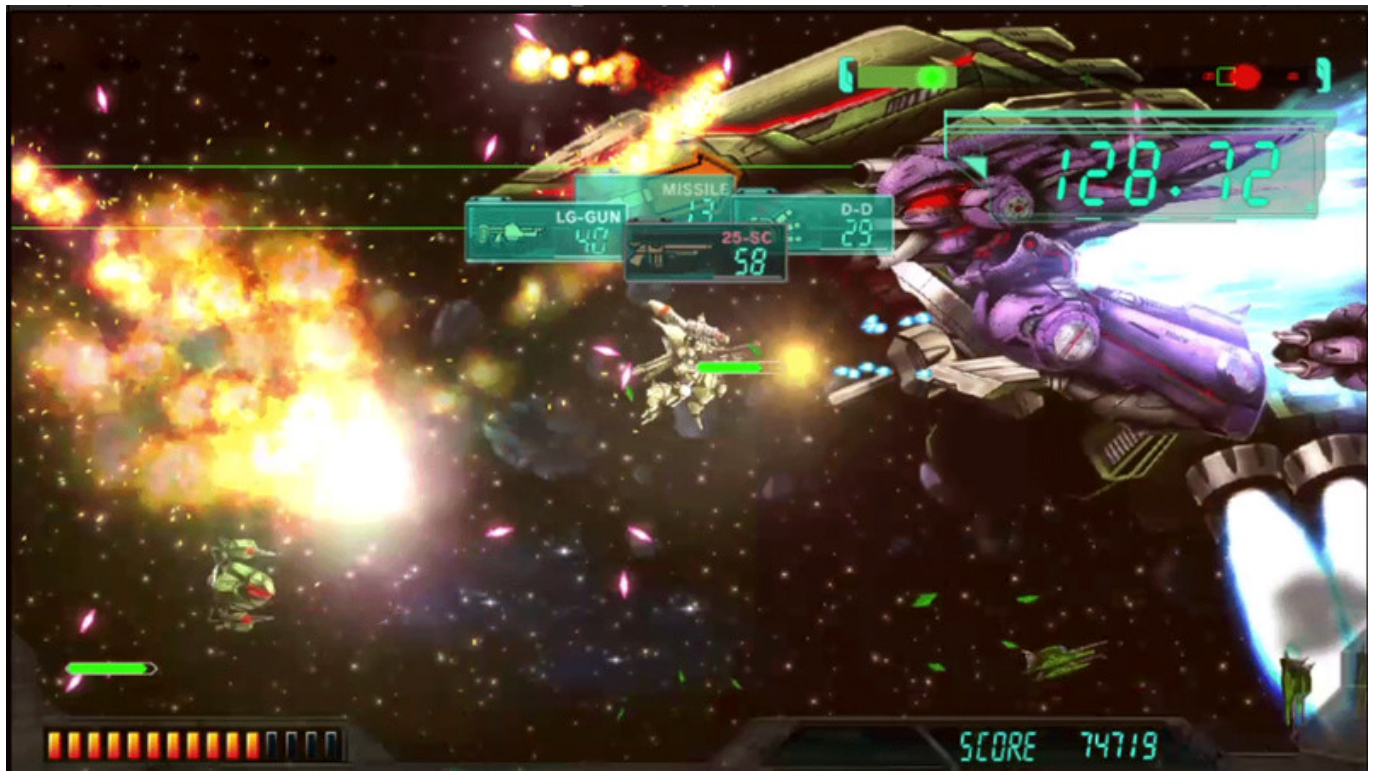
Sound Card: DirectX 9.0c compatible soundcard

Additional Notes: Controllers supported, but must be activated in Options > Config > Controls menu on first boot (game will remember settings every time after that)

English,French,German,Japanese







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Assault Suit Leynos is a mecha platformer, similar to Assault Suits Valken (a.k.a. Cybernator for the SNES). It is designed as an arcade game that can be finished in two hours casually, or much faster if you practice speedrunning it.

The story is a pretty basic Gundam (Universal Century 0078) derivative, so its main strength is in the gameplay. Standard mode on easy difficulty is very casual-friendly, with regenerating health and plenty of opportunities to tradeoff weapon variety for more health. You get weapon and equipment unlocks in each mission depending on how well you do, and whether or not you fulfill certain secret conditions. Before each mission, you choose eight pieces of equipment, which can also include taking multiples of a special weapon or multiple layers of armor. You can even remove your standard gun (leaving a punch as your only ammo-less weapon), shield, and booster backpack if you really want to challenge yourself.

There is a classic mode with a much higher difficulty, and you can also turn up the difficulty higher if you really want. Anyone who wants to prove that they have the biggest e-p should do a no-equipment run in classic mode on hard difficulty.

If you can't get enough of games like Assault Suits Valken (Cybernator for the SNES), Armored Hunter GUNHOUND, and the like, then you should definitely buy this one.. Assault Suit Leynos is a remake of a Genesis V Mega Drive game many of you will know as Target: Earth.

Assault Suit Leynos isn't as good as its prequel, Assault Suit Valken (SNES), which you may know as Cybernator. It's also not as good as the remake developer's previous work, Armored Hunter Gunhound (PSPV/Steam). However, it's significantly better than the original version of Assault Suit Leynos. It features a pretty hefty amount of customization for a game that's shorter than your average Mega Man game, and it has a few mechanical improvements over its predecessors, such as the invaluable ability to use your shield in mid-air/vspace. The biggest thing it has over the other Assault Suits and Assault Suit homages is that it's a LOT easier. If you're looking for a way to warm up to its sometimes exceedingly difficult cousins, there's no better introduction to the tiny subgenre.

And hey, if you really want to swim through an endless sea of randomly spawning enemies, Leynos also features Classic Mode, which makes the game behave very much like the original version. Which was an endless sea of randomly spawning enemies.. doesn't work like it said with the xbox 360 controller. I played the crap out of this game as Target Earth on the Genesis back in 1990. I beat it legit only once w lots of time regenerating my shield. The music was awesome the story was on par with any old school mecha anime (Macross, Gundam, Votoms, etc.) This remake captures all the story with new twists and difficulties. The music was redone and it's awesome and nostalgic. I'm a gen X'er that was actually there when this came out 28 years ago unlike millennials giving this a bad review because they've never experienced the original and have short attention spans. If you remember Target Earth you'll love this remake.. The game itself is an well-executed amalgam of all the best parts of the Assault Suit(s) franchise. Unfortunately, this port kinda sucks. Frame rate issues that aren't present in the PS4 version and some of the worst controller support I've ever seen in any Steam game. :(Cannot recommend it as a PC game.

While the art is okay but even with some updated assets the style is very much showing it's age.

Controls are not customize-able & are hard coded to a very awkward scheme. With out mouse aiming it still plays very much

like trying to run a Playstation game on PC... things are just messy. The menu to quit the game is a VERY un-intuitive P button... well away from any other controls & the game does not respond to the enter key... even when it says "push button". (It's left to the player to figure out which button.)

Resolution control is handled poorly with the escape key changing the game to a windowed mode instead of bringing up a menu like most games would & pressing it a second time exits the game with out warning instead of reversing your last action like expected.

Controls are presented with an Xbox game pad in the controls screen showing little effort to port it to PC; it's very obvious they want Xbox to be their main market along with all the other PC unfriendly things.

Game runs smoothly but is a rather large size at 4.82 GB. There appears to be no way to gracefully quit the game being forced to use alt-f4 when in game.

Over all the game shows it's age, is very much over priced for what you get & you'd be better off finding & purchasing any of the older american releases of this series; you'd be getting about the same product for a much more reasonable price.

Wasn't as good as I expected it to be.

This game feels really lazy.

It's like they just took what they had from GunHound EX, created leynos graphics, added voice acting, but did not have enough time to make the game.

Stage bosses are terrible especially in the later stages. They just repeat one attack that reminds you of a bullethell game. This also makes it feel like they have way too much HP.

If you launched the game for the first time with a gamepad plugged in and notice that no buttons are working that is because you have to first navigate to the options screen using arrow keys and 'Z' 'X' keyboard buttons then set to use the gamepad.. I really like AS Leynos, but can't help but feel a little underwhelmed with it - as an obsessive player of Gunhound, Valken and similar mech shooters I think I overhyped myself a bit. I looked forward to its western - and later PC release for months and even double-dipped and bought the PS4 version anyway. Overall it's fine, maybe *average sums up the game better*.

General gameplay is good, and achieves some pretty solid highs at times but suffers from some slightly annoying decisions like pulling you out of the action constantly to introduce a miniboss, or literally moving you away from a defense objective to fight an enemy only to throw a mission failed screen in your face when the thing you were initially defending ends up being destroyed by the enemy.

NPC and ship crew chatter is great (Japanese language subtitled), and the re-recorded music is well done.

Adding danmaku bullet patterns to bosses and minibosses was unnecessary.

Classic Mode - an extra version based on the original Mega Drive game is an often frustrating mess of never-ending swarming enemies that gets so OTT at times you can not see yourself and only really resembles the original game in its BGM and basic mission structure.

The menus are a bit of a mess, for example the customization option to put a targeting sight on your rifle is buried in the game options.

Trophies and achievements are bugged and won't pop sometimes (PS4 and PC).

Visually it resembles a flash game; some of the elements look OK, others look cheap and unfinished - even the PS2 Valken remake looks nicer.

Not a bad game by any means, but disappointing and overpriced. Get it on sale if at all, the Arcade Mode is what you're going to be spending most of your time with, thankfully it's the best part.. The game itself is good, but the gamepad functionality was mishandled by whoever did the porting. One controller resets the game with the press of a thumbstick, the other one does the same if I configure that gamepad to my preferred layout.

Should the other games of the franchise make it onto Steam, I will ignore them based on how this game was handled thus far.

Fix this, if you want my money for future games.

. Its irrelevant of whether you played the Mega Drive, this remake is visually stunning and it's retro style controls are smooth.

Its a game which is easy to pick up, and difficult to master, but the challenge is fair.

It's a game series that has been imitated here on steam previously, but with all due respect to those developers - they cant compare to playing this HD remake of the Mega Drive (and hope one day we get the remastered version of Cybernator a.k.a Assault Suit Valken). Resolution locked at 720p, interpolation works poorly, controllers have some bugs here and there...

It is an amazing mecha game, and worth buying in a sale, but still needs more refinement ro get it at full price. nice non stop action game

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