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Game screenshot

[Aces of the Galaxy Come to XBLA and PC](#)

Retro arcade shooter blasts its way to the screen

The retro-arcade space combat shooter genre has been completely revived by the quality releases on [XBLA](#) since the beginning of the year. To prove that the entire genre is up and kicking, Sierra has decided to launch Aces of the Galaxy, not only for [XBLA](#) download, but for PCs, too. The Xbox 360 version costs 800 MS Points and the PC one can be purchased from the official website. In Aces of the Galaxy, players have to navigate vast, colorful space environments while blasting through hordes of enemy ships, dodging asteroids and other terrestrial hazards and avoiding too many damaging hits to the space ship. Players take control of the powerful gun turret on an AI-driven spaceship (hopefully, that won't be a huge problem), utilizing the reticule and a fast trigger finger to vaporize wave after wave of enemies. Why is the spaceship controlled by the AI? That's the question! When it comes to visual aspects, the game features dramatic and strategic effects, including an intense bullet-time feature that slows down the oncoming hordes of enemy ships, as well as warp zones that propel players through space at the speed of light. "Players will love how fast and frantic the action gets and the fantastic visuals will really set the game apart from the pack," said Nicole Perez, vice president of marketing, Sierra Online. "The overall intensity of Aces of the Galaxy, including some wild multiplayer action offer players some of the best arcade-style gameplay on Xbox LIVE Arcade." Coming with multiple levels and branching paths, Aces of the Galaxy promises to become one of the most fun space simulation games. Let's hope it is able to keep its promise. And having in mind that it comes with a multiplayer option (both online and offline), we don't see why it wouldn't.