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About This Game

Inspired by the first-person shooters of the past that we loved, we're taking all the most memorable elements and putting them in a toolkit to be used and combined however you want. At its heart, Gunscape is an FPS construction kit. It's a game that lets you go wild with your creativity in a pumping action sandbox! Gunscape does this by providing easy-to-use tools based on a block-placement interface everybody's already familiar with to create single-player campaigns, co-op maps and multiplayer arenas and the functionality to share your creations with your friends. Don't like building stuff and just want to blast your way through hordes of monsters or duel with other players? Maps can also be shared, played and voted on by the whole world, so you'll always have new levels at your fingertips!

Standard Edition

Get access to all main game themes with the Standard Edition of Gunscape! It includes blocks, props, enemies, avatars and weapons from the Bathyscape, Bierenstein, Final Fortress, Electro, Relay, Too Rockin', Siegecraft, Orifice and Tremor.

Gold Edition

Get access to all current and future game content with the Gold Edition of Gunscape! Initially it includes blocks, props, enemies, avatars and weapons from the Standard Edition plus the Seasonal, Alienware and Gold theme packs. Also receive the Gunscape Original Sound Track DLC! The first extra DLC will be the Seismic pack, coming in Q2 2016 and this will be

available free of charge to Gold Edition purchasers.

World Building

The game is organised into themes taken from the entire genre of FPS games, from the early classics to the modern triple-A stealth and war shooters. Each theme set contains unique world building blocks, player models, enemies (and bosses!), music tracks, skyboxes, special level elements (like traps and teleporters) and--of course--GUNS (plus bombs, bats, swords, flamethrowers, chainsaws, rocket launchers and much, much more. 38 weapons planned so far!). Assets from different sets are meant to be combined freely when building your worlds and the selection of content contained in each one has been carefully selected and planned out to avoid redundancy and to represent the truly iconic parts of the game it was inspired by.

It's important to us that anybody should be able to create their own levels. In the days of Doom and Build engine games level editors were simple enough that it didn't take long to learn how to create a whole new adventure for the player. The truly skilled could create impressive feats of architecture, but the rest of us could still create enjoyable challenges thanks to tightly-designed game engines that focused on making the core gameplay pure fun. In a game like that it doesn't matter how many times you test and tweak the layout to make your map the best it can be, or how abstract the level becomes as a result. This is the driving philosophy behind Gunscape. It's also the reason we've chosen to start by polishing the multiplayer experience in the pre-alpha demo, as we feel this is one of the best ways to develop and tweak the core gameplay.

World Sharing

Of course, there's no point in creating great play experiences if nobody else gets to play them! Gunscape has a server to share your creations and the game has a built in map browser with filtering and voting system, so that anybody can have full access to every public player-created level, regardless of which theme packs were used to make them. The available demo (more on this later) has game levels we have put together and we'll continue to add more as we complete new content to help show how much potential there is for you to create some truly amazing things with Gunscape!

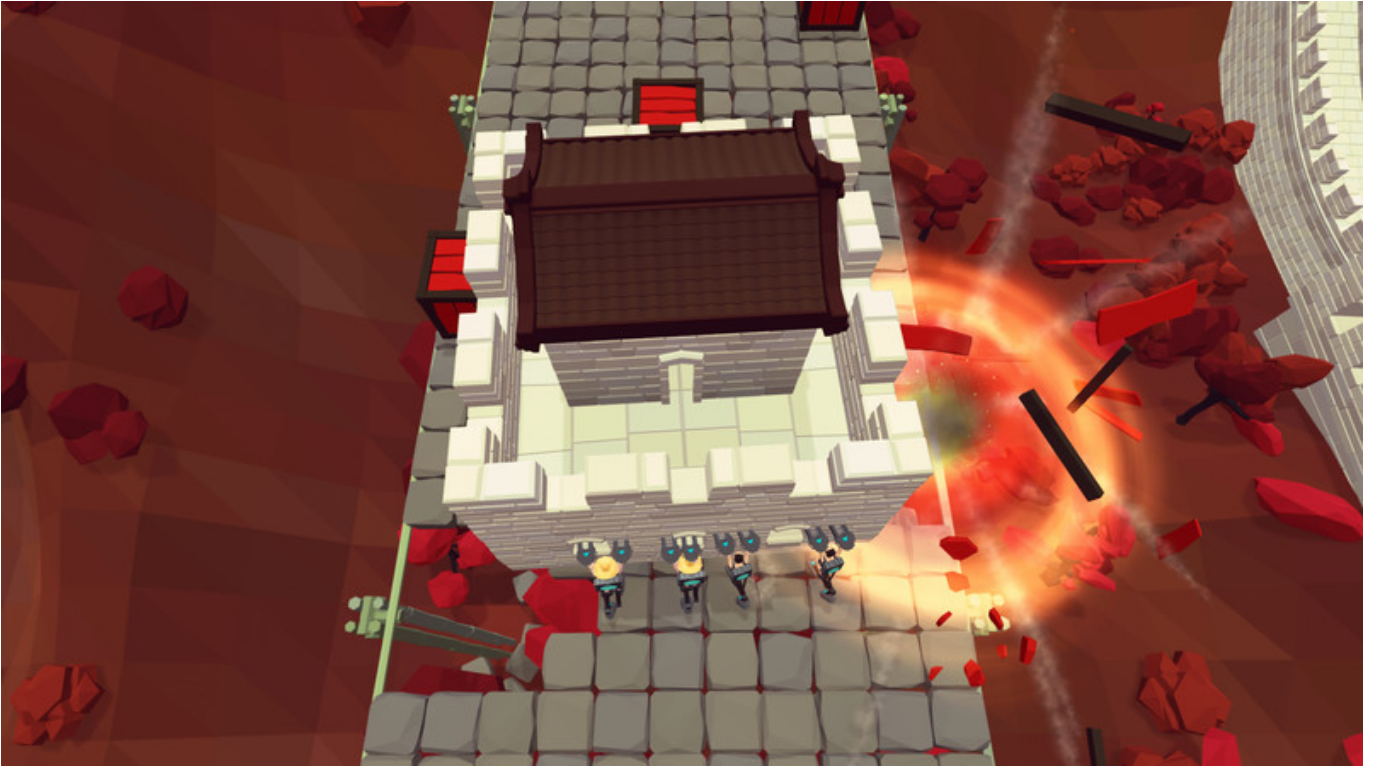
Game Features

- Solo, split-screen and online co-operative multiplayer level creation! Build maps at your own pace or invite friends to help out! Jump in and out of action mode while editing to test your level on the fly or just to blast one another.
- Single-player campaign mode: play or create a sequence or branching tree of levels with or without a story. Build a whole self-contained adventure or a gauntlet of fearsome challenges.
- Co-op mode: invite one or more friends to tackle a dedicated co-op map with you or take a single-player map and crank up the difficulty.
- Multiplayer arenas: build a map with multiple spawn points and powerups and invite your friends or host a public game for some brutal online action using one of many multiplayer modes, including classics such as free-for-all and team deathmatch, capture the flag variants, king of the hill and domination/point capture modes and different tag/infection variants. We plan on including a lot of these, and to continue adding more, including flexible objectives like race to the finish which could be used to build multiplayer rocket jump courses or other types of challenge maps such as a competitive adventure through trap-filled dungeons, or hunter which awards points for killing monsters so you can create your own MP dinosaur safari.
- Cross-platform multiplayer: optional where it counts, but great to have for cross-platform co-op!
- Global and persistent map sharing: anyone can play the levels you share regardless of platform
- 8 multiplayer match modes

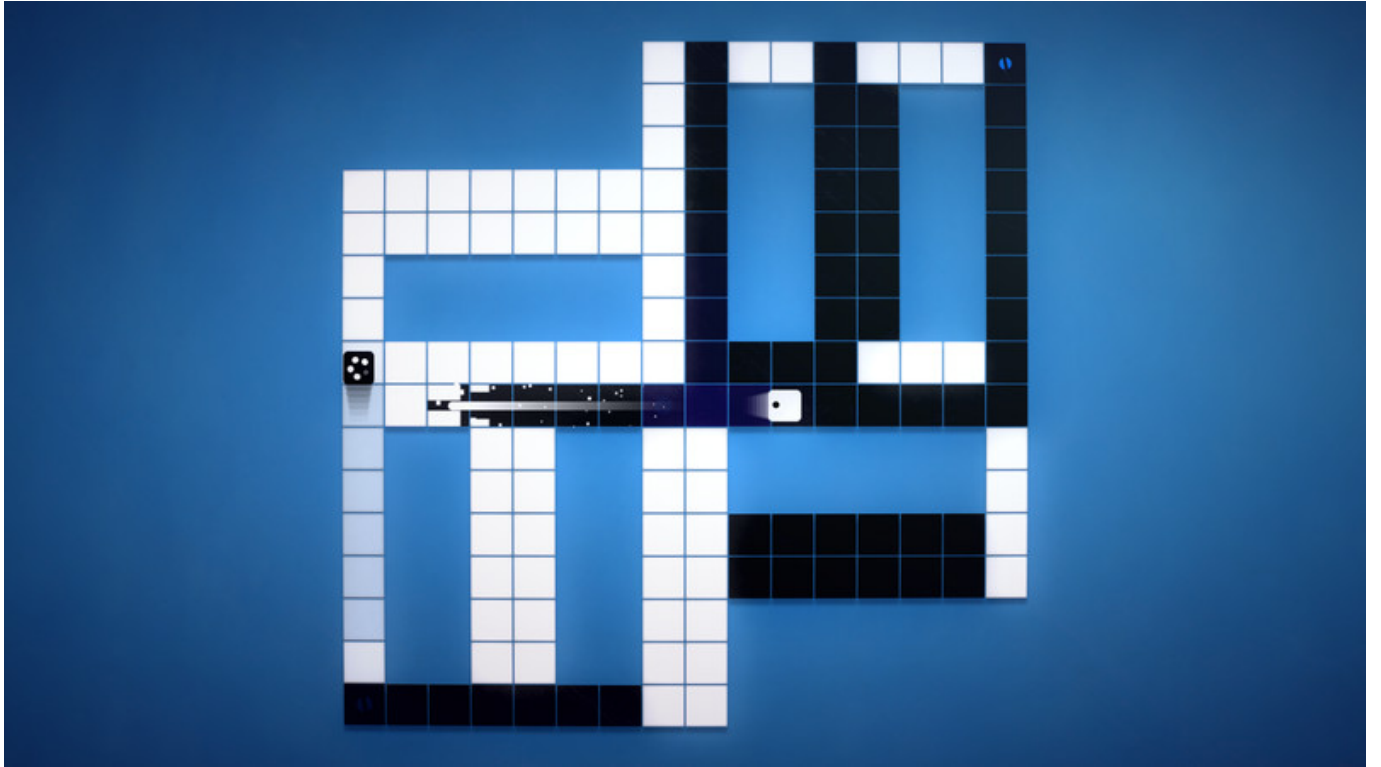
Title: Gunscape
Genre: Action, Indie
Developer:
Blowfish Studios
Publisher:
Blowfish Studios
Release Date: 1 Mar, 2016

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English







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WOW! It doesn't let you do everything you might want to do if you want to make your own FPS, but this is the easiest to use FPS creator I have ever played that actually allows you to include some real strategy in your levels. I'm not sure if there's a way to set it up so that when a player dies they automatically restart the level and everything resets, but if there isn't, there should be. My biggest complaint so far is the lack of weapons and enemies. There do not appear to be that many even in the Gold Edition. I really hope they add a ton more than what they already have. There are way too few for a game that's all about making your own game. I would also like the option if possible to change the color of some of the bad guys, just cause that would be kind of cool!

Edit 6V24V2016,

I forgot to mention, speaking of the enemies, I would really like to see some human badguys other than Nazis. Nazis make great villains, If you want to make a game about WW2, but what if one really doesn't want to make a WW2 themed level? Gangsters or generic modern soldiers would also nice.

Edit 6V26V2016,

I just noticed that the "Nazis" in this don't really resemble "Nazis," but they still kind of remind me of them.. Its fun when you play on a server with friends and its free but, you have to pay for most things to build a map.

pros-Free,Fun with friends and you can make maps

Cons-You have to buy a ton of blocks if you want to build a map so, you might as well just stick to the community levels. Also theres noone ever on servers.

I suggest if you want to play it you should play it with a friend and its free so theres no reason not to.. Gunscape is very similar looking to the first 2 Doom games, not to be confused with the modern 2016 release. I'm talking about the original 1990s versions that released on the Sega 32X, SNES and Windows 95. The game is very fun and you can easily get shooting in one of the campaign levels or "GET PSYCHED" in one of the user created levels. That's right, you can build a malicious despicable death trap to let others explore and fight in. However this game expects you to die, A LOT! Thankfully you don't have to restart the whole level whenever you die. Whenever you die, you respawn at the last checkpoint you activated, and none of the enemies that you had killed (except the ones that are told to respawn after a set time) will respawn. Weather your buying the full game, going for the gold, or playing free, the game still aims to please. On a side note, If you're the builder type, buy the game. I say this because if you do not buy the game you only get access to some of the blocks available in the level builder. This game is definitely a great way to have some fun, even on low end systems like old laptops.. Here is some info, If you just want to play gameVmaps that can be played. It won't affect you. If you want to change your player model or build maps, good luck because you gotta buy that stuff.. What we have here is an imperfect hybrid of FPS game and FPS game creator. To most others, it's at least average. It won't win any awards for amazing graphics or gameplay.

But all in all, Gunscape is therapy for me.

I've always wanted to just make FPS games, but didn't want to spend hours and hours trying to learn some cryptic coding

language to do so. After being dissapointed by TGC's FPS Creator (garbage), I've been looking for an at least half-way decent replacement. This game did everything I could possibly ask for to make that desire come true.

It's not pretty, it's not super intuitive or inventive, but that's not what I look for in games. It just works, and that's enough for me.

The best part is how easy it is to make your own maps. If you know how to build things in Minecraft, then you're already qualified to use the editor. You literally build your map's world from the ground up, block by block, then you lay down, weapons, ammo, pickups, monsters, decoration, triggers and logics, and you're good to go.

Gunscape isn't an award-winner by any means, but I don't care. Since it offered a solution to years-old problem I had, I think it's awesome.. The game's good. The prices are kinda steep for the different block packs, but it's pretty great. It's got that old, Quakey, Doomy feel to it. I'd suggest you see if you can get the block packs at a cheaper price, if possible though. Otherwise, you can make-do with pretty much what the free piece gives you.. Pretty good game, I say could use a few improvements. But no one ever really plays sadly..

Horrible dont play will induce all the rage. OMG so much fun! best played 4p splitscreen with friends and family! Awesome shooter. Amazing map builder to! must play. Plus, there is the free version so if your not sure if you want to buy the dlc\standard edition, just play the free version. The only bad thing is that not alot of people know\play this game, so it can be hard to find games with 6-10 people. Most of the popular maps to are extremely big, so it can be hard to find people while playing with 2-4 people. Still, a fun game overall. Good to play with a group of buddies.. The game is just not that great. The idea of a Quake 3-alike being built around a granular level editor sounds great, but unfortunately the core gameplay doesn't hold a candle to the genuine article. The guns just don't feel that great to shoot, and there's way less variety than you'd expect if you want to keep your weapons at all coordinated with the level theme. If you want a chaingun in your map, I hope you're okay with it being bright neon blue.

And that's before you even get into the community being dead. You will struggle to get into a match with more than one other player, and this game does not shine in 1v1, especially since most of the custom maps people make are way, way too big.

Basically, the game isn't very good, and even if you'd want to try it, there's nobody to play it with. It's especially hard to recommend now that it's painfully obvious that there won't be any further content updates.. This game is not bad at all. I just think there need to be a few changes. DLC should not cost \$50 dollars, Not even EA is that bad. Second, fix the teleporter bug, im trying to make a legend of zelda campaign and I cant test without the teleporters going offline after i use any of them. Lastly, guys, we need mor logic and server limits\number of players detection. Dont ask why, I have a map in the works that needs this. otherwise good game would recomend. The game is fun and all, but dlc is pretty handicapping. Once you have the DLC, you can do alot, but it's still 20 bucks. Maybe make it a little cheaper? thx.. Incredibly fun game, I think the reason it gets a bad rap is because people didnt understand the free version was a demo and were mad they had to buy the blocks but I bought the gold edition and you get all that good stuff. I think its an ingenuitive title and worth buying. This may look like a silly boring game but it's actually quite fun if you like fast paced firt person shooters and\or building games.. Not worth it, even if it would be entirely free, it wouldn't be worth your time.

The gold edition isn't even worth it on sale for 10\$ So 40\$? What kind of trap is this?

The concept is really good but that's the only good thing about this game, otherwise it's utterly trash.

Being able to create our maps and missions on a "retro" game like this, it should be awesome, shouldn't? Well, it is not.

The bad:

Brainless AI, no... seriously... They hear you shoots 4 feet away and they're doing nothing about it, you have to either get really close to them (and they must see you, even if you run away making lot of noise behind them, they won't even notice), they barely use their gun, like, they don't even shoot, maybe 2 - 3 bullets every 2 minutes? Right, I'm exaggerating, but just by a little. They'll miss you 50% of the time and that's when you don't move, if you move and doge, they'll miss their shots 95% of the time, Star Wars stormtrooper pretty much isn't?

There is not enough content, really, even if you pay 10\$ for it, there is not enough content, that be weapons, enemies or blocks, it's empty, it's pathetic how barely any content there is.

No bots, why are there no bots? For all gamemodes, even the campaign\co-op? It would be pretty cool, and this game is almost dead so it would be important to have bots.

No mods support, why? Being able to port and create mods for this game would be great, being able to fight against hordes of Doom's creatures using weapons of Redneck Rampage or even Shadow Warrior, or even creating our own stuff by ourselves and sharing it with the community, but nope.

Crappy animations, Shadow Warrior 1997 had better animations, come on now, you have no excuse.

It seems that the developer is no longer working on this game, what a waste, it could have been something great, but it is not, it actually wouldn't even be worth if it was entirely free (gold edition for free)

Stay away from this game, if you want good retro shooters then play Unreal Tournament, Blood, Turok, Quake, Doom, Shadow

Warrior, Redneck Rampage, Wolfenstein, S.W.A.T., Blake Stone, System Shock, HeXen, Rise of the Triad, Duke Nukem, the first Half-Life, Strife, Heretic and there's so many more.

And you can create your own maps and mods on most (if not all) of them so forget about this, don't waste your time on this.

3/10 - Good concept but unfortunately bad and really weak on content.

. This game is amazing. The level editor is simple and they give a lot out for free! Of course this game does have the best stuff for purchase but you can make great levels without it. The community (the little of us there are) have all been wonderful. I just wish this game had a bigger player base I feel it perfectly recreates that DOOM or quake arena run and gun type shooters. Then you add an easy to pick up familiar level editor (minecraft eh) I don't understand the negativity about this game. Anyways, most of everything you play is player created (which I love) and the fact that I got an 8 level campaign and all this stuff is great for a FREE game. I have a few times where things just will not work in level editor like certain switches and buttons don't work in rooms seperated without windows. These are glitches that once I figure out how to completely recreate these Issues I will write Blowfish. I rate this game a 10/10 indie game and a 7/10 game when compared to polished games. There is no reason to not play this game if you enjoy creating or that oldschool shooter feel,

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