

Review Jet Lancer: Raging between the blue sky

Jet Lancer is like an old-fashioned arcade plane shooting game, but it brings a lot of improvements in and above all the great music.

Interestingly, jet-shooting games like Jet Lancer are few, though these retro genres are rampant in the market. Games like Jet Lancer are defined by a separate game line, which is to shoot the plane in the screen combined with the lively music in rhythm. Playing these genres is not simply about being in action, it is about being immersed in music.



Analysis of Ghost of Tsushima trailer: Don't compare with Nioh and Sekiro!

The gameplay video of Ghost of Tsushima that Sony has just released has made gamers compare it with Nioh 2 and Sekiro, but is this comparison fair?

Simple but addictive gameplay

Jet Lancer's plot is about a mercenary - or maybe a space cowboy named Ash, who will do anything for money regardless of whether he is hunting cosmic pirates, alien monsters or Giant fortress threatens the lives of the people. Jet Lancer is divided into different levels of play according to the tasks that Ash receives with increasing difficulty, they are quite simple when it is usually to kill the entire target on the screen or kill all the time.

A stage in Jet Lancer is very short, it only takes about 4 to 8 minutes (boss fight may be a bit more), so the tempo of the game is extremely fast when the enemy appears continuously and time. The amount between clashes is dense. It gives players the excitement when controlling their spacecraft hovering between the screens, one more thing is that with the short time plus you can switch between free screens, the Jet Lancer is extremely suitable. suitable for entertainment.

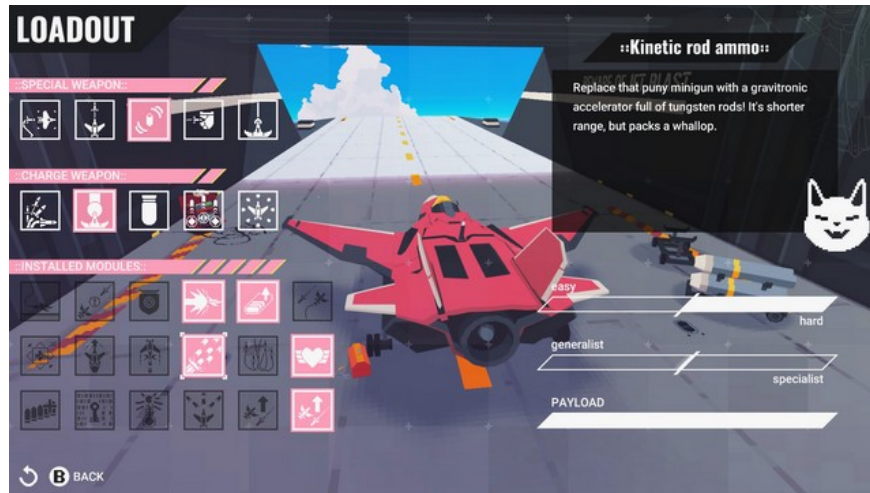


The control mechanism of Jet Lancer is quite different from other shooters, it is called Twin-Stick Shooter (you have to manipulate 2 joysticks at the same time, 1 to move 1 to select the direction of firing - not must direct the automatic gun barrel straight forward like conventional aircraft shooting games). This control method will be a bit difficult to get used to initially, because you have to press the move button repeatedly to get the spacecraft forward, then use your mouse to adjust the direction of the shot. Because the spacecraft is constantly flying, bullets will tend to spin in an arc, so playing at the beginning will be quite arrogant.

But once you get used to it, you will find this control very reasonable, because it gives players more flexibility in choosing positions, as well as giving them free hands when just pressing a lever for 2 tasks. move and aim. Jet Lancer's mechanism is quite similar to the injured knight, when you and the opponent rushed at each other and fired a whole bunch of bullets, then if not done, then loop again and continue - combined with the insane speed in game, this is quite large brainstorm, extremely excited.



Ash's spacecraft is equipped with two types of weapons, normal bullets and special guns (rocket, energy knife or light wave .). Normal bullets can be used for free but the damage is weak, the remaining weapons are very strong in return for recovery time, you can also accumulate energy to fire a rocket in a short time at close range. Jet Lancer is not a stand-alone shooting game, the player must really watch to discharge the bullets to get the highest damage, otherwise, they must shoot after spinning to wait for a really long recovery. The game also allows players to upgrade their spacecraft over time, to focus on damage or speed depending on the style.



Great music

Twin-Stick Shooter games often have very good music and Jet Lancer is no exception, it uses mostly electronic music with lively melodies and extremely abuses the bass beats continuously, ending with the sound of explosive bullets or shattering spacecraft will cause the player to beat his chest repeatedly. Especially when going into dangerous situations when your spacecraft is targeted by the rocket of the target boss, the music will change to a rhythmic rhythm with high-pitched wind sounds and flashes of danger.

After completing the game once, the player will unlock many new game modes as well as independent tracks that can be mixed together, of course the difficulty will increase so you can play badly. I cannot enjoy it at all. The image in Jet Lancer has a bit of **cel-shading**, it focuses primarily on highlighting the incoming bullets for easy-to-distinguish players, as well as the background is always a bright blue sky to increase contrast.



However, Jet Lancer is not difficult, the player will have the same number of lives as normal spaceship shooting games, if you use all you will have to play from the beginning of the screen. Because the movement and aiming mechanism of the game requires very high reflexes, sometimes you will find yourself rushing to the enemy and dying without having to press the attack button, as well as being pushed down by the feverishly panicked corner. suicide water.

Jet Lancer does not allow to adjust the difficulty, so casual gamers will probably feel a bit tired, because going forever can not pass a certain level. In general, with the gameplay that comes with such great music, Jet Lancer is something to consider for those who love the Twin-Stick Shooter genre or find challenges with exciting music.

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