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## About This Game

# HELLSTAR SQUADRON

The year is 207X AD. The galactic government entity known as Paradise is at threat from a terrifying, demonic rebellion! Join the **HellStar Squadron** on this epic adventure as you dodge wave after wave of bullets, shoot the demons back to hell, and save the galaxy in this fresh, retro-inspired arcade shoot 'em up/bullet hell experience!

- Three playable characters/ships to commandeer!
- Eight cosmic stages to blast your way through!
- Big bosses with heaps of bullets and explosions!

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- Retro arcade experience including CRT shader and TATE mode options!
  - A jammin' chiptune soundtrack!

The galaxy needs you. The HellStar Squadron awaits.

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Title: HellStar Squadron  
Genre: Action, Indie  
Developer:  
CosmicCrystal Games  
Publisher:  
CosmicCrystal Games  
Release Date: 7 May, 2018

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English

## CONTROLS

- KEYBOARD -
-  - MOVEMENT
-  - FIRE GUNS
-  - FIRE BEAM
-  - USE BOMB
-  - PAUSE



## CHARACTER

EMERALD



BURST FIRE  
SENTRIES  
POWERBEAM

## CONTROLS

- KEYBOARD -
-  - MOVEMENT
-  - FIRE GUNS
-  - FIRE BEAM
-  - USE BOMB
-  - PAUSE



## CHARACTER

AZURE



WAVE GUNS  
TURRETS  
HYPERBEAM

## CONTROLS

- KEYBOARD -
-  - MOVEMENT
-  - FIRE GUNS
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## CHARACTER

AZURE



WAVE GUNS  
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This game has some issues with its controls. At first, the keyboard controls are only made for QWERTY-keyboards. Playing this on a QWERTZ-keyboard is nearly impossible. Secondly, you have to hold down the fire button all the time. Thirdly, you control the ship via the arrow keys. This feels very awkward, when 99% of the games you play use WASD (, which you control with your left hand). All of this wouldn't be that bad, if you could rebind the keys. But you simply can't.

So I plugged in my controller and it worked for the game itself - But you still had to hold down the fire button. And not all of the controls seemed to work in the menu.

I played a bit and what I could see were some red enemies shooting red bullets and my blue ship shooting blue bullets. But it couldn't keep my attention. This game could be worth playing, if it hadn't the controlling issues. But for now, I'm going to refund it.



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