Playing Top Down Shooter games on Kongregate

Ten Second War - enemies placed in random parts of the map - wide space -strategize placement of the character

Decision 2-  A lot of enemies so wide spaces - completing missions

Freeway Fury 2 - Seeing things explode - how far can you go without getting killed

they all have a workable theme

Suspense and Tension - what's coming next

Untouchable - keeps the player thinking where to be - focus on not getting hit

Hotline Miami - gameplay video - it's not a free game - amazing 8 bit art and music - satisfactory kills