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About This Game

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A bright, top-down space arena shooter with, boss fights, upgradable abilities and weapons. Choose from an assortment of weapons and abilities to power up your ship to your liking! But in order to upgrade you've got to defeat increasingly harder enemies to gain points to buy them. Last as long as you can because once you die, it's all over. Although the game is only semi-permadeath... but that's a slight spoiler!

You'll face enemies that can dodge your shots, redirect them back at you and more. Enemies have been tailored to have similar abilities to what you can have or they can counter you. Bosses will challenge you and test your knowledge of the game. Mix and match upgrades to last as long as you can!

Special Features

- Button Remapping

-
- Custom Ship Model Importing (.dae format) with customizable color presets
 - Audio/Video Settings
 - Dual-Stick Gamepad Support
 - 20 Enemies and Other Threats



- 5 Bosses



Title: Quadrablaze
Genre: Action, Casual, Indie, Early Access
Developer:
YounGen Tech
Publisher:
YounGen Tech
Release Date: 20 Dec, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10

Processor: 2.2GHz Dual Core

Memory: 1 GB RAM

Graphics: 1 GB VRAM

DirectX: Version 11

Storage: 400 MB available space

English





Nice humorous take on the classic Breakout/Arkanoid formula. Good for quick sessions or for a low-spec PC/laptop game. Check out [my co-op gameplay video](#) and see what it's all about.. 7/10

Good things about this game: Perfect storyline, no-bad graphics, and funny puzzles.

The defects are quite obvious as well. I have come across bugs and game breakdowns quite a few times.

And personally I hate jumpscares and this game is, especially in the first half part, full of jumpscares, not that I'm a fainted-heart, but I just prefer a terrifying atmosphere than a ugly mug jumping on to my face LOL.

RECOMMENDED.. Adorable and surprisingly deep multiplayer schmup, something like Worms or Gunbound with planes and powerups. I can't imagine it has an active community anymore, and the bots were only a little fun to play against, but back in the day when I played this it was an absolute delight.. i dont even know where to begin here.

so basically take all the greats of cheesy gay adult film, then... turn them into waifus? I think? I'm still not sure myself but holy hell this is my favorite game ever. A very odd tower defense/ territory defending game that pits you (the dudes with guns) against the other dudes (The slime not with guns) and slowly but surely blast back the slime girl menace

Honestly i enjoy this game alot and it is a nice little hidden gem.

BRING ON CREEPER WORLD 4. **KAMGUSTA's mini Review**

You play tetris. Blocks are given by punching enemies on the screen. Nice try and nice graphics, but boring as hell. I enjoy more playing tetris on my B/W '90s Ericsson T39i.

Score 4/10. It's a fun little game, but I have to NOT RECOMMEND this game as it is yet another asset flip where this developer is trying to claim this game as his own by simply buying a Unity asset kit and changing the name of the game here on Steam.

To show his lack of actual coding ability, he hasn't even and obviously doesn't even have the ability to put a simple "Exit game" option anywhere in his mobile game flipped here to Steam.

All actual credit and any money should be given to the developer who actually made this game HERE:

<https://www.assetstore.unity3d.com/en/#!/content/82067>

[This developer is just another THIEF and nothing more.. very very good ol game - stands up well in this day and age classic of video game](#)

It feels like LuGus Studios start running out of money. As if everyone that would want Liftoff already has bought it and now are they not selling so many new copies. To solve it they release a DLC. Although it is not a big DLC it is also not an expensive one, so the developers are not greedy, which is great.

The night maps look good. It is very nice with additional details like fog, lit windows, campfire, candles and more. (However you can land the drone in the campfire without taking damage and you can't blow out the candles by flying over them). It feels like the Night Fever maps generally looks better than their respective daylight map.

One thing I was hoping for in this DLC was the cyberpunk drawing board. While it looks good it sadly has two big flaws. One is that the reflection on the floor only reflects the sun. If you e.g. are standing inside a box you can't see the sun directly but you can see the sun through the reflection on the floor. The second drawback is the complete lack of shadows. Sure for that it fit the cyberpunk theme but it also makes it much harder to understand the 3D structure of the map.

The DLC also contains many drone skins. Some look really good and other has additional functionality with flashlights. One natural drawback with FPV is that you don't see your own skin while flying. On the other hand the game does a good job with showcase your drone in a lot of other situations (e.g. loading screen).. After roughly ten minutes of play i would like to make a note to the devs directly. The game seems great, and like it'll turn out great with some love and effort put into it.

An immediate change i'd like to see would be movement speed. The character kinda is wonky, where in the SHVRE games movement is (obviously) more deliberate, but feels appropriate. Keep up the good work.. This game is much better than the price says. A good dungeon crawler kind of game, no cons for me so far except that when I try exit through the door to the next level it doesn't work, so I have to manually have to fix that. I don't really get how people don't like this game, it's a great time waster. Can't wait for Super Dungeon Boy: Mega Fire. Sometimes the attack animation makes it a little annoying, because you have to finish it to attack, but hey, that's how the game works. The game is supposed to be ragey, so I don't get why people are mad because it is. Why did they get it if they can't handle rage games? I always forget to roll. I don't really need to, I'm always fine without rolling. Super Dungeon Boy: Mega Fire should cost more, especially if there's more content. I'm very happy that I stumbled upon this game. Kudos to Tower Up Studios.. Can't play the game because SecuROM doesn't recognize my key. DO NOT BUY.. It's an okay DLC. But a bit of a let down for me personally.

Pros

- + Space setting is great
- + Cool characters from different periods of time
- + Very, very, very good weapons. Almost worth buying for just the weapons.
- + Great finale

Cons

- Feels very linear. You're just set down one path.
- Literally, go here, fight through loads of aliens and robots, press a few buttons and then repeat about three times. That is a large part of the DLC.

Worth getting, but most likely only when it's on sale or if you're really desperate for some cool weapons or more Fallout.. quite good but not enough. one of many great games out there.

but THIS game, is great and surreal at same time. As an owner of the Original Zombicide Board game i can say this is worth the buy as far as being able to play and learn the game. Ive see one negative review complaining about lack of automation and how long it takes to set up, but my guess is they were not familiar with TS and how everything works.

It automates setup enough so that it makes it alot faster and easier to set up any game board. PLUS im pretty sure its open to custom layouts and scenarios if one chooses.

The overall look of the figures as well as the back drop you play the game in is nice as well

PROS:

- Its a fun game
- great with friends
- Easy to setup assuming you understand how TS works

CONS:

would be nice if the figure models were slightly animated (ive seen Free workshop games like heroquest that have animated models)

it would be neat to have a tablet for each player that actually runs the APP that you can download for your phone to automate attacking and leveling.. I was looking forward to this based on the reviews and write up, but I've given it a fair shot and this really isn't a good game.

Camera controls are all over the place

Tutorial is useless

No real point.

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