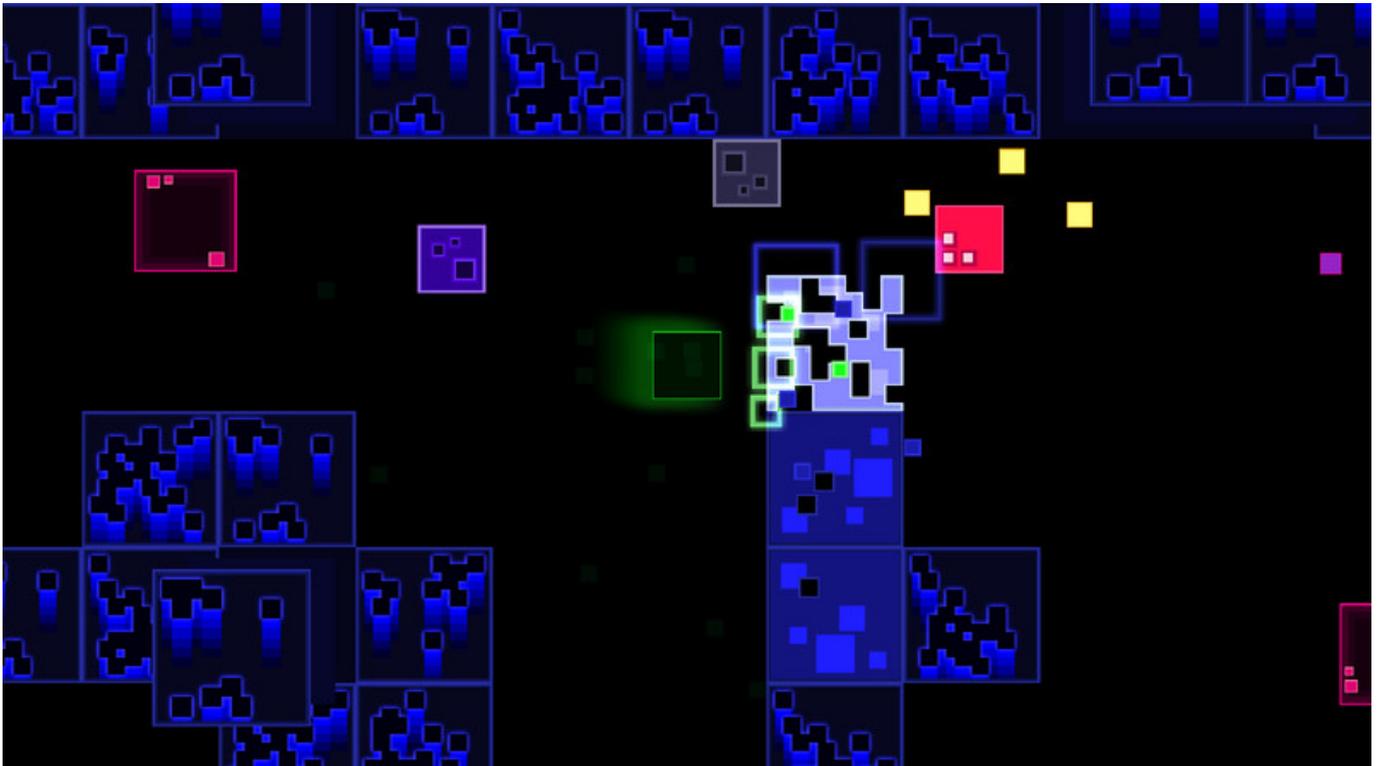

Disastr_Blastr Full Crack [crack]



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About This Game

Gather your courage. Calm your nerves. Breathe deep. Then descend into a radical new dimension of abstract minimalist arcade fury in **Disastr_Blastr!**

- Blaze your merciless path of devastation through an **expansive non-linear game world** with 100+ stages of cortex-shattering cubic mayhem
- Test your guts and reflexes against the unrelenting challenge of a **design based on randomness**, where no level ever plays out exactly the same way twice
 - Battle a host of insidious enemies that combine abilities to create **chaotically unpredictable emergent challenges**
- Unleash **hyper-destructive weaponry** to achieve ever greater chain combo supremacy and elevate your score to legendary heights
 - Seek and destroy **brutal boss enemies** to unlock a series of wickedly challenging multi-boss duels
- Bang your head to the hypnotic beats of a full original soundtrack by visionary techno composer **Joey Schmidt**

Your ultimate indie arcade action nightmare begins now. Survive if you can!

Title: Disastr_Blastr
Genre: Action, Indie
Developer:
Dog Theory
Publisher:
Dog Theory
Release Date: 21 Nov, 2016

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Minimum:

OS: Windows 7 SP1 or newer

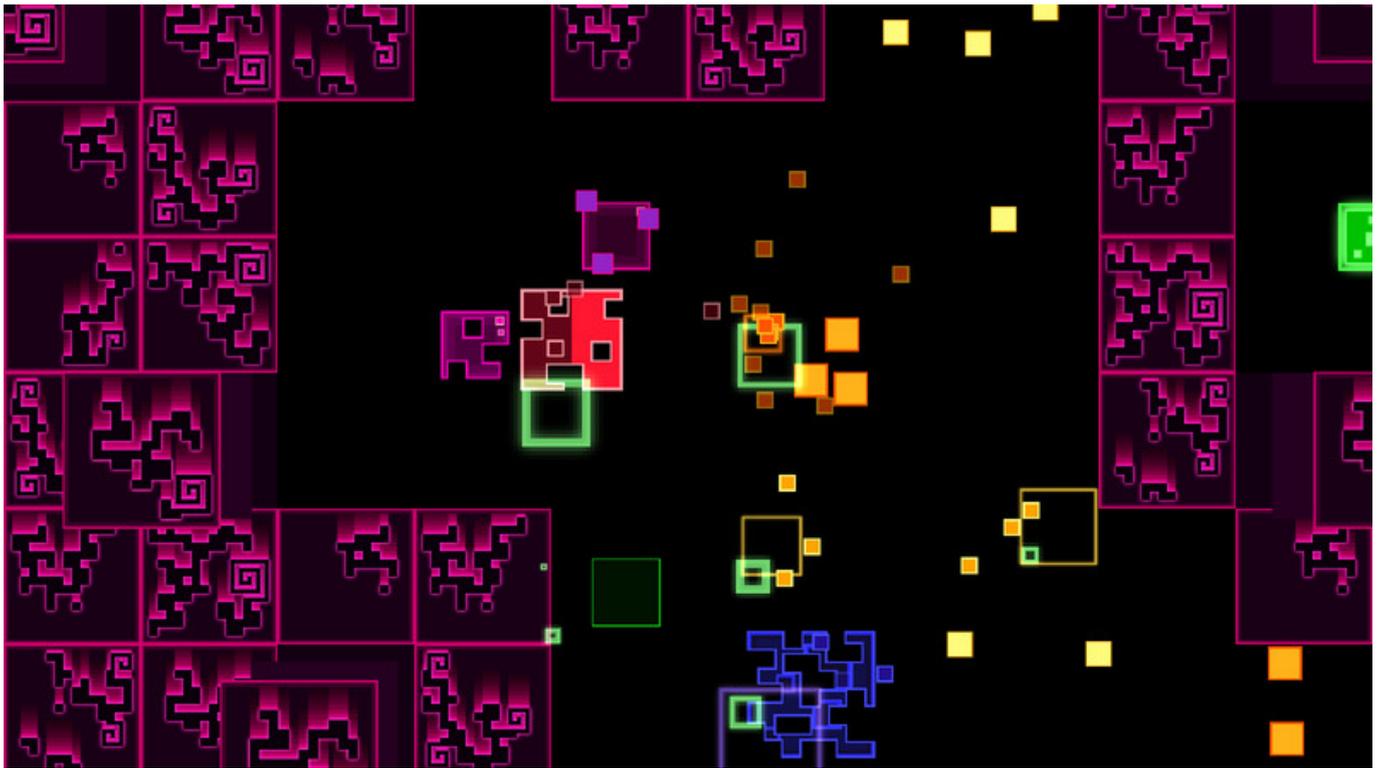
Processor: 3.2 GHz

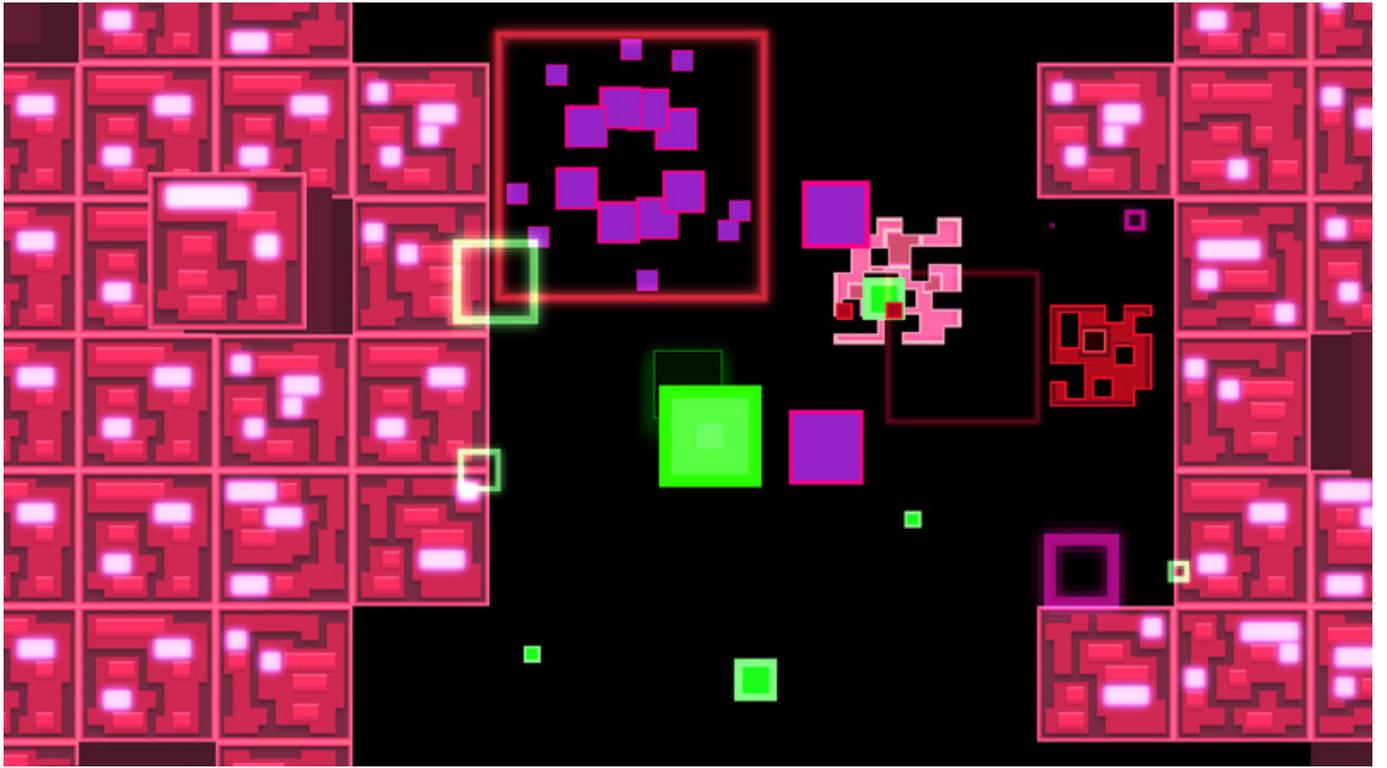
Memory: 4 GB RAM

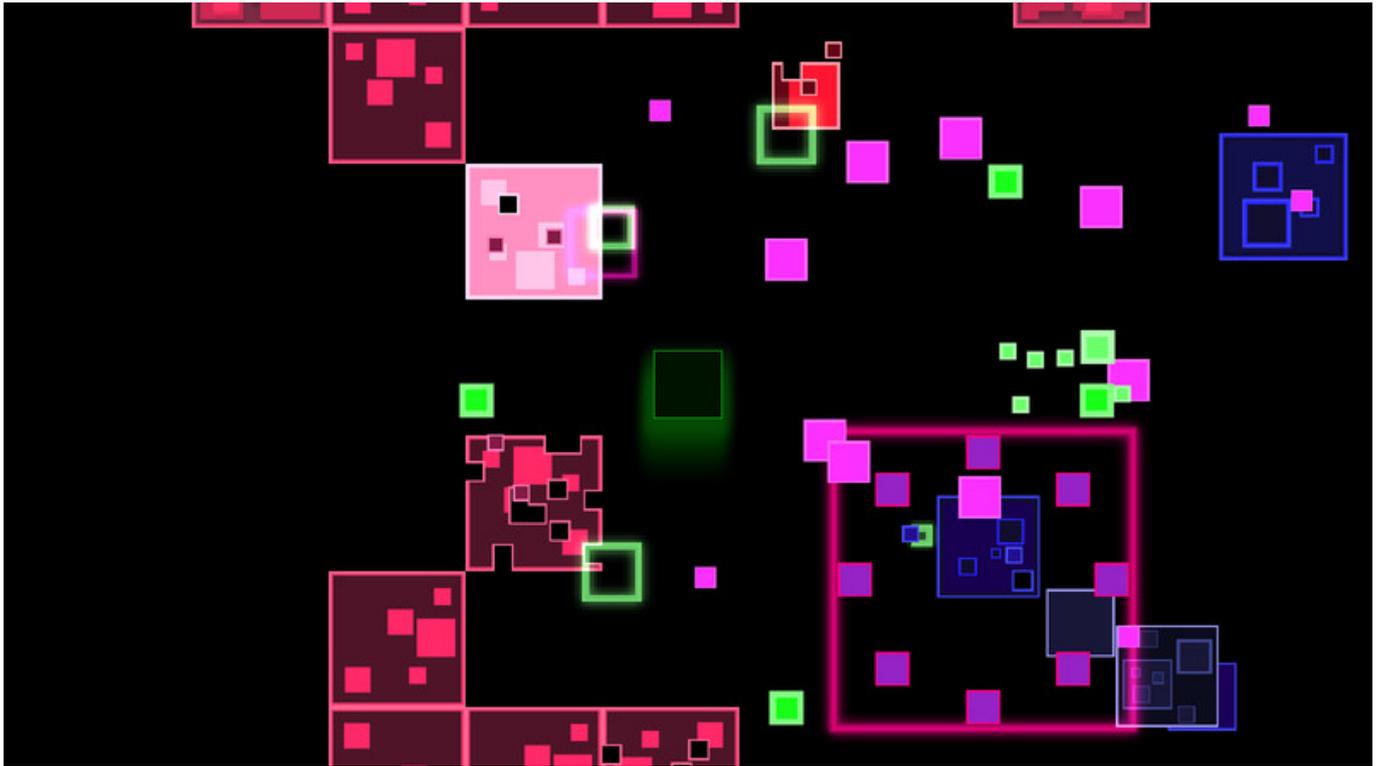
Graphics: NVIDIA GeForce 310 or equivalent

Storage: 50 MB available space

English







Not yet finished the game but man is it fun! If you're questioning wither or not to purchase this and are put off by the minimalistic art style, ignore that. The art style matches the gameplay perfectly.

This is a 2D shooter that is a throwback to your old arcade shooters we all know and loved. The best comparison I can think of would be Asteroids meets R-Type. You are a green block that is for some reason, determined to be the only square in the universe. Go through the mostly scrolling levels and kill as many as 'enemies' as possible to build your chain bonus and score. Not all levels are the same, some have objectives such as destroying 5 of the red objective blocks, hidden in different nooks and crannies of the levels, or blow open some of the breakable wall pieces in hope to find green squares inside.

With a few different weapon types all scattered within the levels, you'll soon find the ones you prefer most and notice that each serves a purpose giving you advantages in certain situations. Enemies will also drop different power ups such as a chain bonus, shield, weapon upgrade or a 'blow everything up around you'.

The levels are short and fun, but that's not to say they are easy. With them being short but challenging, you will always think "I've got this next time!" after you die. 10+ tries later, that thought might come true. This game is definately hard to put down once you start and you will come up against your ol' mortal enemy, lying to yourself. You will be saying "... one more try" a fair few times I promise you that!

I love the game with all the frustrations that come with it But I do highly recommend playing on Disastr mode as opposed to normal. Starting with the shield is the cheaters way out! On Disastr mode it's simple, you get hit, by anything, you die. It'll increase the challenge and the fun.. Very simple but fun game

- + Easy to learn
- + Different scenarios and many levels
- + Cool music when you complete mission
- + Nice 8bit music during the gameplay
- + Looks very nice, colorful

- Little chaotic menu, but nothing you cannot get used to

Overall a great fun little game. If you like to shoot and kill stuff and are going for high score and combo hits, you will definitely get more than you pay for in terms of hours of gameplay you can get from this game.

Recommend it.. Pretty intense well executed time killer. The only thing are the missions where you have to find and destroy certain enemies were hard for me to navigate as everything looks the same and there is no mini map.. Fun and simple shooter. Different objectives per level to keep things fresh. Has a cool asteroids old-school styles. Overall very fun indy game that everyone should check out.. really fun games, totally worth playing!!!. It's Disastr_Blastr.

What more needs to be said?

[..What? You didn't buy it yet?](#)

[What are you doing here!?](#)

[SCROLL BACK UP AND BUY IT!](#)

[NOW!](#)

Or else..... This game really hones in on why PC controls (WASD + Mouse) outperform consoles. The 8-bit music and block art is a nostalgic swing back to arcade games that's fast and fun to pick up and play.. I am really digging this sequel to Thomas Was Alone. Less of the platforming nonsense and more shooting!

I am bit confused as to what prompted Thomas to become so violent, but I am sure as I play further into the game his motives

will become clear. I suspect it has something to do with those pesky yellow blocks...those filthy, nasty, multiplying bastards. Who are they to rob me of my health?!

8/10 blocks, would recommend.

This is what happens when the shooter games like Raiden and Asteroids get together at a MineCraft orgy. Great game, smooth character movement, sound track works great with this game. This game makes me keep playing because you feel like you can clear the level on the next try. Epic boss battles. Love the power ups for the weapons and shield. I like the non linear level map, great to explore new levels or jump around if you get stuck. Very addictive.. You're a square in abstract geometry minimal land, completing objectives, moving to awesome techno music, and going pew-pew. 10/10 would recommend.

Seriously though, Disastr_Blastr is a great time and I've spent countless hours just working through the variety of levels that introduce new enemies and obstacles. Oh, it gets hella-hard at points, but I loved every second of it.

I think for the sheer amount of levels, powerups you obtain, and ability to play the levels how you want, this is more than worth the base price of \$4.99.

You can hear me gush more about the game over at <http://indiegamepodcast.com/Vepisode-2-thanksgiving-disastrV>. [I have enjoyed this game for many hours beyond the time that Steam knows of. Having been part of beta testing and on I have seen this game evolve from it's original masochistic minimalist form to its current massively, masochistic, minimalistic form. With the addition of power-ups the developer has granted players a morsel of mercy that adds to the fun. It also gives me the ability to say, in a curmudgeonly voice, "Power-ups?! Back in my day, a Disastr_Blastr power-up was a kick in the jimmy! And we liked it!"](#)

[One of the truly cool things I love about Dog Theory's approach with this minimalist game is that every detail is meaningful. When I play this game it is clear to me that a lot of love and thought has been squished into it.](#)

[Heart pounding, cool sounding, super-challenging and artsy fun!. This game is ruthless!!! At one point, I hit pause and said, "I need to stop playing or i'll play forever." The controller now resting in front of me, soon prompted the response, "Right after this level". Buy this game now!](#)

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