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## About This Game

### Q-YO Blaster

Is a horizontal Shoot 'Em Up , with peculiar characters, strange enemies, bullets, many bullets and many explosions. Enter the miniature world and stop the threat.

Enjoy the rudeness with weapons, special powers and help from mystical beings.

Q-YO Blaster has a nice 2d environment with detailed pixel art scenarios, varied enemies section, stages, powers, improvements and many more!

- 10 stages with animated backgrounds and high detail
- Characters by class
- Local Co-op
- Arcade mode
- Weapons and Perks

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- Super Special Powers
  - Variety of enemies and confrontations against great bosses
  - Difficulty levels
  - CRT mode

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Title: Q-YO Blaster  
Genre: Action, Adventure, Indie  
Developer:  
Team Robot Black Hat  
Publisher:  
Team Robot Black Hat  
Release Date: 15 Jan, 2018

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English











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qyo blaster

It's a good game...just weird as hell.. This game rules. From pixel art, to sound to the amount of pilots you can choose from.. this game has a surprising amount of depth and options. Cleared the campaign on easy up to this point can't wait to play more!

<https://youtu.be/lrJ92QUqXGM>. Very addicting game to play!!!!. Q-YO Blaster is a horizontal scrolling shooter that I would recommend. It is not without flaws, but I was very pleasantly surprised with it overall and think it is a good value even at full price. The biggest positive is the graphical style of the game. I found it to be both very original yet also very campy. It's kind of on the level of something like Infinos Gaiden where it seems like it could have come out of an alternate universe, rather than someone making it in 2018, because the various elements are so organic to the time period while also managing to be original. At the same time the game seems to mimic the visual style of Cuphead overtly, especially with the glove hand guns. This didn't bother me because it's more surrealist than Cuphead, which is more locked to the 1920s-1930s, especially with its minimal techno soundtrack. This effect peaks at the beginning of stage 7 with cartoon mushrooms and the environment seeming to bounce to the beat in that distinctive Steamboat Willy manner, although I may have just been imagining it. This is a great aesthetic juxtaposition that I wish was explored more and to a greater extent with more stark and driving beats that never degraded to soundscapes but just had solid minimal techno beats. This type of music has a really pleasing effect when combined with that 1930s cartoon bouncing effect, and the game captures that, although not perfectly. The game is also much more pixelated than Cuphead's smooth outlines. It is decidedly more amateurish than Cuphead in the graphics department for sure, but the creativity of the designs and overall feeling throughout was very enjoyable and the two are very different despite some surface similarities, both are great in different ways.

None of this would matter much if the gameplay was bad and fortunately the game is fairly good as a shooter. It's not going to set the world on fire in this respect, but I found it to be competent and enjoyable. If you 1cc Dodonpachi you'll probably be able to find plenty of things to roll your eyes at, but then you'll also probably be able to find things that are surprisingly redeemable about it. There are some minor things that could be better, the biggest of which is variation among playable character types. The surface level variation is nice but it seems like it would have been not much extra work to add in a few different default shot patterns instead of all the characters just being reskins. There are 3 classes of characters based on their secondary triggered shots, it would have been nice to have at least that many different primary shot patterns.

I also think that the game's primary hook mechanic, a bullet clear that creates medals for a super, is very serviceable, but not balanced as best as it could be. I would have liked to see the charge meter build faster (and maybe from something other than just specific powerup drops) with more enemy and bullet volume on screen to compensate for the increased frequency of the cycle occurring. It is actually a very enjoyable mechanic, not that it's groundbreaking, but it doesn't seem like you get to do it quite often enough. More supers or dedicated supers to characters also would have been preferable. Lastly, the between stage powerup mechanic could have been implemented in a way that is more interesting. As it stands, it seems kind of like a pointless addition. These are minor complaints though, the core gameplay is very enjoyable. For the price you should pick this up as a fan of the genre or even just if you like surrealist pixel art. It is surprisingly competent, very fun to play, and a unique package that I would consider a hidden gem.. A vivid and bold art style that pays homage to classics like Metal Slug and more modern games like Cuphead. The difficulty is paced properly and a level up system is present, allowing options like increase you ship speed to gaining an extra life. I would recommend this to shmup fans and players who are interested in the genre and looking for a starting game.. Well this was a surprise. Q-YO is an outstanding, as well as bizarre, little horizontal shooter with some very interesting art and animations. I'm really enjoying what I've played so far and I can't believe the asking price for as much work that went into it. All is not perfect in Q-YO though and I hope the devs can correct a few things to raise the game from a mid tier to a top tier SHMUP:

1. In-game online leaderboards
2. Volume controls for music/BGM
3. Score penalty for using continues. (Score should reset to zero)
4. Ammo is too plentiful for both homing weapons ( Homing missile and laser) Game feels as its on easy mode when using either of these weapons.

EDIT: v1.01 has corrected issues 2, 3, and 4 as well as upping the games overall difficulty. Also a nice CRT filter has been added in video options. This game is getting much better now :-). Just need the online leaderboard to be added in-game so we don't have to use Steam to check it.. I LOVE IT!

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Buy this game immediately if you are a fan of shoot em ups! I had only saw a couple screenshots and a small trailer video, and thought I had to wait for it on switch, to my surprise I found it here on steam for 1.19\$!

Even without the sale it's only 4\$ Talk about bang for your buck!

The graphics are really nice, with excellent color and I never felt confused by all the action and was able to clearly see where enemy bullets were going.

The bosses are fun and the stages are challenging! Gotta check out Arcade Extreme once you finish the game!

Seriously, if you're low on cash but want a new game to play, definitely check out Q-YO BLASTER!!. Check out my Steam Curator page, "Minorthreatt Gaming Reviews." I have the most organized and extensive genre lists on Steam! Be sure to "FOLLOW" for more of my recommendations: <http://store.steampowered.com/curator/31339849-Minorthreatt-Gaming-Reviews/?appid=257170>

The Short of it: Think side-scrolling shooter like the classic R-Type, but with an odd "trying to utilize aspects of what makes Cuphead great" that results in unintended hilariousness. A strange, but OK experience.



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Yo let me tell you this is a really good game, no kidding. Do I recommend it? YES. Why I say that? Keep reading.

A Bulletstorm game like no other, why? Is actually fun! Is like if the dev team of Metal Slug had a bulletstorm shooting division. God I am having a blast playing it. Let me tell you why I enjoy, and know I will keep enjoying this game much more. As a old school gamer let me point the following.-

- +Nicely executed Sountrack
- +Nice art (old 8bit with a touch of new technologies that makes everything move so smooth)
- +Perfect filter for "old" feeling, not too shabby
- +Beautiful backgrounds
- +Hit point on your character is actually visible (ok I wanna make a pause here to make notice on how awesome this is, the Hit point of your ship/character is actually visible, that means that you know and can see where you are gonna take actual damage and what you should protect, many fail in this and is so simply to execute, yet this game executed this one as a champ)
- +plenty of characters, and specials to pick from
- +You can't get bored at all
- ++ Dedicated to a guinea pig hero RIP space cowboy
- ++ Iconic details denotes devs dedication

-Too short?

-Story makes no sense? Can't really tell.

Tbh I wasn't paying attention because the game was a blast without any story at all. Story seems to have a funny turn tho.

Lets talk about why I missed the story at all. Do you remember the first DOOM, or the first Metal Slug? You didn't care about the story. There wasnt a tutorial telling you what is going on or any backstory either. The game started and you knew pretty much what it needs to be done, which is kick some butts. This happens in this game. If you like that kind of thing then this is your game.

The game has plenty replayability. Short but infinite to enjoy alone or with a 2P, simply aiming to a higher score every single time (as you could say of metal slug).

Getting a copy for a friend soon, I expected nothing at the beginning at the game shut my mouth in a sec. I hope theres a way to play online, yet this option seems to not be possible at the moment.. This is actually a mix of "steredenn" with "cuphead" with nice pixel graphics and nice music too .Its a small game with not much content yet but its very fun and enjoyable ..Now its price is more than amazing , a game like this should surely cost around 7-8 euro and i got it on sales for 0,60 lol.. Also the devs look very active adding extra content and patching it and thats always +1 reason to support a game.. I dont know if im gonna spend many hours in it but im sure that every hour that i ll spend it will be a fun hour! gg nice indie game. HELLA FUN, brings back good ol arcade boiiss, <3 luv it. Really fun game!! I kickstarted this game, and I'm glad I did! Normally not the best at shmups but I managed to beat it on easy the first time around, which is a plus for me! The story doesn't make any sense but I found myself laughing, sometimes because of the translation. lol I really like bite-sized games and this one's great!. before cup head was q/yo.

wacky graphics, amazing game play and a good variety of enemies make this game **THE ONE SHOOT THEM UP TO PLAY**. highly recommended.. An actually fun game that actually works like it should, the developer is putting in effort for its user base to make the game good and is charging a minimal amount for a good 2d scrolling shooter.

Sound and music is even enjoyable without being annoying, the arts a little strange but good too everything seems to have its place in the world. it works simply enough that you can hand the controller off to your maybe girl friend / kids / the uninitiated in the videogame world and they will figure out how to play it and actually enjoy it.

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