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## About This Game

**Ever feel like the world doesn't understand your talents?** Mae is a rabbit-eared genius programmer, able to manipulate reality with a few keystrokes or - the more fun option - blow up large swathes of reality in one of her custom-built Devices. However, genius is never understood in its own time, and she's provoked a severe response from the environmental group "Blue Revolver". Command her defiant counter-attack over 5 stages of manic struggle, blast through hordes of enemies and go face-to-face with fearsome bosses.



## Features:

- 5 stages of heart-pounding struggle. Snowy mountains, hectic dockyards, nightmare bases and more...

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- Two pilots with 3 gun types each, and 8 special weapons to choose from! Blocking bullets, clearing crowds, carving up bosses or milking points - the choice is yours.
  - Adaptive difficulty system - the game tailors its difficulty on the fly to your skill level. Or if you're weird, pick *Parallel* mode for a glimpse of the most the game can throw at you, including a "nice" surprise at the end.
  - Missions mode - 24 single-stage challenges allow you to build up your skills before going for the full clear! Take on strict survival and scoring challenges, or deal with slightly stranger things - experimental weapons, annoying giant bullets and more.
  - Flourish for high scores! Build up short chains and finish them off with the special weapon for big points. Score BREAK bonuses by picking apart bosses and big enemies in difficult ways.
  - Full original soundtrack by Qygen and Novaturtle - and tons of usable remix tracks by Exemia, Hyphen, MadDrift, Terranaut, Mitomoro, Blue Phoenix, ikaruga\_nex and Aghast.
  - Online leaderboards and replays. (Windows only)
  - Unlock gallery art, remix tracks and other goodies as you play.
  - Screen scaling options (including portrait mode), rebindable controls, "kiosk mode" for parties or events.

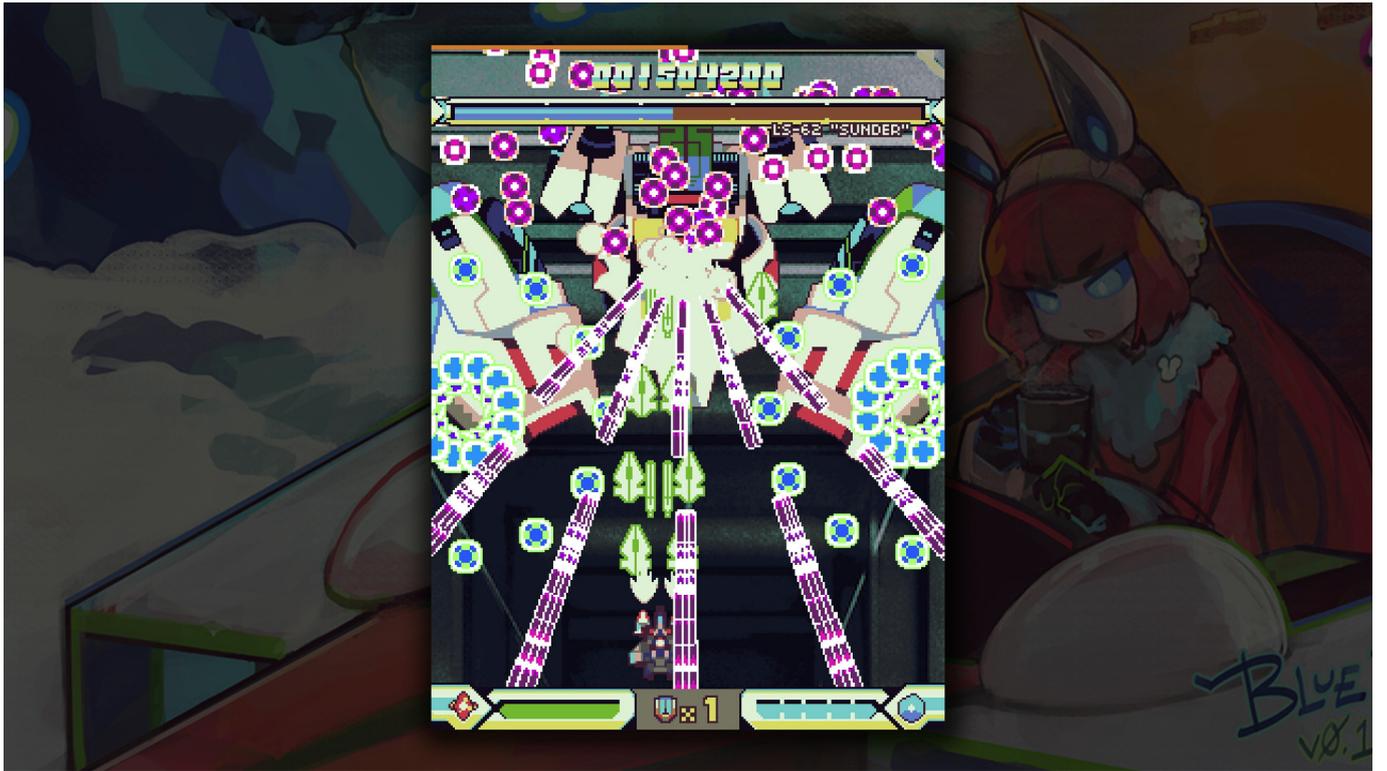


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Title: BLUE REVOLVER  
Genre: Action, Indie  
Developer:  
Stellar Circle  
Publisher:  
Stellar Circle  
Release Date: 11 Oct, 2016

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English,French,Japanese,Russian







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This is a perfect hardcore gamer STG/shmup. Nethertheless, there is a "normal" mode which allows "normal" gamers to have a chance to clear the game without frying their brain, eyes and hands (see the "normal" run videos on the community hub). The graphic/sound design is amazing as it offsets from what we are used to see. The music is crazy good and the gameplay seems... perfectly balanced.

If you want to go "beyond" normal mode, keep in mind it's a "fail and retry" type of game. You will need hours of training and repeating to find the right route to 1cc (One Credit Clear), which will not be the same route than a good "score attack" route. Keep in mind that the bullet patterns vary enough among the "rank system" to screw up your previous route.

You have a similar hardcore gamer platformer, the "die and retry" type: "you have to win the game".

To play this game, I built a custom symetric arcade stick (default is right hand on stick): seimitsu ls-32, 4 sanwa buttons, and a xin-mo usb controller (default mode). I may go towards a seimitsu ls-38, but I would need to test it first (its spring is stiffer than the ls-32 for more accuracy, from 0.8 to 1.0 mm).

To make it short, if you want a \_real\_ STG/shmup, get blue revolver!. From both an art direction and gameplay standpoint, the design in Blue Revolver is super slick. I don't have much experience playing shmups, and even though the game is super difficult in stages 4 and 5, the bullet patterns never feel unfair. There's also an unlockable "Free Play" mode that will let you casually play through for the story. On the other hand if you're a veteran of the genre, the hardest difficulty mode should be right up your alley.

Regardless of your skill level going in, Blue Revolver feels amazing to play, has an awesome soundtrack, and all of the artwork/assets wrap this game up in such a sweet package. Definitely recommend giving it a try!. I really appreciate Blue Revolver's elegant scoring system. Unlike a lot of other SHMUPS, this is very easy to understand and is a blast to play; Chain to 8, and cash it in for sweet multipliers!

Other than that, it's just a damn fine game. Super slick, fast, and relentless.

#### Pros

- Great scoring system
- Good variety of ships; choose how you want to blast dudes!
- Amazing OST
- Entertaining amount of unlockable songs, alternate sprites, and backdrops
- Accessible difficulty settings (with an interesting scaling system if you so desire).
- FANTASTIC options. Being able to change colours and see hitboxes is A+

#### Cons

- Ship explosions and bullets sound a little flat.
- Some bullet patterns feel a tad too random (note: I probably just need to git gud)

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- Achievements and replays are not yet implemented at time of writing.

TL:DR It's one of the BEST indie SHMUPS in recent times. Don't hesitate to purchase at full price.

. Feels refined and lovingly put together in a way most doujin shmups on steam don't. A real love letter to the old days of style, difficulty, and explosions.. Maybe I should beat the second level before reviewing, but since it's prob. going to take me a while to do so, here it goes:

- Hard (but not unfriendly, and with 3 difficult levels)
- Retro, but way flashier than anything we had on 8 or 16bits
- Anime girls
- Great chiptune music
- 2 different ships, each with 3 diferent specials and options
- **Cute** anime girls
- Unlockables, you can unlock backgrounds, music or color patterns for your ships
- Cute anime voices
- Bunny ears on the penguin OS. **Thanks for supporting Linux**

I'm really enjoyng this shmup, hard recomend.. Everything in this game is perfect: gameplay, visuals, soundtrack... One of my favorite game of the year.

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Good gameplay, heartpounding soundtrack, pretty artwork, a plethora of guests for a cool gallery mode (I wish CAVE did some of this stuff once in a while), voice talents and unlockables, all nicely tied up in less than 500mb of data!

what more could you ask for from one of the best love letters of the shooting game genre?

STGs NEVER DIE!!!

val is waifu. This is one of the best shmups on steam. This along with Crimson Clover and Mushihimesama are my personal favourites. The scoring is fun and easy to understand, controls are perfect and responsive. Plenty of options for PC, great visuals and sound design. A real blast to play. I love shmups but don't often try to master them, but with Blue Revolver I can see myself spending many dozens of hours trying. Lots of great unlocks like skins, wallpapers and arrange soundtrack just by playing and getting stars for each run you try. I have never written a review for any game on steam, but I hope this one does well and gets lots of recognition. Shmup fans don't miss this one!. This game is an absolute gem. You can really see the love that went into making it, in the art, the music, and especially the incredibly tight mechanics. The score system is really intuitive and fun (rack up an eight kill streak, then fire your special weapon for a 'flourish' and watch points roll in), the movement is fluid and the bullet patterns are challenging but fair. When I die, and I've died a lot, it's never frustrating because it's always clear to me what I did wrong and how I messed up. The exuberance of the VA yelling "game over!" also helps. She's just so psyched to see me dead that I can't be mad.

the variety of weapons and setups is really cool, I've spent a good amount of time fooling around with different arrangements and characters. There are two characters, each of whom has similar (but not identical) main attacks, but a range of powerful special moves that are mostly unique to them. Some special moves are defensive, some spray missiles across the screen, while others are just a single powerful missile that fires straight ahead or a mega-laser that wipes out everything in your way. You get to pick a single special gun for each run and it really changes up how I play.

I'm disastrously bad at the game, but it's got an easy mode (normal) that I'm struggling though and every run is a blast. I've also played a fair amount of Hyper mode, where I am ashamed to say I can't even beat the second boss. Hyper mode is the default difficulty, and is a very clever difficulty level that adapts to how well you are doing: die a bunch and it's indistinguishable from normal mode, but rack up a bunch of great combos and flourishes, and the next thing you know you're in full on hard mode. Speaking of which, the hard mode (called parallel) starts you at the max-combo difficulty right off the bat, and I'm sure it's more than enough to satisfy actual shmup players.

I really like this game and I hope to someday not suck at it. I recommend it to anyone who likes videogames.. This game is a solid recommendation.

At first I thought visuals would be distracting and would take your attention from what is really important. They are not. Game design here is very tight. Bullet patterns, enemy positioning, weapons, options, everything is well planned. Even the lowest difficulty will give you a good challenge. Also the soundtrack is great.

Highly recommended.. I like the scoring system

I like most of the bullet types. one of the bunny girls weapons where the satellites tilt around your ship and stay in that position when you hold fire messes with me.

The music is awesome.

The graphics are dope.

I like that there are unlockable wallpapers/menu music/ship colors

I approve.. I only got 1 thing to say, I love shmups!. fun classic shmup gameplay, neat weapon variety, and an awesome high-octane soundtrack. the game has a lot of character that makes it stand out. each boss made me more curious about the universe. it's a tough game but still a fine place to start if you're new to the genre. the side missions add a lot of variety compared to your average shmup and are a good way to practice.

also anime girls. If you enjoyed the old school CAVE shmups then this is a must buy! I hadn't even heard of this and bought it on a whim, mostly because the art looked really neat. Really fun score system, great pixel art, and a fantastic soundtrack..

Everytime I play, I get absolutely crushed at some point; but I still come back everyday and keep getting a little farther. I'm

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never getting frustrated, and I'm always enjoying myself. Challenging yet addictive gameplay, dope soundtrack, fun scoring mechanics, and a superslick artstyle: This game's got all of that.

If you've got any interest in the STG genre, then show these folks some love; this is easily one of the best shooters in the steam catalogue.

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