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## Bullet Hell ADVANCED Free Download [Ativador]



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### About This Game

Bullet Hell ADVANCED is a fast paced arena based arcade game challenging you to survive for as long as possible against insurmountable waves of ever increasing numbers of enemies and new enemy types all while dodging a continual escalation of enemy fire. The ship you select can be upgrade along the way, leveling up and acquiring items to help you survive. The game revolves around intense fast paced action all while picking up energy from destroyed enemy ships, asteroids and comets to add to your high score.

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Title: Bullet Hell ADVANCED  
Genre: Action, Indie, Early Access  
Developer:  
Artificer Cascadia  
Publisher:  
Artificer Cascadia  
Release Date: 14 May, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** 64-bit Windows 7, Windows 8.1, Windows 10

**Processor:** Intel Core i5-4430 / AMD FX-6300

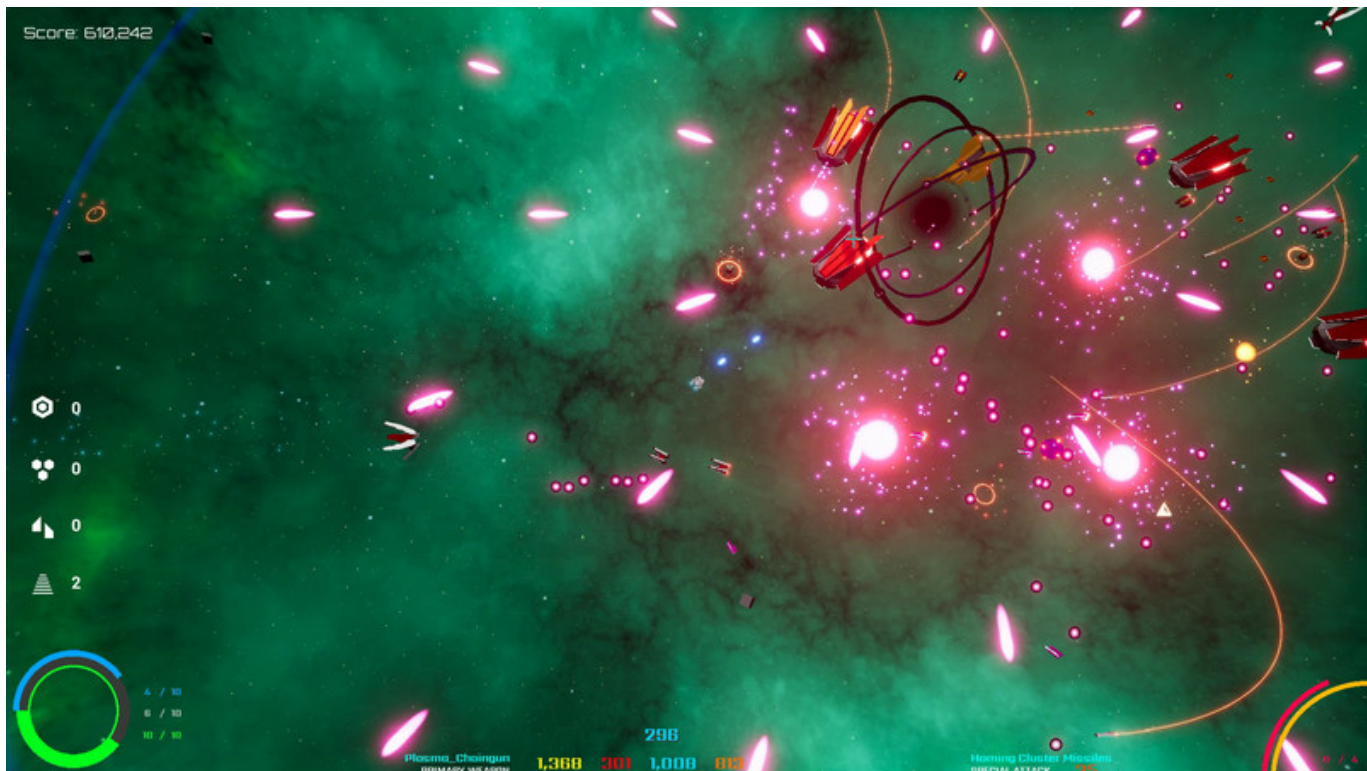
**Memory:** 8 GB RAM

**Graphics:** NVIDIA GeForce GTX 960 2GB / AMD Radeon R7 370 2GB

**DirectX:** Version 11

**Storage:** 1 GB available space

English









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this game looks great it sounds great it plays pretty good but I have some problems. The game is fun but when there are so many bullets on screen at the same time it is a little hard to see the enemies though I got used to it pretty quickly. the controls were horrible at least at first. It reversed left and right so it was hard to remember my directions while moving but you can swap the controls in the settings menu. Now my two biggest problems, repetition and game errors. so talking more about the "repetition" so when playing the game you have four unique secondary abilities and three primary fire choices. I enjoyed trying the different abilities but the primary fires are not great. the primaries called plasma and kinetic are the same or extremely similar I couldnt tell which. That leaves only two real options for primary fire hitscan or a projectile and I always use laser. The second major problem is the framerate dips(very uncommon but happened) while I have a high end computer may just be my settings though and the game crashing/freezing which really ruined my experience though it never happened mid game. the game is fun but with all these problems I wouldnt recommend this.

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**Released!:**

Dungeon Rats, our second RPG, is now available. It's an RPG focused almost exclusively on combat for players who like turn-based combat in general and Age of Decadence (our first game) combat in particular, so if you want to fight your way out of a prison mine (or die trying) you've come to the right place.

What to expect?. Christmas Santa Troubles Ski Drive: Biathlon Rebirth Refoil RCRacer VR Slave Master: The Game Erotic Winter Sports HITMAN™ Super Jigsaw Puzzle: Monuments CROSS†CHANNEL: Steam Edition Destroy The World Pro Microphone Zup! 8 Genius! NAZI-GIRL GoePPels-Chan ep2 Tactical Control The Adventures of Elena Temple Low Magic Age 1 Train Station Simulator MageQuit A.L.A.N.: Rift Breakers Exorder Kindred Spirits on the Roof Dungeon Rats

**Read Before Buying:**

Repeating the announcement as the old one expired:

Lately we've been getting a lot of negative reviews from people disappointed with Dungeon Rats because it is just a tactical combat game and lacks the storytelling and quest design we had in The Age of Decadence.

*"Age of Decadence is a great game, but I just couldn't get into Dungeon Rats. There's almost no story, just fighting, and it's nowhere near as fun as I hoped it'd be."*

*"Not sure why they decided to make the follow up to one of the best crpgs I've ever played a boring and relentless combat slog with almost zero story."*

*"There's not enough to do outside of combat. Dungeon Rats features no puzzles, no merchants, a minimal number of dialogues, and a extremely slim amount of exploration. I spent 99% of my game time in combat. I never expected the designers to make another Age of Decadence, but I expected to have more things to do and more things to think about outside of combat".*

*"AoD is a good game. This is simply the combat part with maybe a total of 2 a4 with text. There's nothing new that spice anything up from AoD combat."*

*"Being a massive fan of Age of Decadence I was really hoping this was going to be a good game but to be honest I am disappointed, No character choices no interactions all there is, is fighting which quickly becomes repetitive. You are always outgunned never have enough resources to heal so frankly disappointing."*

*"We waited for a sequel to AoD but got this generic crawler stripped off all features of the previous game."*

*"It's not like Age of Decadence; no charme - only slightly unfair fights and a shallow story".*

Disappointing players who bought our game hoping to enjoy it and have a good time is bad enough, but worst of all is to disappoint someone who was previously a fan of our work.

So, first, let's start with a prominent disclaimer that hopefully will make sure that no one buys Dungeon Rats expecting something more than what it is:

Dungeon Rats offers nothing but tactical combat for people who like tactical combat a lot. If you don't like tactical combat or if you want more than just combat, I'd suggest skipping this game and buying something else. While we do want to sell more copies, we don't want people disappointed with what they buy.. **Read Before Buying:**

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8 new portraits for your character

### Improvements

- Added tanning racks to get more leather
- You can select your characters during the placement phase by clicking on the combat queue.
- The Crafting screen now separates schematics by weapon type and armor material and orders them alphabetically.
- You can now select techniques without the required materials, to preview the bonuses.
- You can see the THC, CS and ADC on area of effect attacks.
- You can now change where your character is facing during combat for 1 AP. Left click on the character and hold to choose direction.
- The textbox can be moved and resized.
- You can use the highest Crafting skill from any companion while in camps even if they aren't in your party
- Clicking on Loot All moves to the next body with items.

### Changes

- Increased Hieron's block to 4 from 1 and CS to 5 from 4
- Changed Roxana's xbow/throwing to 6/6 from 5/7
- Increased Yngvar's CON by 1, decreased INT by 1, lowered his Axe and Block to 8 from 9.
- Ant chitin armor weighs less and requires less material to craft
- Killing Roxana grants SP.
- Tweaked gorza's (the new hammer) stats.
- Replaced the fight with 5 ants in the deep caves with a wounded scolopendra.

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- Doubled the bonus to vsCS from CON.
  - Tweaked CS formula calculation for aimed strikes.
  - Ranged weapons use perception for aimed arms and legs
  - Whirlwind effect for daggers, swords and 1h spears is bleeding instead of knockdown; higher chance to score.
  - Constructs are now affected by knockdown, bash, attack and dodge penalties but they are a bit harder to bash or knockdown than human enemies.

## Balance

- Base block is increase to 25 from 15.
- Increased chance to fully block attacks.
- Increased regular shields hardness.
- Increased crude shields vsRanged.
- Shields vsRanged no longer added when dodging (it's taken into account if block + vsRanged is higher than dodge).
- Increased base critical rating to 15 per CS point.
- Changed the berserk potion progression (Max is 40/10 from 50/5).
- Doubled the antidote's effect.
- Made the acid vial's effect stronger and available earlier. Now all of them do HP damage. Reduced throwing range. Increased AP.
- Splash Acid adds AoE similar to bombs.
- Increased Hammers' armor damage to 2.
- Increased Swords' bleeding damage to 3.
- Increased Bows' passive chance

## New SP System

The new system makes reaching higher levels more costly, but enemies have lower skills, so the investment gives a better pay-off. Intelligence gives much higher rewards than before, and some SP rewards have been increased.

- Intelligence now gives flat bonus points per combat.
- Increased skills costs for levels 5 and higher.
- Increased SP rewards for some fights.
- Lowered the skills of all enemies to match the new gain from the player.

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## Bomb Changes

- Tweaked bomb critical formula. Center of explosion adds more bonus, but each point of CON over 6 protects more.
- 25 + Center of Explosion Bonus - (Victim CON-6) x25
- Center of explosion adds 50% to CS chance. Distance from center of explosion lowers this value.
- Increased damage and vsDR bonus.

## Fixes

- CS facing bonus works correctly now.
- Fixed the chest near the crystal caves' forge.
- Opponents using Throwing weapons use correct APs.
- Mobility bonus is now disabled for knocked down characters.
- Fixed the disappearing construct issue if sent to the forge before activating the ancient facility.
- Scolopendras now have attacks of opportunity.
- Fixed the projectile collision on long bridges.
- Fixed extreme friendly fire with ranged weapons in crowded fights.
- Enemies will not bash creatures that are immune to bash.
- Fixed the issue with the AI and doors.
- Fixed the passable wall in rock bottom.
- Fixed the loop in crevice text interaction.

## Languages

We'd like to thank the Russian and Spanish-speaking players who translated all the text and dialogues. We are humbled and very, very grateful for their effort to bring the game to people who wouldn't be able to play it otherwise. You can change the language in the Options menu (via the Languages drop-down selection).

\* \* \*

Merry Christmas and Happy New Year! Thank you for your patronage. If you're following our next game, don't miss our latest update introducing the first party member and showing two new locations:

<http://www.irontowerstudio.com/forum/index.php/topic.7355.0.html>. **Read Before Buying:**

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