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About This Game

QP Shooting - Dangerous!! is a bullet hell type shoot'em'up starring the pudding-loving dog girl QP seen in 100% Orange Juice. Nothing can stand between QP and her pudding - not even difficulty options to reduce the experienced gamer to tears!

A mysterious nemesis has taken pudding away from the world. Can a lone heroine with a sweet tooth stop their nefarious plans? It's time to get back your pudding... again!

Features:

- 5 Stages - meet old friends and new enemies as you progress through five wildly different stages to solve the mystery of the missing pudding.
- 4 Difficulty levels - something for every player, from merely challenging to tear-jerking.
- 3 Play Styles - play with Orthodox, Defensive or Aggressive style, affecting the behavior of your Hyper Mode.
- 28 Formations to Unlock - earn points to unlock new attack formations for QP. You can load up to 3 different Rbit formations onto the field, and switch them on the fly.
- Arcade and Conquest Mode - Conquest Mode saves your progress and allows you to progress a stage at a time, striving to do ever better.

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- Replays - Save replays of your best victories and most miserable failures to study or share.
 - Pudding(?)

Title: QP Shooting - Dangerous!!

Genre: Action, Indie

Developer:

Orange_Juice

Publisher:

Fruitbat Factory

Franchise:

Orange Juice

Release Date: 14 Nov, 2014

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English

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STAGE. 1

Chain: 792 chain
Score: 658564

Select a stage to rewatch.

002	JAKKE	2014/07/27
003	JAKKE	2014/07/27
004	JAKKE	2014/07/30
005	JAKKE	2014/07/30
006	JAKKE	2014/07/30
007	JAKKE	2014/07/30





this is one fine SHMUP/Bullet-Hell game for sure. Very cute graphics and a great soundtrack mixed with many difficulty options to suit your skill level. loved it and would recommend it for sure.. Come for fun, stay for pudding. Hilarious and fun, though kind of short. Also a ton of reference from 100% Orange Juice can be found here, which is great because I love both game's stories.

...but just who the hell is Kyupita?. My Background: Bullet hell player. Played the main Touhou Series 5-16 as well as 1-2 others.

As a bullet hell game it lacks some basic ideas such as telegraphing and bullet contrast. The cutie artstyle is nice but not great for bullet hell. The bullets and background blends seemlessly into each other which makes it odd to play. Another MAJOR annoyance is that the bullet cancel mechanic can cause bullets to turn into points WITH THE EXACT SAME COLOR SCHEME which is stupid since you will think it's still bullets. Background and bullets have little contrast making it odd to know what is dangerous and what is not.

. Cute and polished game.

On stage 2, we get to fight an evil transphobe and defend Cure Unlovely's honor!

♥. Got it as gift.

This game is worse in every aspect than Touhou series.

Pros:

- +Able to use high resolution
- +Aspect preserved for wide screens
- +full support for controllers

Cons:

- boring theme
- no powerups progress
- no balanced risk-rewarding system
- very few unique play styles
- uninteresting characters
- incomplete manual, some key points not explained
- below average level design
- for a bullet hell game, the hitbox is a little too large to experience the art of dodging.
- repetitive gameplay
- badly written dialog
- bad soundtracks
- bugs

For anyone who is looking for a decent and more serious bullet hell game, stay away from this game and go for Touhou or GundeadliGne series. For kids who wants to have some relaxing fun with bullet hell shooting, maybe you can try this out.. as the title says extremely daNGEROUS WATCH OUT FOR THIS ONE. A vertically scrolling shooter with dumb anime story junk shoved in to the levels. I played it for 6 minutes and consider that to have been 6 minutes too long.. more like QT shooting dangerous, right guys?

qp is quite

Best story in history, better lore than touhou.

Gotta find that pudding.

11/10. It feels unfinished. The movement seems hard to control.. Wanted to like this game, but couldn't. I thought Jamestown was an excellent game and did this genre right. This game not so much. This has the good cutesy vibe and the dialogue is funny, but its the gameplay and design that's the problem. First off, your body is this long girls, but there's only this one small point that is the hitbox. The game says it's the center, but its hard to tell during the moment and you constantly die because you thought you cleared the shot but the hitbox seems inconsistent. For a game about making narrow dodges, games like phoenix force or jamestown do it much better than this, by not having a long character. Also, the level design. You fight through a lone 3-5 minute level, with a mini-boss, and then a boss that has 3 forms, every level, and if you die you have to do it ALL over again. No checkpoints at bosses or anything. You don't get new lives to start each level, and you can usually gain a total of 1 life per level, but if you lose it and beat the level you start next with 1 less. This poor design just causes you to replay and grind levels. There's a reason there is only 5 levels, about 30 min of gameplay, but by forcing you to constantly redo levels over and over it inflates gameplay, a very cheap tactic. The screen gets so filled up with different colors you can't tell half the time what you can shoot, what you can't and what is your bullets. Also the hyper ability sucks. Jamestown had it right as giving you a shield for a few seconds to move around, as you will need it, and you get it quickly in that game. In this it changes a few bullets by you to stars and you deal increased damage, but it doesn't help much. Also takes forever to get. And since every boss and guy is using the blocking mode to take reduced damage (stupid idea, this isn't a fighting game), you deal such little damage anyways. Jamestown beats this game in mechanics again.

Another annoying thing with game design; there are different formations and tactics and all these other things that are interesting and change up the gameplay, but once you pick one that's it?!?! For a game boasting so little levels encouraging different gameplay, why can't I try different things out during the campaign, like if I don't think my setup is right for the current level, why should I have to redo all the previous levels and delete my progress....that's the dumbest thing I've ever heard. Also you cannot change the difficulty, which is stupid. I played on normal and it was too grindy with all the things I mentioned above, and I would have had to start a new campaign and redo everything to try easy. In some games that is acceptable, in a game like this it's not. Now some tryhard people that only play bullet-hell games that love redoing levels till their fingers bleed will love this game, but those people are few and far between. That is why this game and those like it have positive reviews, but only 170 reviews total. Because the only ones playing and reviewing them are the people that solely play these games. So as a gamer that isn't that, this game doesn't get it right. Jamestown is just better. 3.5/10.. This game is so fun i had a hard time pudding it down. :). I really love the energy of this game; the characters and enemies are really lively and the cutscenes mad me chuckle a few times. It's really fun to customize and experiment with your formation to suit your play style. Can be hard, but adjustable difficulty makes up for that. Very much recommend.

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