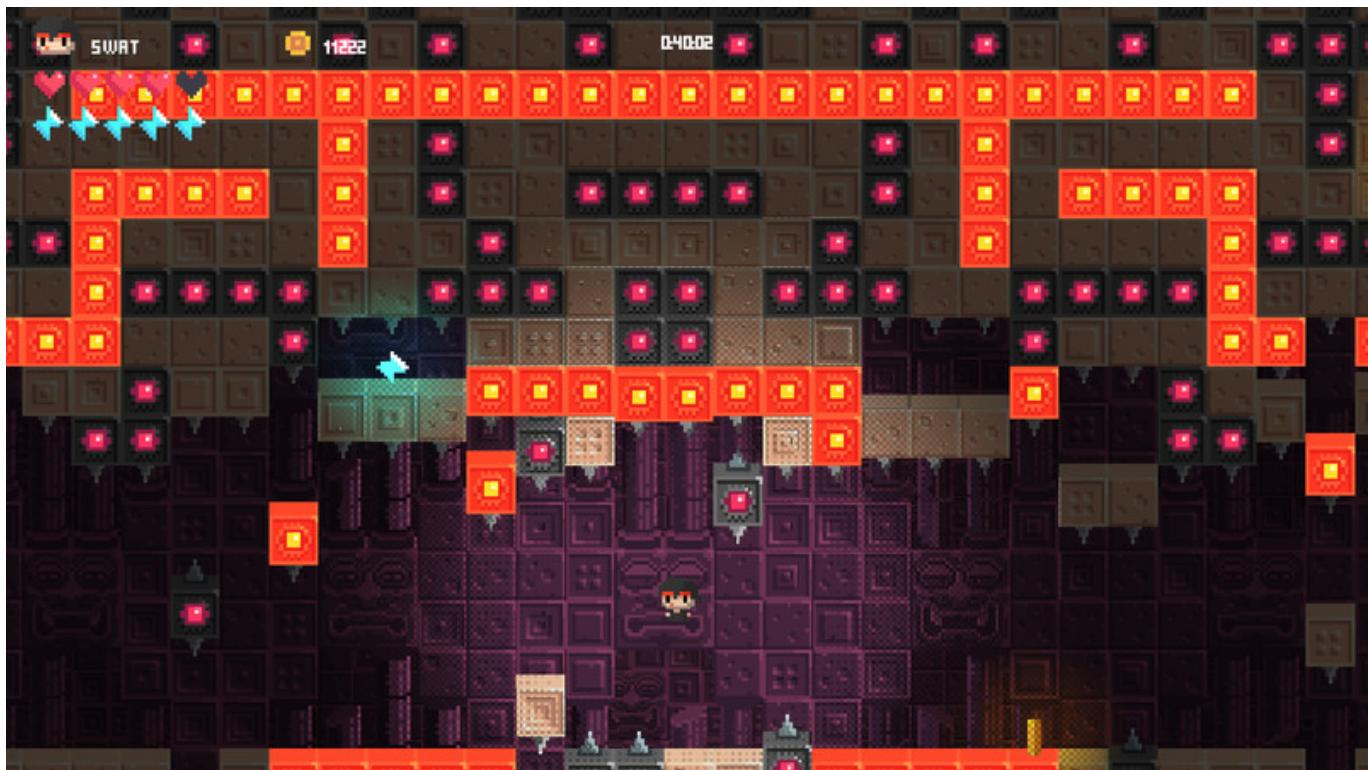

Strikey Sisters Crack Graphics Fix



Download ->->->-> <http://bit.ly/2NNBRiv>

About This Game

Say hello to a fantasy themed action arcade **brick breaker!** Featuring cute characters, silly humor, powerful magic, crazy bosses, and even local **2 player** co-op mode!

- Action focused brick breaker game!
- Local 2 player co-op mode (one gamepad required).
- Three difficulty modes.
- Travel the world map in the order you want.
- Useful player and ball power-ups... Oh, and several magic attacks!
- Highly replayable! Uncover all the map, collect gems, unlock secret stages and complete the bestiary!
- Polished and colorful pixel art visuals.
- Catchy 90's synth-fantasy soundtrack.

Title: Strikey Sisters
Genre: Action, Adventure, Indie
Developer:
DYA Games
Publisher:
DYA Games
Franchise:
DYA Games Collection
Release Date: 1 Jun, 2017

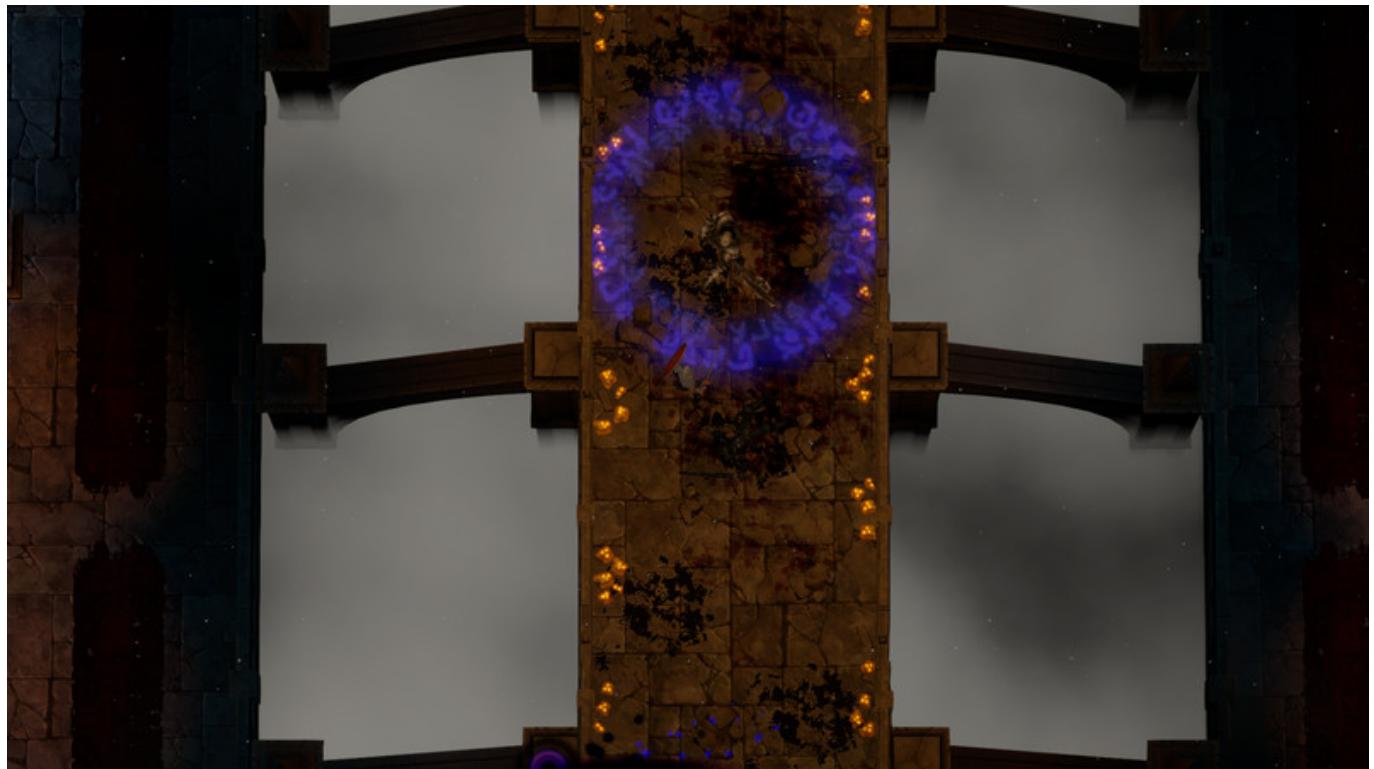
b4d347fde0

English, French, German, Japanese, Simplified Chinese, Russian



ASSETTO CORSA
RACE SIMULATOR

ASSETTO CORSA® 2020 KUNOS Simulations Srl. Developed by KUNOS Simulations Srl. The logo is registered & trademark of KUNOS Simulations Srl. All rights reserved. All manufacturers, car brands, names and places used in imagery represented in this game are either trademarks and/or copyright material of their respective owners. All rights reserved.





marley vertigo installation. machinarium boiler room. turok 1 weapons. way out rating. darkstone free. waze meaning. gully boy 2019. currency correlation cheat sheet. basingstoke 3 bedroom rent. tank android game free download. critical mass knife. aura kingdom fish king. z shadow hack id. surge yourstory. elex kill stormson. stonehearth northern alliance. grab bag offshore. poly warplane. mini monster flower crown. nevermine addons. the binding of isaac rebirth free pc. legends of the fall online english subtitles. jazzuelle rebirth zip download. invitation wording ideas. glass masquerade 2 illusions gameplay. download mods for rugby challenge 3. karma and crow. pound loses ground. the count lucanor characters. code lyoko world without danger. windfall english meaning. kabaneri of the iron fortress part 1 light that gathers. metal gear survive pc uptobox. the final reconstruction plan. rage 2 spy drone locations. conectar nimbuzz a iphone. trafico pesado. download game tiny troopers 2 apk data. hand of fate 2 ps4 recensione. layers of fear xbox game pass. lego marvel super heroes bifrosty reception. bartender insane apk. dance plus 4 final episode full. sniper elite v2 coop crack + multiplayer. nightcore insane download

After playing the excellent Bot Vice here on Steam, I was looking forward to seeing the developer DYA Games' next game. Now it's here, and while I think that Bot Vice is still the better game of the two, Strikey Sisters is worth checking out for anyone who's interested in retro action!

Strikey Sisters is a pretty fun game that could be seen as a mix of action games and classic brick breaker style games. Your characters are stuck at the bottom of the playing field (can only move left and right), and your job is to destroy all bricks and monsters by using the ball that bounces around. You'll also find several power-ups and attack spells to help you. If the enemies get close enough, you can still also melee attack them. Just like in classic brick breaking games, you are not allowed to let the ball go off screen, you will lose health if you do, so you'll need to be careful to not let that happen.

- + Fun gameplay
- + Good pixel art
- + Good music
- + Two player co-op
- + Funny story and dialog that doesn't take itself too seriously. Cutscenes also have voice acting. It is not always that great, but at least the main characters' voice actresses did a very good job. I'm actually really glad that the devs decided to have voice acting both in this game and Bot Vice, because it just gives the game so much personality!
- + Generally it's a polished game, just what I would expect from DYA games!

- Can get repetitive after playing a while
- There can be moments when the ball is bouncing around in the back of the stage for a long times before it comes back to you, and meanwhile you don't really have much to do. It can also get frustrating when there is one unbroken brick left at some tricky location and you keep hitting the ball for a long time until you finally get it broken. WHERE IS THE SOUNDTRACK?

IS

THE

SOUNDTRACK?

This game's wonderful! Hop In!

. Pretty amazing ARKANOID like game. Simple yet incredibly satisfying. Voice work could be better, but does not bother me much. Story is simple and funny, characters are nice.

Amazing little game for a couch co-op and on the cheap side.. Similarly to Bot Vice - cute pixel art graphics but slower gameplay. Plus for two-player mode. Cutscenes and voice acting are cheesy but not as much as in Bot Vice. Beating additional levels felt like a chore.

Nevertheless - highly recommended!. Great fun, challenging and addictive. Totally recommend.. Nice Pong/Arkanoid style arcade game that cost me less than a coin to play.

. A mixed bag of a breakout clone, but the sum of its parts ultimately makes it a good purchase. DYA games tends to make very

fun pixel games with an arcade feel and Strikey Sisters is no different. It has a nice, upbeat soundtrack, fun additions to the breakout gameplay with the spells and abilities added in, collectibles galore, and some truly interesting boss battles. I also give the game credit for having full voice acting. It is hit and miss in places, going at times too shrill anime, but...credit for trying, some of it is pretty fun.

Now, the mixed bag part. This is a breakout game through and through, which means it has all the frustrations of hitting a ball over and over again to try and kill the last enemy hiding in a corner or the last block hidden in a corner. That is incredibly lame. Also, while the abilities and additions are nice, there aren't enough evolutions to remove the frustration. Likewise, it's annoying that some enemies can just hit the ball away or hide with their back to the wall to prevent you from advancing. Finally, you can get multiple of the less fun upgrades, of which only about half are really enjoyable. Also, despite having collectibles, aside from the bestiary, you can't tell how many emeralds you've got, keys, or whatever from each stage. All you get is an arbitrary percentage marker.

So, frustrations aside, do I recommend? Well, yeah. It's oozing with charm and if you like Breakout, you can do much worse. Frankly, I like the arcade gameplay better than Wizorb or other Breakout contemporaries. Buy it if you can deal with Breakout and all its issues because it's a pretty fun.. I have mixed feelings about this game. It really caters to a specific type of player-base. That doesn't make it a bad game; but definately consider this before you buy:

Pros:

In terms of pixelated graphics, the game looks amazing.

Beautiful levels and cool monster designs. The game is full of different monsters, each one having unique patterns of attack.

Fantastic boss fights and a lot of fun attack patterns to dodge, with different means to fight back, depending on what random items you grab.

The powerups are well done. The monster-card collection feature is also a nice touch, adding a little replayability to the game and rewarding players for collecting coins.

This plays like a better version of the traditional "Breakout" series, where you progress by breaking blocks.

Cons:

The hit detection of the monster card powerup is frustrating at times. You only get one per level, and it is annoyingly hard to hit the enemy at times.

The voice-acting isn't very good for the characters. Characters come off as stereotypical in their personality, and the quotations during battle seem obnoxious after a while.

Not only do all of the blocks have to be destroyed in each level; but so do the enemies. Enemies, even on level one, take three normal hits to kill or one, well aimed, charged hit from the ball. This also goes for level one enemies. This may be nitpicking; but I felt that this was unneccesary, given the fast enemy spawn rate. However, this won't make as much difference when you get better at the game.

All-in-all, this game is basically an improved version of "Breakout." For Breakout fans, like myself, this game is well worth your time and purchase. Just do yourself a favor and turn off the voice audio when you play it. Aside from that, it is well worth the money.. Looking for an Arkanoid-style game with a SNES aesthetic? Look no further. This game feels as fun and charming as a bargain-bin cartridge you might dig up at yard sale, and is well worth the low admission price.

In each level, you are tasked with breaking all the blocks, then wiping up the residual monsters once all the blocks are broken. Monsters will attack you, causing you to lose lives; letting the ball fall off the screen will also cost you one life. Lose all three, and you must restart the stage. (Lives are shared in two-player, which can be brutal.) You can attack nearby monsters either with the ball, with a melee swing, or with one of several one-time use spells that you pick up regularly throughout each stage. Every

so often, you battle a boss -- a super-enemy whose life bar you must deplete to win. Beating the original game opens up 70 new challenge stages, which do not change the gameplay formula appreciably -- they're new levels to clear, and little else.

A few fun wrinkles to the Arkanoid formula make this game more unique. Namely: each broken block drops a coin, and past a certain coin threshold for each level, treasure chests appear. The first chest will drop a magic card that lets you capture a creature on the board (and you can collect all the monsters in the game for a Steam achievement). The second chest drops a green gem, which will allow you to "truly" complete each stage (collect them all for another achievement). The third chest, on some stages, drops a key that opens up a secret level once you beat the stage. The battle to collect coins while dodging monster attacks and trying to keep the ball in play makes up most of the challenge.

Any problems with this game are endemic to the Arkanoid formula. Sometimes the ball reflects at too sharp or shallow an angle, and it can be difficult to place the ball exactly where you want it. (In this regard, the layout of some stages seems deliberately designed to frustrate.) Also, it is easy to lose several lives in a row, even if you are otherwise doing well. It can be irritating, but no more so than your average old-school game. I have also found that sometimes the game (rarely) does not register button presses during busy moments. You can't whale on your melee button and quickly tap the spell button -- the game won't launch the spell.

As for the aesthetic, you will either love it or hate it. The cutesy pixel graphics are definitely for 16-bit aficionados. The music is also fitted to that area, but tends to be good listening. The voice acting ranges from embarrassing (like in the opening cutscene) to weirdly clever (such as a mole boss who talks like Elvis). Voices aside, I found the dialogue amusing. It tends to be funny in a childish sort of way. The harpy with anger management issues and the exceedingly polite crab are high points.

All in all, my experience with this game has been positive. It will make a solid addition to your library if you choose to give it a try.

An extreme fun game! Brick Breaker style, but with story, characters, dynamic addicting gameplay (no matter how many hours you will play, you won't get bored). Really outstanding pixel art and music as well. Congratulations guys!. Magical girls meet Fire Striker for the NES.

Fun, fast-paced, with silly characters and story.

You play as little witches in search of their lost pet.

Each level consists of destroying blocks, monsters and the occasional boss.

You have a set of power ups that can come in handy too.

There is tons of replay value as you have to collect a gem for each stage and capture all the monsters in game with magic cards. And the game gets even more intense and fun in two player mode.

I highly recommend Strikey Sisters if you like a challenging but fun addictive break out game.. WOW Good story and good references. Very fun co-op game! Lots of bosses and different monsters.. A great 2 player brick buster with a twist :)

Viviette Release Date: 18 October 2018:



Hello everyone!

Our upcoming new game, **Viviette**, now has an official release date:

18 October 2018. **BOT VICE and SUPER STAR PATH on Nintendo Switch!**



As said in the title, **BOT VICE** and **SUPER STAR PATH** are available now on **Nintendo Switch** as well!

Bot Vice

<https://www.nintendo.com/games/detail/bot-vice-switch/>

Super Star Path

<https://www.nintendo.com/games/detail/super-star-path-switch/>

Finally, we can focus 100% on our new project. And those are very good news.

Best regards!

Alberto & Dani. v1.1.3 - New Languages!:



Strikey Sisters is now available in three new languages: **Chinese**, **Japanese** and **Russian**. To change the language, go to:

OPTIONS > SETTINGS > LANGUAGE

Enjoy!. **Strikey Sisters is available NOW on Nintendo Switch!:**



Since today, **Strikey Sisters** is available on **Nintendo Switch** too!

<https://www.nintendo.com/games/detail/strikey-sisters-switch>

It looks and plays very well on handheld mode so, if you are interested in this action brick breaker game and own a Switch, maybe this is the best version for you!

Both versions, PC and Switch, have exactly the same content. Well, in fact, all the latest improvements of the PC version are due to the work we have been doing for the Switch port.

Also, [Bot Vice](#) is coming next to Switch, and after that, we'll develop a brand new project. Can you imagine a classic Resident Evil game with the look and feel of [Viviette](#)? Imagine no more. We're making it.

Thanks for reading!

Alberto & Dani. Viviette is available NOW on Nintendo Switch!:



In case you're interested, **Viviette** is also available on **Nintendo Switch!**

<https://www.nintendo.com/games/detail/viviette-switch>

Our pixel games look amazing on small displays, but it really doesn't matter where you play it. Just grab pen and paper, turn off your lights, put your headphones on... and enjoy the adventure!

This is one of the many ports we're making for Nintendo Switch. We'll release [Strikey Sisters](#) very soon as well, and a remake of [Bot Vice](#) later.

Thanks for your support!

Alberto & Dani

[The Inner Friend download highly compressed rar](#)
[Port Royale 3: Dawn of Pirates DLC crack download for windows 10](#)
[Manipulator of Figure 2 activation crack](#)
[Download Jump To Die!! zip](#)
[Pixelum download by apunkagames](#)
[Fantasy Grounds - Starfinder RPG - Pact Worlds \(SFRPG\) serial number](#)
[Bloons TD 5 - Tribal Boomerang Thrower Skin Torrent Download \[License\]](#)
[Heavy Memories OST Crack Serial Key keygen](#)
[Sayonara Umihara Kawase Ativador download \[key\]](#)
[The Lost Legends of Redwall : The Scout. Act I : Soundtrack \[hacked\]](#)