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## Crazy Steam Bros 2 Crack By Irfan Doggar



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### About This Game

Crazy Steam Bros is a classical horizontal shoot'em up inspired by the gameplay of old arcades. Anton and Dupont are brothers, inventors, and a little mad also! With the help of their landlady, Miss Lily, they must defeat the evil Baron and their hordes of moustached soldiers. Fly the "SteaMobile" trough five levels of steampunk action. Traverse cities, jungles, caves and more.

Collect Power-Ups for your machine and defeat the bad tempered bosses before the tea time!

To play you can use the keyboard or a compatible gamepad, and Keys can be redefined at the options menu.

Predefined keys are:

- Arrows for movement for player 1, "RFDG" keys for player 2
- "K" key for player 1, "Q" key for player 2:  
Shooting. It will activate all your weapons, except bombs and air mines. This is a game with automatic autofire, so there's no need to ravage your keyboard or your fingers :D
- "L" key for player 1, "W" key for player 2:  
Bombing. Hitting things with bombs is trickier, but the damage done by them is huge! This also activates air mines, if you have collected them.

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- "P" key:  
Press it in game to show the pause menu.
  - "ESC" key:  
To finish and quit the game.

Gameplay is easy. Just advance through the levels and survive the battle against the stage's bosses. Eventually, Miss Lily will drop random powerups. Collect them for increased firepower. These powerups have a limited life, so use them sparingly.

The different powerups are:

- Supershoot:  
Increased damage for the machinegun.
- Trishoot:  
The machinegun will shoot in three directions at once.
- Air Mines:  
They will pursue the nearby enemies.
- Tesla Shield:  
A force field that will protect you against enemies shots.
- Rocket:  
A powerful weapon, but not much precise.
- Super Bomb:  
This bomb will release a pair of normal bombs after exploding.
- Tesla Cannon:  
An electro ray that will hit the nearby enemies without need to aim.
- Tesla Drones:  
You can collect up to two of them. They will protect you from the damage, and also shoot a laser ray. They can be damaged and destroyed by enemy fire.

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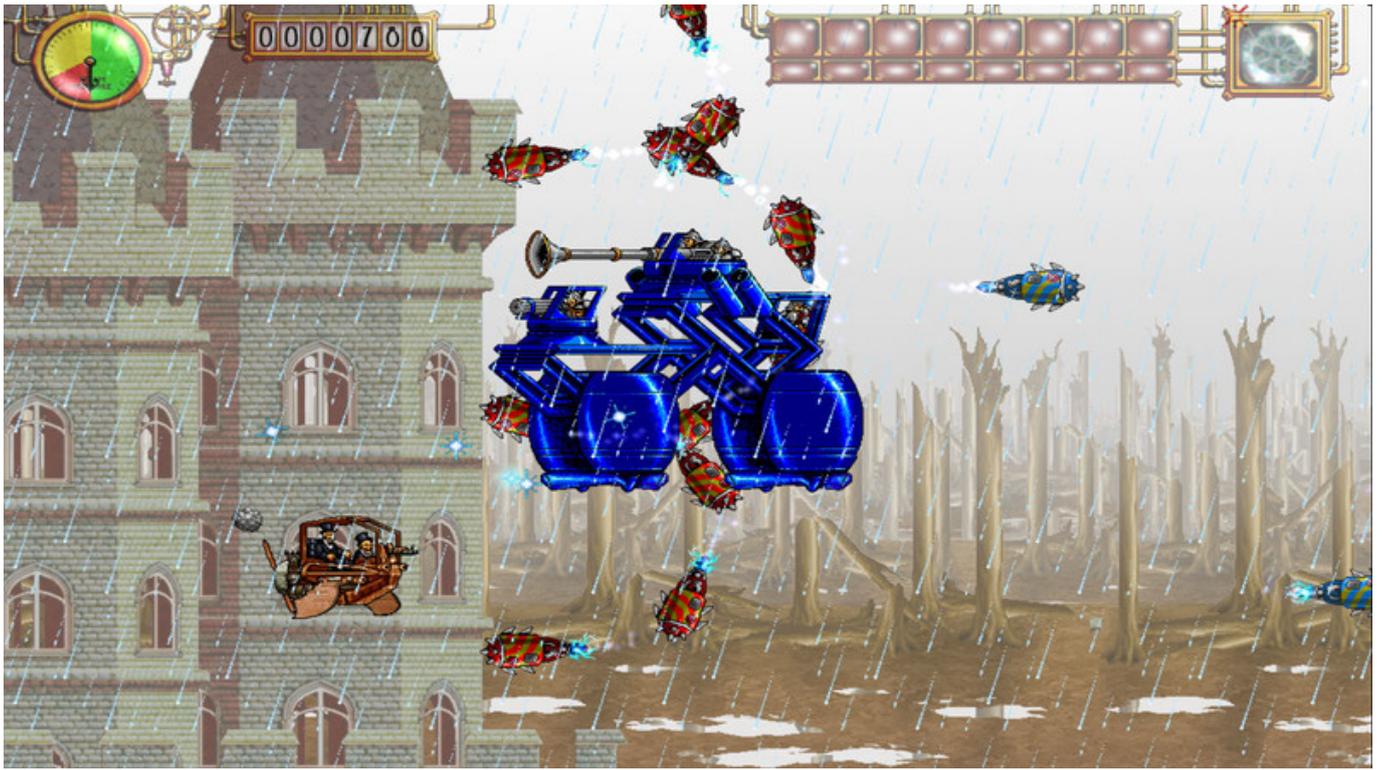
Title: Crazy Steam Bros 2  
Genre: Action, Casual, Indie  
Developer:  
Ars Creativa  
Publisher:  
Ars Creativa  
Release Date: 2 Apr, 2015

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English







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The game isn't really that bad. Don't get the two angry reviewers down there.  
it's actually pretty nice, for the price. (3 bucks)

Yes controls lack of precision in "little" moves. Other than that , graphics are pretty cool.

Animations are polished. Bosses looks great.

And the gameplay have some interesting features (limited Pup usage, downgrading score when hit etc) Difficulty is high but not impossible.

bomb usage is nice. (needs good placement and practice)

If you like arcade Side Scrolling shooter with nice visuals, go for it !

I mean, it's not if this game was expensive. 3 bucks worth it

Aside from that, yes developers should really improve visual and handling of the GUI V menus.  
(make all the menus less huge on screen ?)

And maybe tweak the controls and the "steam bubbly effect"  
on some things (like the ship iddle move, the HP cursor).

Difficulty starts to be maybe a little too high on the end of second level.

- online highscores ? would be cool.

- keeping powerups when dying and restarting levels , because other than that its hard to "retry" on second one and later.

The bad thing is this game should have been early access or beta for now...

Don't rush it out guys ! Rework it a bit.

Try to improve major things and maybe it'll get the love it deserves.. It's an old style scrolling game with random weapons. Fun, Frustrating and frustrating\_fun.

The controls are limited but add to the frustrating\_fun. It'll wake you up and entertain the children... an me I guess. :-). The design and idea for steam punk is great, the control's make it a horrible decision...K to shoot for anyone wondering. Developer meeting:

"Hey guys, how can we make co-op fair and interesting, but similar to the singleplayer?"

"I know! since there are two players, we can just double the enemies!"

"But wait, we'll have to double powerups to make it fair for the players, right?"

\*Laughs Wickedly\*

4/10, would not co-op again.. It's a really fun fly-shoot game for what it costs. it has a good amount of dufficulty, fun powerups, and cool looking enemies. 7/10.. The design and idea for steam punk is great, the control's make it a horrible decision...K to shoot for anyone wondering. EDIT: A shmup needs excellent and precise controls, otherwise any and all potential for fun has been wasted. Keep reading for more detailed reasons why this game has failed, even at it's low price point.

First off, I should mention that this is a sequel to Crazy Steam Bros. which you can find and play for free over on Kongregate. It's a simple yet fun horizontal shoot'em up, or shmup, that has a number of interesting weapons and enemies to keep fans of the genre occupied. It's not quite like your typical bullet hell shooter, but the games style is what sets it apart from the pack. I enjoyed the original, although us players were stuck using just the keyboard and there were very few additional options to choose from or adjust in game.

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Crazy Steam Bros. 2 feels a bit like the original and looks slightly sharper. In fact, the graphics are quite charming given the era that the game is supposed to take place in. The visuals won't blow you away but they work quite well for the theme of the game. Unfortunately, I can't recommend Crazy Steam Bros 2 because of how it controls. It says on the steam store page that Crazy Steam Bros 2 includes full controller support, and although I could get my wired Xbox 360 controller to work, it felt quite wonky and my plain "floated" all over even after I had let go of the analog stick or the D-pad. Shooters need to be smooth and precise, and while the Keyboard controls work better than the controller, I can't recommend the game considering how unintuitive the controls feel while playing with a gamepad.

It's very obvious that this is a game that could be played on a tablet or mobile device (there's even an option that allows you to hide or show touchscreen controls while you play - although I can't see why anyone would want to play this using touch screen controls even if you do own a smart monitor!). Even mouse input would have been a nice option, but the controls really do need to be more precise. I'm sad to say that It almost feels like a rushed port, which it very well might be. I really wanted to like Crazy Steam Bros 2 especially since I found the original to be novel idea with some entertaining gameplay, even though it was free and the game wasn't very long. The sequel unfortunately doesn't provide enough options, or precision in its control schemes that should be found in any and all good Shmups.

Crazy Steam Bros 2 isn't a bad game, it just controls badly, and until these rudimentary features are fixed, it isn't worth your money, not even at the low price it's selling for. It should also be mentioned that there are no Steam Leaderboards either, even though it is listed as a feature on the Steam store page.

Be patient and wait to see if the game is updated anytime soon. If it is, then I'll update my review as well.. Crazy Steam Bros 2 has its fun moments, and it certainly looks nice, but the difficulty of this game is largely due to its poor controls and unbalanced power-up system. It's one thing to have a tough game where the failure is on you, but when you're fighting against the enemies on screen AND the game itself, that creates a type of frustration that makes Crazy Steam Bros 2 difficult to pick up again. There are better shoot-em-ups and better steampunk-themed games out there.

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**Target Audience:** *None*

**Summary:**

*Absolutely not. This game has so many fundamental problems with it, it doesn't deserve your time. I try to match people to the game and the genre type, and go with its strengths, but there is no match here. I'm sorry, there's too many problems with the game at a fundamental level. Yeah, it looks nice, but not only are there ridiculously bad controls that are really hard to work with, but there was bugs all over the place. Just avoid.*

**Video Review:** <http://youtu.be/UzMZKwijtYs>

Lists:

**Positives:**

- **The ideas?**
- **The art is not bad.**

**Negatives:**

- **Controls are floaty and abysmal because of it. Needed precision is unobtainable. It makes the game literally unplayable.**
- **Obvious Mobile Design game is obvious.**
- **Does not save options like audio levels.**
- **Game can exit with one single button push without prompting with escape key.**
- **QA did not exist. Bugs all over the place. Was able to be in the options menu and kept on playing.**
- **Nothing stands out about game design.**
- **Sound and music loops get old rather quickly**

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