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About This Game

Mad Bullets, the wackiest shooter is here to put your reflexes and laughing muscles to an intensive test. You can forget about boring stories, complicated controls and irritating tutorials, and jump right into a mind blowing, high-speed action. Now is the time to become the hero of the Wild West and shoot your way up to the top of the leaderboards! Do you think you have what it takes to face a real challenge?

Starring

- Mean desperados and American ninjas
- Beautiful damsels in distress
- Rusty the robot cowboy
- Savage vultures, evil piranhas and dumb chickens

An impeccable cast for a game that doesn't take itself even a bit seriously!

Mad Bullets Features

- The EASIEST shooter controls on any platform, ever!

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- The CRAZIEST characters since... well, that's classified!
 - The MADDEST bullets in gaming history!
 - The...

...still not enough?

Oh, I forgot to mention that there are 3 locations, 50 levels, 4 minigames, about 200 missions, 31 achievements, upgradable equipment, trendy dubstep music, fully destroyable environmental objects, all mixed in a frantic endless shooter. Presented to you!

Say YES to Mad Bullets!

Title: Mad Bullets
Genre: Action, Casual, Indie
Developer:
isTom Games Kft.
Publisher:
isTom Games Kft.
Release Date: 10 Jun, 2016

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English







The reason I still buy bundles is despite often being filled with vote boosted Greenlight garbage, you sometimes find a gem you never would have bought yourself and end up enjoying far more than you ever thought you would. This is one of those games.

As someone who tries to avoid mobile ports and has never been a big fan of on-rails shooters, this game manages to succeed because of one very important fact: it's fun.. I am not really into rail shooters, but this great piece of work has caught my attention. After playing it for a few hours, I would gladly advise anyone to get it, because it is sooo much fun! Not to mention its dirty cheap price.... This is a simple but fun time-waster. Aiming is difficult using the mouse or even the Steam Controller, but if you happen to have a Wiimote and the DolphinBar Wiimote receiver (set to mouse mode), you will fare much better and have even more fun.. This game is exactly what I expected when I purchased it: A storyless on-rails shooter set in a wacky western. No more, no less.

Mechanics wise the game is mostly well designed. The shooting feels good, and I've not encountered a situation where the game failed to recognize my mouse clicks. It has the familiar civilian targets that costs you health, but they have a very noticeable green outline to them so there's never any question of what to shoot or not to shoot.

I have two criticisms for the game as rail shooter. First is the random element. On the one hand I like it. With no story at all, just raw gameplay, it needs something to hold your interest and random levels is a good way of doing that. However, this does remove the ability to master levels, memorizing all the enemy patterns so you can clear the level without a single hit or wasted shot. The second item are the bombs hidden in crates. There's no indication they are there, and it is far too easy when shooting several barrels to hit a bomb before you have chance to realize it's there. It just feels like a cheap way to artificially bring down your health.

Final recommendation: If you like on-rail shooters, this is a good buy. I mean, you've probably plonked down far more than \$2 in House of the Dead or Time Crisis. I know I have.

. i love this game its a great lightgun/clicker.

it feels very tablet/facebook but its still a blast to play.

shoot the bad guys with red auras as you avoid shooting green aura people. you can also headshot for more points and shoot locks off hostages also all damaging projectiles can be shot down. you also get to shoot the various things in the background for points and get items from breaking barrels just watch you don't shoot the bombs from them.

as you score and do random missions you get cash to buy things to give you better scores, take more hits, and have bigger ammo clips.

i think there is about 5 different areas that if you live long enough you can revisit. you'll always start in the town but at the end of each area you'll get to pick 1 of 2 randomly chosen areas and it keeps doing that until you die. even though you'll revisit areas you'll take different paths from time to time, ducking down allies or going up stairs makes revisiting areas less predictable. where things pop up and whats in barrels are also random.

being a mobile port it does have some of its flaws, high item prices, cheap attacks where a few enemy spawn and all at once so you et hit, sometimes you do missclick (but i don't get it often), and the pause button in the corner can get in the way.

if your into these kind of games though this is defiantly one of the better ones on steam right now.. Earlier: "Hmmm, I don't remember buying this game. Here, I'll boot it up and see what it's like."

Two hours later: "I CAN'T STOP PLAYING OH MY GOD HELP ME". If you own a lightgun there is not much to choose from on steam. This game is really fun and worth its really cheap 2€, even though you won't be playing for hours.

I own a "EMS Top Gun 3" and had no problems on my projector.. Mad Bullets is a fun, cheap on-rails shooter! Great time killer!. I'm not normally a fan of rail shooters as I prefer to roam freely, however that just wouldn't work with this particular game. That said at least the route is varied a bit & the targets are random when repeating previous routes so it's not easy to predict whether a friendly or enemy will appear. There are plenty of targets to shoot at other than the humans, some of these contain bonuses such as shields, money, infinite ammo (for a short while) & many others, whilst some contain a downside so be careful what you shoot at.

There is a shop where you can upgrade your abilities using money you gain from within the game, so it's not P2W. There are

also several game modes some of which will certainly test your skills as you progress through the levels.

Pros:

Great bold & colourful graphics
Excellent background music & sound effects
Nicely paced progress through the game with difficulty increase to match
Wide variety of targets both good & bad
Plenty of achievements to play for
Lots of replayability

Cons:

Needs ingame music volume control rather than just off/on
Would benefit from controller support, I don't personally use one but I could imagine that many players would benefit

All in all, a great little game which is ridiculously cheap even if you paid full price, 9/10 will shoot innocent parties again. pewpew. It's hard to say whether I would recommend this game or not, It is a solid little rail shooter with excellent design, graphics, sound, music, and controls, however I have to say buyer be warned as some of the character models are a little less than PC. While the vast majority of white characters appear as rough and tough bad guys plucked straight from Clint Eastwood and John Wayne films (with a few exceptions) every character of color (Native Americans, Mexicans, African Americans, and Asians) are portrayed as somewhat racist caricatures. While this does not take away from the game's more than solid gameplay it is the one blemish I can point out on an otherwise good game.

My usual complaint about rail shooters is that they seem to take themselves very, **very** seriously despite the fact that the genre is inherently absurd. The conventions of a rail shooter are those of an FPS, except that you can't control your character's movement and decide when to take cover and when to press the attack; enemies come by the hordes, but never think to attack you from behind, preferring to pop up in your view like plywood targets; you're outnumbered hundreds-to-one, but aided by the fact that your foes seldom think to shoot back at you, and when they do, their projectiles can be shot from mid-air.

Mad Bullets is a rail shooter that is completely aware of how ridiculous it is, and revels in it.

The first clue that *Mad Bullets* might not be entirely serious comes when you note that the bullets in your ammo display have little faces and are constantly doing quirky things. When the enemies appear, they don't just act like plywood targets, they literally **are** plywood. Unusually animate and talkative plywood, to be sure, but plywood all the same. They hinge up from behind objects, they slide in sideways without moving their feet, and they break into fragments when shot. A power-up that inflates characters' heads like balloons to make headshots easier also causes them to speak in a squeaky helium-driven voice. Occasionally there are ninjas.

Unlike some rail shooters, *Mad Bullets* cannot be defeated by memorizing the appearance pattern of enemies. To be sure, your gunslinger will traverse the same handful of stages over and over again, but has several different routes he might take, climbing up on balconies, sneaking behind buildings, or going straight down the middle of the street. You won't know which path you will take until you take it. Similarly, enemies will only appear in certain fixed locations, but which such locations are used vary with each run. You'll gradually learn which places to watch, and where in the routes the game most likes to throw a large ambush at you, but until the targets actually appear, you won't know which of the many possible target locations will yield an innocent bystander, a helpless hostage, a dangerous foe or nothing at all.

Add achievements and mobile-style goals to the mix, and you have an unusually replayable rail shooter with a high "one more try" factor.

One caveat should be mentioned. *Mad Bullets*, like *Blazing Saddles* or *Cat Ballou* plays with the clichés of Western movies and TV, and the heyday of Westerns was not a time overly concerned with cultural sensitivity. So every character, good and bad alike, is a cartoonish stereotype. In the case of Mexican enemies, that can mean serapes and sombreros, or bare-chested bandidos with crossed ammunition bandoliers. Indians are heavy on buckskins, feathers and warpaint. The creators were surprisingly careful to ensure that the three general ethnic groups involved are all represented in both "good" and "bad" versions, but those particularly sensitive to racially based humour might want to give this one a miss.. Howdie partner. This is by far the best shooting gallery type game I've ever played. It features good graphics, sound effects and music that never gets boring. There are many types of enemies, and thanks to the missions you've got to achieve to get stars, which make your character level up, there are many different styles of playthroughs.

What makes this game different to its competitors is that on the first look it only consists of three different levels that get mixed up by a handfull of bonus stages, but overall get repeated over and over again. Sounds boring? Well, it isn't, because there are many different routes through each level that get mixed up every time, and this feature is so well thought out that even with my high playcount in this very game it still does manage to surprise me every now and then.

On top of that you get many different game modes to play, many different highscore tables to compete in and a new main mission every day to keep you coming back over a long period of time. Alas in here lays the only thing that can get a bit annoying while playing this game, and this is its overly arcade style of programming. By this I mean, that if for example you got to shoot snakes to fulfill your goal, you can be pretty sure, that there will be next to none, even in areas that are filled to the brim with them on normal playthroughs as long as the mission lasts ...

But apart from that it's a very exciting game. As I said before in my opinion it's even the best of it's genre up to now, presumably when taking replay value into account. So if you like the genre, you should just go and get it. It's very well worth its pricetag, cowboy.. What are you waiting for?

BUY this game!

Is a great game :). I recently purchased an Aimtrak Lightgun for PC. While this game isn't "officially support" the gun work awesome with the game, turning it from an alright rail shooter to an awesome arcade classic.

I highly recommend anyone who enjoys arcade lightgun games to buy an aimtrak gun. Video below to show you how it works.

<https://youtu.be/ppbSe3-J44E?t=125>. best 67 cents i've ever spent. fun, no stress, no commitment. Really fun, casual game, would definitely recomend.. If your looking for a game to just pick up and go and at the same time blast tons of stuff along the way then this is the game for you. :)

It has all just the right balance of challange and enjoyable gameplay while not being overly complicated!!!!

Anyone that can press the space bar and use a mouse will beable to pickup and enjoy this game!!

I would highly recommend this game to anyone if your looking for a simple and easy great quick shoot'em up!!!. Mad Bullets is an indie On-Rails shooter with a western setting and provides a fun arcade experience that harks back to 90s arcade shooters. Is it worth your time and money? This is what I think of Mad Bullets.

Yes, absolutely yes. I really enjoyed playing this game and had a lot of fun whilst doing so which is the main goal of the title. For the low price tag, coupled with frequent sales, you really can't go wrong with this one. It does grow stale after a few hours, however, and it doesn't take more than 5 hours to see everything it has to offer. It does provide a fun experience of shooting a bunch of bad guys whilst racking up a huge score which is oddly addicting.

There is no story to run through in this game, instead you'll run through three different settings and additional areas that provide four unique challenges in each. The goal is simple: shoot bad guys, collect money, pick up boosters that provide different buffs and last as long as you can. It's great playing through each time, trying to beat your previous best score or collect enough money to buy upgrades in the shop. These range from extra bullets, extra lives or extensions to the time of power ups during the levels. For the time it lasts it's a compelling gameplay loop and is perfect to play for twenty minutes or an hour or two.

I thought the different settings were great, each with their own character and enemies within them. Goon Village is your typical western village filled with saloons, general stores, jails and banks, whereas El Dangero is replete with haciendas and villas. Wicked Rocks is again different, running through Native American camps and rock canyons. The challenge areas are very tongue-in-cheek, like the rest of the game, pitting you against leaping piranhas, swooping vultures, and sneaky ninjas. It's wonderfully bonkers.

However, as I mentioned the game does begin to grow stale. The same three areas begin to drag as there isn't enough variety within them and you'll be shooting the same enemies over and over again. The thing that'll keep you playing is the upgrades in the shop but if you aren't interested in achievements, you'll probably quit the game quicker than I did. There just isn't enough to the game to keep your interest long which is a shame. I wouldn't have minded the main game being a side mode, in addition to a story mode and some other challenge modes with more variety in areas and enemies. For the price though, it's understandable that this isn't the case.

In conclusion, Mad Bullets is a great time and is perfect for playing in short bursts. I don't regret the time I put into this game but without any real content to keep the interest for long, achievements are all that remain and I'm not sure I want to keep playing for that. By all means buy this one, it's certainly entertaining enough for a few hours but don't expect much more than that.. Very nice game. For some graphics may be a bit too sweet, however, I find it really eye pleasing. Cool game to warm up and get your reflexes going ;-)

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