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About This Game

Ghost Blade HD is an intense bullet-hell shoot 'em up game, with satisfying and addictive score-based gameplay. With its inspiration going back to the shooting games of the 1990s era, Ghost Blade HD ties old memories to current tones and techniques. Designed with a modern graphic style and special effects, Ghost Blade HD also features an awesome 2-player mode! Ghost Blade HD is easy to learn, hard to master.

Story

10,000 years ago an Artificial Intelligence known as Shira was built to protect the residents of Mars. As time passed the AI became corrupted and Shira started to attack the Mars colonies. With no way to defend itself against 'Evil Shira' Mars calls for help. The Earth Defense Force fleet fights its way to 'Evil Shira' and uses powerful lasers to destroy it. However, 'Evil Shira' secretly had a backup that flees into space and takes over an abandoned space station at the outskirts of the solar system.

When the EDF notices the escape they send their bravest fighter after 'Evil Shira'. You are this pilot, and your mission is to destroy Evil Shira before it can complete its new attack force and threaten the existence of the entire universe.

Features

- Beautiful, detailed HD Graphics
- 5 Stages with HUGE Boss Enemies

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- 3 Player battle ships with different gun types
 - Instant Respawn - No cutscenes!
 - Practice Mode
 - Score Attack Mode
 - Fine tuned gameplay and balanced difficulty
 - 3 difficulty levels: Easy, Normal and Hard.
 - 60 FPS
 - Arcade-style gameplay and addictive scoring system
 - Fast and smooth Gameplay
 - Auto-bomb enabled Easy mode for beginners
 - TATE/portrait screen option available
 - 2-player local co-op mode for addictive fun
 - Incredible Soundtrack composed by Rafael Dyll (Söldner-X2 and Rainbow Skies)
 - Tone down background brightness
 - Optional softslow
 - Online Leaderboards
 - 37 Achievements
 - 1080p Full HD
 - TATE/TATE INVERTED/portrait screen option available
 - Xbox 360 and Xbox One controller, Keyboard

Tips For Getting Highscores

Earn points by destroying enemies and collecting Stage Star items. The higher your Combo Multiplier, the more you earn.
Destroying enemies and crates add to the Combo Multiplier.

- Use Focus shot for tight spots to avoid running into stray bullets
- Try all ships to see which one fits best for your style of play
- For a top scoring run kill as many enemies as possible and avoid dying and using bombs - use FOCUS shot to earn extra bombs and pick them up for a score bonus!

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- No-bombing gives big impact on score, as does having as high bomb count as possible.

Title: Ghost Blade HD
Genre: Action, Indie
Developer:
Hucast Games
Publisher:
2Dream
Release Date: 8 Mar, 2017

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Minimum:

OS: Windows XP/Vista/7/8/8.1/10

Processor: Intel Core 2 Duo or higher

Memory: 1 GB RAM

Graphics: 512MB GeForce 310, Radeon HD 5470 or better

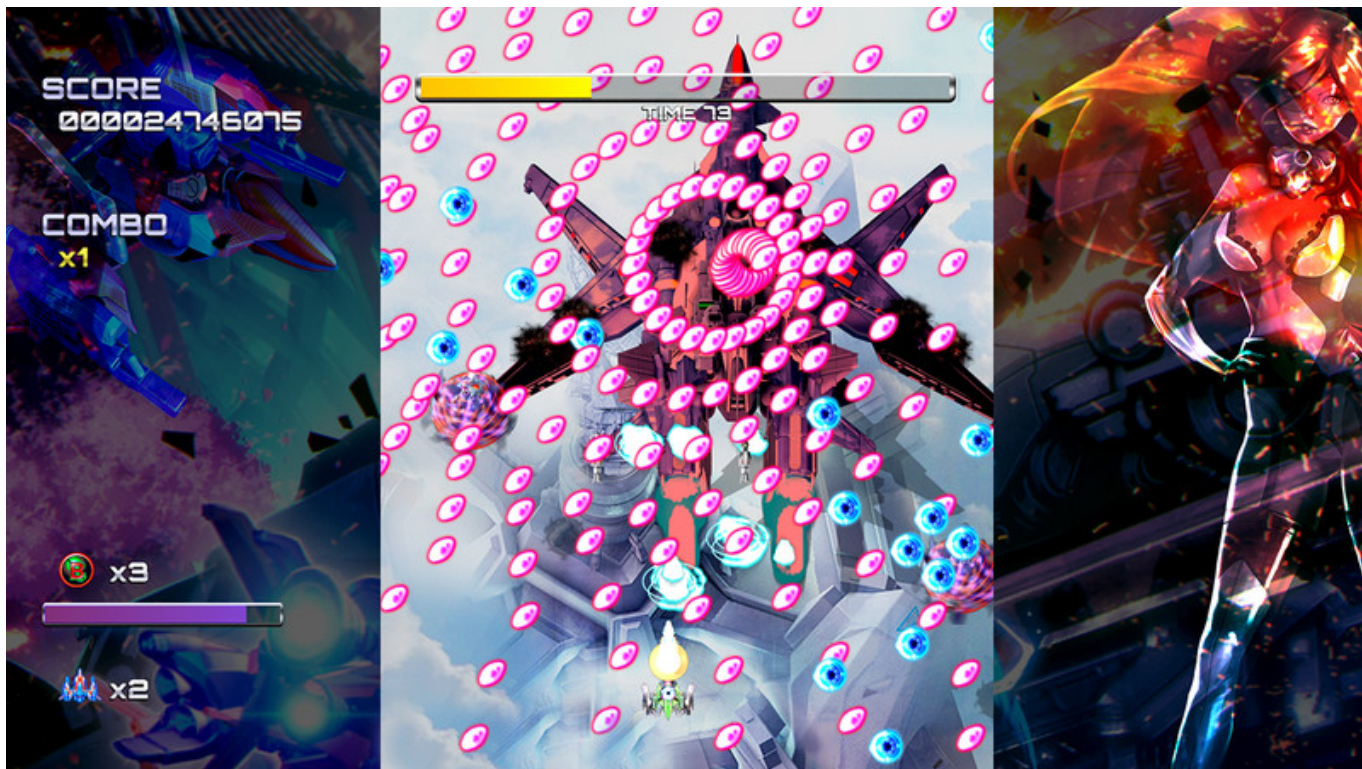
DirectX: Version 9.0

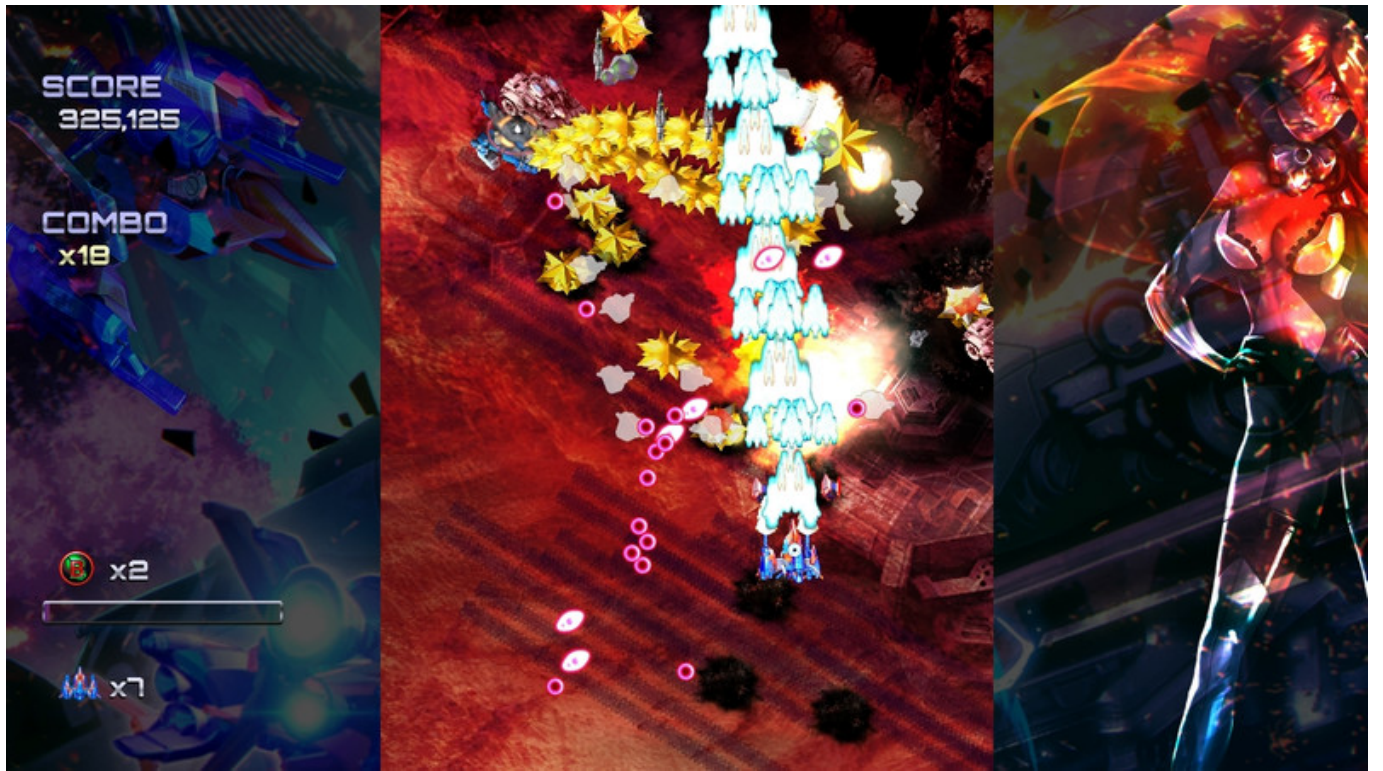
Storage: 1 GB available space

Sound Card: DirectSound-compatible sound card

English







A simple and solid shmup.. Decent little game for \$9.99. An excellent apology for the rough development history of the original The Ghost Blade, HD is significantly better than that game.

It is much harder than I was expecting! The Score Attack mode is a nice bonus. Only real gripes are that bosses are a bit weak, and that scores for each character are not split so you can just pick the best one and ignore the rest... probably Milan?

Has a few bugs and oddities, like any video game made in the last 45 years, but the major one has a simple and effective workaround that's as bewildering as the bug itself.

Note that you can get a better experience by rotating your TV or monitor 90 degrees, and then enabling the option in-game to take advantage of this. The same goes for many games of this type on Steam.. when you think of shmups. You Think of Ghost Blade. It's a fun Port of the Dreamcast Indie.. Good Linux version, works well on Kubuntu 18.04 LTS. I would recommend this to anyone looking for a bullet-hell similar to Caves games. Technically this game is cutting edge for the genre, high resolution graphics and a nice soundtrack, plenty of options too.. Decent little game for \$9.99. An excellent apology for the rough development history of the original The Ghost Blade, HD is significantly better than that game.

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Really enjoyed it, will be a pick and play go to for me. Just as a bullet hell shooter should be.. Well I didn't know this one of the dreamcast title well I love shoot an up 1st got look at it on XBOX one i just had to have it then saw PS4 grab it without thought played it like the raiden franchise only collect a lot i thinks it gold following powers up no what difficulty u set it on it still hard I'm hopping getting the physical copies soon worth game of the year. @FISTING GURU is wrong by giving this game thumbs down, this game has exemplary display options: it allows you to select from wide range of resolutions, it runs in full screen, it allows to play on pivoted screen (the only way one should play shmup actually = on tilted screen) and it does also something what NO other shmup does (not even CAVE) : instead always displaying some kind of wallpaper , it uses 100% of screen area ! Best options ever !

This game is great, it really does what a description says = "ties old memories to current tones and techniques". It goes back but not too far back which is a good way. You see, between an oldschool game era (where bullets were sparse but fast and deadly) and manic shmup era (where bullets are plentiful but slow) there was a wondrous albeit short period of time which allowed for transition to manic shooters but retained the philosophy of older generation. There was no indie studios and graphics were powerful so every sprite was top notch hand-drawn, the bullet patterns of that era were a "perfect" mix of manic shooter overload and oldschool deadly gameplay but developers did not have to use cheap "i got you" patterns and could experiment with much balanced and intelligent gameplay. One of the pinnacles from this time would be Raiden Fighters Jet from Seibu Kaihatsu (especially the last HUGE True Battle level 2 with incredible level design, enemy placement, blood pumping bullet patterns and soundtrack, and enormous multi-staged bosses).

This sort of game style is my favourite shmup , and games like these are scarce and in between. Ghost Blade is one of these shmups and make no mistake, it is among the best. I would like to make a comparison to a "modern" manic shooter Bullet Soul from the acclaimed 5pb games studio. Bullet Sould is heavily inspired by games made by CAVE who was absolutely the best in the shmup business. How do you beat excellence in department graphics, music and gameplay? You simply can not, but you can try reaching the ideal.

Bullet Souls soundtrack is guitar-heavy typical for late Cave games, but is rather bland and forgettable. Apply the same to bullet patterns, boss designs, background (which was scrolling in circles like mad) and you have a picture of a pretty forgettable production. Oh, it was also easy. Not the thing you want to hear about manic shooter. The player ship can slow down and have stronger bullets OR accelerate and have weaker bullets. However the option felt redundant as one never felt compelled to use faster movement unless there was a super specific and very rare pattern which explicitly forced you to use faster movement.

Now compare the same things to Ghost Blade: the gameplay does not copy anything , it is unique and refreshing, comparable to the Raiden Figtres games era. The soundtrack is crisp and super energetic without being overly repetitive , it also perfectly ties to the music of late 1990 which was rave Vtechno Vdnb era. Bullet patterns force you to think , think , think! The lure you into traps and try to hunt the unaware you. You have to be on your toes, but it has nothing to do with the unfair and stupid bullet speed of new Raiden V IV III games from MOSS. This game also reminded me how important and great the sound effects could be , everything from explosions to player ship bullets have very distinct sound that conveys punch and force of attacks. Ghost Blade is truly beautiful and unique game with tons of character and is a great diversion from the bland modern CAVE copy cats.

Both games (bullet soul and ghost blade) have one big disadvantage over old titles: ugly stuff on the screen. The old games as well as manic shooters from CAVE had been for the most part lovingly hand drawn and used animated sprites which have the immortal beauty aspect to it. Nowadays games made in some 3d program are so ugly and lack any basic detail it is absolutely cringe inducing. Ghost Blade is nicer than Bullet Sould, but still i have to mention:

- dead backgrounds which are just huge still pictures
- enemies look like some handy java games sliding on the pictures, nothing EVER is animated on them, wheels of tanks dont move, they dont even look distinct from other part of a model , everything looks like a one mould toy.
- Enemies closing in background which are supposed to have jet engines trails have just a FAT line behind which is not animated in any way. This looks totally embarrassing. i guess these are Dreamcast limitations.

Still, accepting the fact that absolutely no other shmup has hand drawn sprites nowadays, the aforementioned graphic is ok.

At the end i want to mention something what can not be easily conveyed. Namely , Ghost Blade really does a good job in recreating the pondering technological army world sluggishness of old school games. Remember me saying the Bullet soul had fast and slow shot and both were meaningless? Ghost Blade has it too, but the proper use of it is absolutely essential , you can not ignore it, the use of these 2 modes are one of the keys to survival. It is great! No naked lolitas, no emo, only oldschool technological war machines battling for supremacy in this superb recreation of the best shmup time: between aerofighters from TECMO (1992) which marked the new era after the old school Truxton from TOAPLAN (1988) and before the manic shmup

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