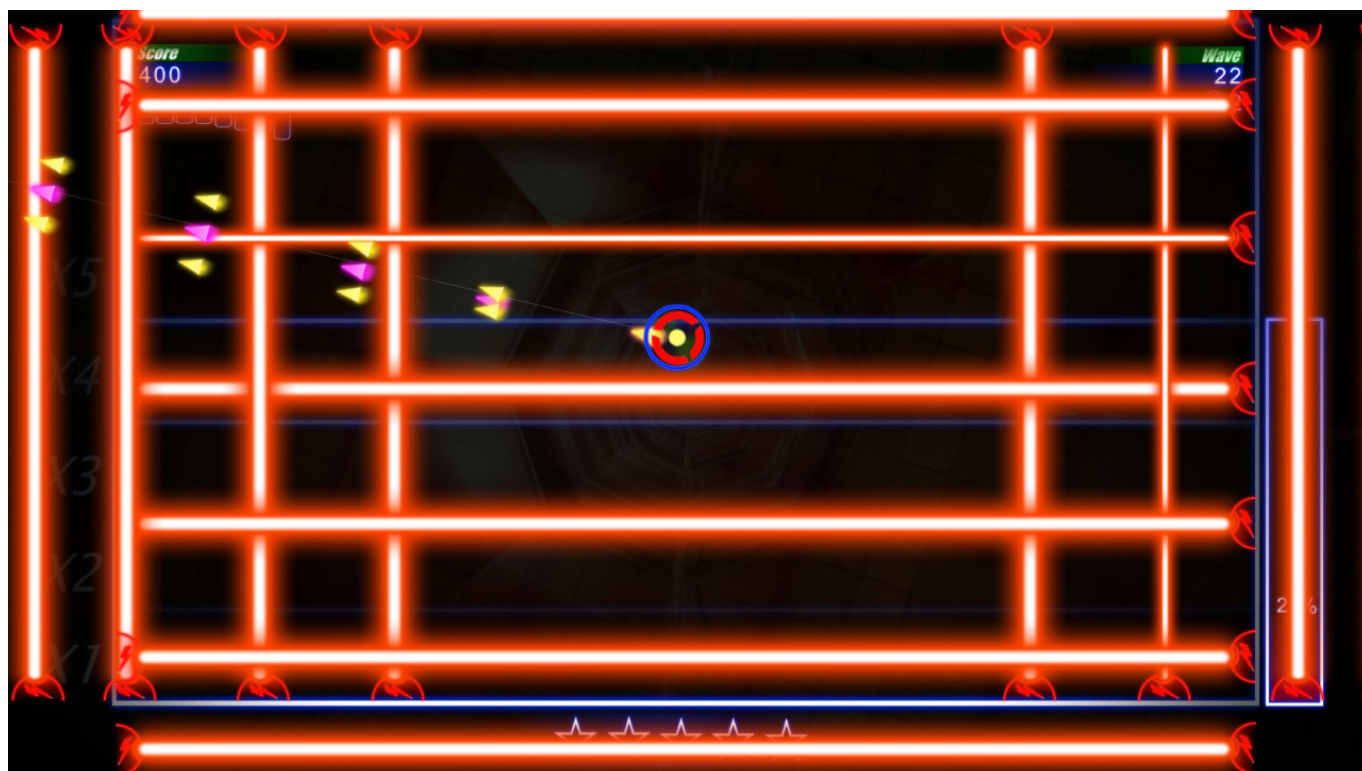


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## Hyper Bounce Blast Activation Code [addons]



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### About This Game

Hyper Bounce Blast is a stomach-churning retro shooter blended with classic platforming action. Bounce, shoot and dodge to survive the ever-increasing enemy attack. Bring it on!

Use the unique bounce multiplier system to maximise power-ups, build your hyper and survive the onslaught! Featuring a fantastic soundtrack produced by electronic musician Quantum Firefly.

#### Features

- Bouncing keeps you invulnerable to bullets, so stay away from that floor!
- Totally unique gameplay mixing twin-stick shooting with bouncy platforming action.
- Dodge a ton of bullets, lasers, Tesla coils and buzzsaws to survive.
- Online Leaderboards
- 6 Modes of play, including Arcade, Time Rush and Tournament mode.
- A very classic bonus round.

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- Full Steam Controller integration, plus Xbox 360 controller, keyboard and mouse support.

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Title: Hyper Bounce Blast  
Genre: Action, Indie  
Developer:  
Flump Studios  
Publisher:  
KISS ltd  
Release Date: 27 May, 2016

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**Minimum:**

**OS:** Windows 7 and above

**Processor:** 1.8 Ghz

**Memory:** 2 GB RAM

**Graphics:** 512 MB video memory

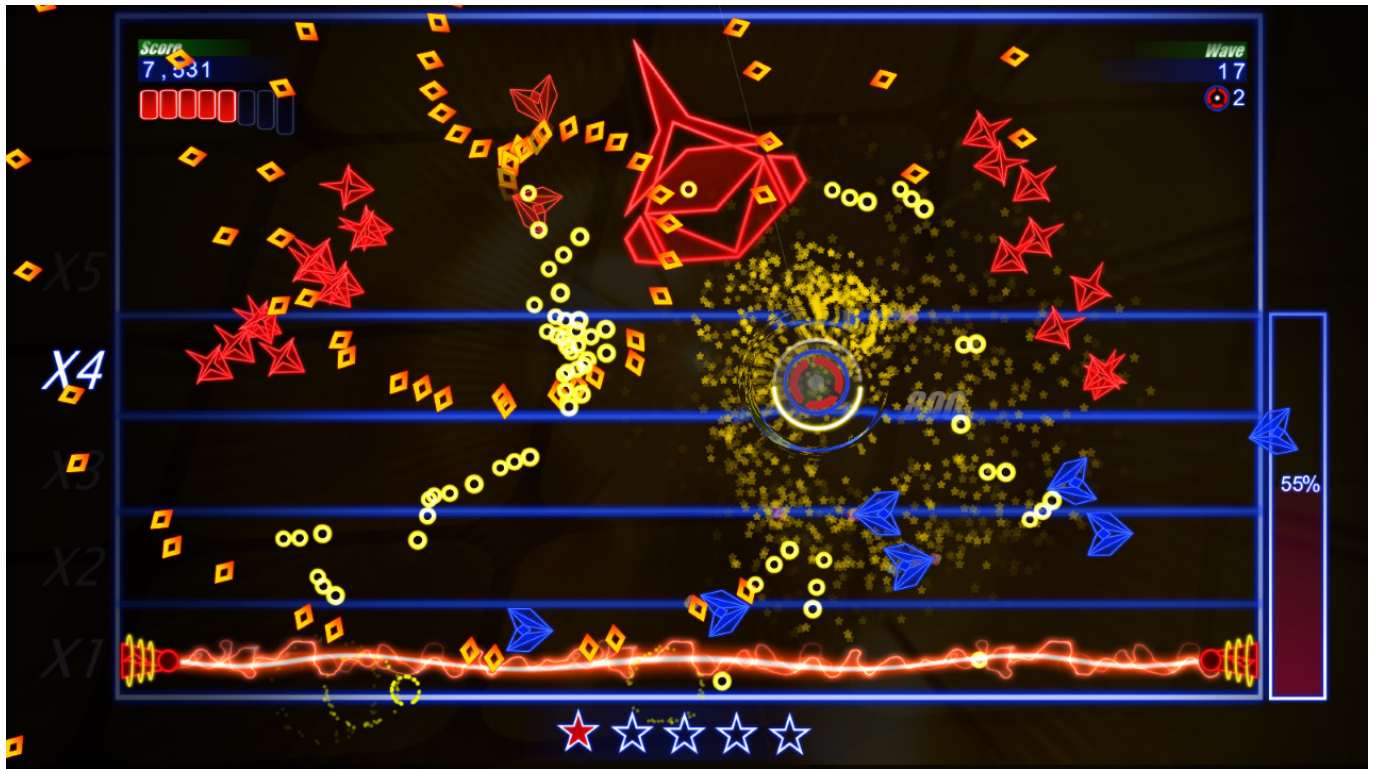
**DirectX:** Version 9.0

**Storage:** 500 MB available space

English







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hyper bounce blast

Hyper Bounce Blast is a very fun but also challengeing game, but it also wasn't too hard. It would be way harder if there wasn't checkpoints right before and after bosses. I only played the first three stages and didn't finish the third. The game is also really easy to get the hang of and get better at. The part that is hard isn't the fact that there is hundreds of things that can kill you that are on the screen, it is that you will accidentally run into them from messing up. Im pretty sure the game would be impossible if all of the circle was the hitbox instead of just the white dot.

You can check out my video of first playing the game:

<https://www.youtube.com/watch?v=XT8fjBw1HUw>. It's a fun game, but the leaderboards are broken and there's no way to save scores locally as far to my knowledge. To me that's a crippling flaw with any arcade game on Steam and because of this, I can't recommend the game.. Really addictive and fun. Another sterling effort from Flump Studios. As an old-school gamer, I always value playability over any kind of story.

[This title, much like the previously released Horizon Shift, epitomises how a progressive, balanced and well implemented set of gameplay mechanics can take a genre like the humble shmup and bring it bang up to date.](#)

[After 5 waves, i was interested... After 10 waves, i was hooked! Invest your time into learning the stages and see your scores increase almost exponentially. Soon you'll be bouncing and blasting your way around the screen with reckless abandon. And your reward for mastering these mechanics...? You can play them again, with MUCH harder settings!](#)

[If you consider yourself a lover of games, you really should own this one. Sublime work!. Hey guys what can i say I love this game its a fast pace bouncy platformer shootumup dodge game. It has great music and is a hella lot of fun check out my video of the game.](#)

[Also the devs are amazing .](#)

<https://www.youtube.com/watch?v=vbrvl6Z4GvY>. Hey guys what can i say I love this game its a fast pace bouncy platformer shootumup dodge game. It has great music and is a hella lot of fun check out my video of the game.

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Also the devs are amazing .

<https://www.youtube.com/watch?v=vbrv16Z4GvY>. Hyper Bounce Blast is a very fun but also challengeing game, but it also wasn't too hard. It would be way harder if there wasn't checkpoints right before and after bosses. I only played the first three stages and didn't finish the third. The game is also really easy to get the hang of and get better at. The part that is hard isn't the fact that there is hundreds of things that can kill you that are on the screen, it is that you will accidentally run into them from messing up. Im pretty sure the game would be impossible if all of the circle was the hitbox instead of just the white dot.

You can check out my video of first playing the game:

<https://www.youtube.com/watch?v=XT8fjBw1HUw>. Very cool and creative twin-stick shoot 'em up with platforming elements. If you are a fan of bullet hell shooters or if you like good games in general, you might want to check this one out. The elaborate scoring system makes it a fantastic arcade game that you can sink countless hours into. The developer is also very helpful and fixed a problem I had with the controls right away.. A fun twin-shooter that reminds you that bouncing is a blast. A definite recommend to shmup fans ^ ^

[https://youtu.be/m\\_jzjYHVao4](https://youtu.be/m_jzjYHVao4). Bega huge SHMUP fan i try my best to check out all shooter releases on steam, and this one from the artwork and trailers looked pretty cool however it's a Twin Stick shooter and being oldschool myself i prefer to play with an Arcade Stick however i was pleasantly surprised that the dev included an arcade stick control method in the options but it is a lot harder to master playing it that way so i did resort back to pad and twin stick, and i gotta say its a lot of fun. The Bounce mechanic is a really good idea, the game is a combination of platforming blasting and dodging with a clever score system, this is an addictive little gem i highly reccomend.. It's a fun game, but the leaderboards are broken and there's no way to save scores locally as far to my knowledge. To me that's a crippling flaw with any arcade game on Steam and because of this, I can't recommend the game.. A fun twin-shooter that reminds you that bouncing is a blast. A definite recommend to shmup fans ^ ^

[https://youtu.be/m\\_jzjYHVao4](https://youtu.be/m_jzjYHVao4). What do you get if you try to put the mechanics of a Mario game into a shmup? Hyper Bounce Blast is what!

This game is awesome, it's like shmup equivalent of patting your head whilst rubbing your tummy - playing a twin stick shooter to kill off the red V green bad guys whilst simultaneously trying to keep airbourne by bouncing off the blue ones so that your shield stays active and you can absorb enemy bullets to charge your hyper for the bosses.

Like all shmups it improves as you learn the levels, and the bosses are sort of where this game shines, they're a cross between the koopa bosses out of Super Mario World on the SNES and geometry wars.

Regardless of anything else, this game is worth owning just for the sheer audacity of the play mechanic combination!!. Worst platformer/shooter I've played in ages.

This game gets it all wrong. Gamepad controls can't be configured and the configuration is badly chosen. Rules are poorly explained, complex and not any fun.

And finally, after only a few minutes of gameplay, when I tried to restart from the first level in classic mode the game locked up on me.

**Atari 2600 version of Horizon Shift:**

Hi all,

After finishing work on Horizon Shift '81, the only logical next step was to work on an Atari 2600 version of Horizon Shift :)

Here's a little bit of footage.



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<https://youtu.be/2WjgdyP-xWM>

[The ROM will be made available with the release of Horizon Shift '81 on the Nintendo Switch.](#)

[I'm also looking at doing a limited run of Physical copies, but not 100% sure that's feasible yet.. \*\*Announcing Horizon Shift '81 for the Nintendo Switch:\*\*](#)

[Hi Guys,](#)

[I'm happy to share with you the official trailer for Horizon Shift '81 on the Nintendo Switch.](#)

<https://youtu.be/DaKhkTYu5UM>

[Let me know what you think :\). \*\*Horizon Shift '81 is only 4 days away!:\*\*](#)

[The sequel to the 2015 TIGA award nominated shooter, Horizon Shift launches on the 20th of December on the Nintendo Switch!](#)

[Horizon Shift '81 is my love letter to all my favourite 80's arcade games. A mishmash or remix of all the games I was obsessed with as a kid – Galaga, Asteroid, Tempest, Defender Missile Command to name a few. My goal was always to reproduce the excitement I remember feeling, playing those games in my local fish and chip shop, or on the rare occasions I was able to visit an actual Arcade.](#)

[Here's the official trailer if you missed it](#)

<https://youtu.be/DaKhkTYu5UM>

[For more details check out the Flump Studios website here <http://www.flumpstudios.co.uk/>](#)

[. \*\*Online Leaderboards now live...It's on!!!:\*\*](#)

[The online leaderboards for Hyper Bounce Blast are now live.](#)

[There's already some pretty impressive score being posted so...GOOD LUCK!!](#)

[. \*\*Horizon Shift '81 is NOW available on the Nintendo Switch!:\*\*](#)

[Hi All,](#)

[Horizon Shift '81 is now available for purchase on the Nintendo Switch eShop!](#)

[Here's the trailer:](#)

[https://youtu.be/Z\\_FAM8zk-u0](https://youtu.be/Z_FAM8zk-u0)

[And here's a little bit about the game](#)

[Horizon Shift '81 is an explosive wave based, single screen, retro shooter.](#)

[Do what it takes to protect your horizon from the ever encroaching enemy attack!](#)

[Jump, Shoot, Dash and Flip your way through over 36 intense stages.](#)

[Horizon Shift '81 is the sequel to the TIGA award nominated shooter, Horizon Shift.](#)

[There's more info on my website \[\[www.flumpstudios.co.uk\]\(http://www.flumpstudios.co.uk\)\]](#)

[Thanks guys :\)](#)

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**[.'Galahad and the Far-Off Horizon' Kickstarter is now LIVE!:](#)**

[The artist who worked on the Hyper Bounce Blast cover has got a kickstarter going for his new comic, and it looks friggin' awesome!](#)

[Back here](#)

<https://www.kickstarter.com/projects/115785522/galahad-and-the-far-off-horizon?token=49361879>

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