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## About This Game

"Battle Crust" is a 80's-90's arcade-style shooter.  
You make full use of "Charge shot" that is available by obtaining the item, And let's Complete all of the 6 stage!



### *System*

You properly both use the normal shots and the high-power charge-shots.  
The normal shots is changed to obtain the item.

In addition, the charge shot can also be used for defense.  
Try to find your own style of playing!

### *Stage*

Stage configuration and enemy characters vary greatly in each stage.  
And, unique bosses are waiting at the end.

### *Graphic*

Graphic is reminiscent of the 80s-90s by the pixel art.

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*2***Music**

Music for the game more exciting was composed by Hyakutaro Tsukumo.

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Title: Battle Crust  
Genre: Action, Indie  
Developer:  
Picorinne Soft  
Publisher:  
Picorinne Soft  
Release Date: 25 Feb, 2016

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**Minimum:**

**OS:** windows10,8,7,vista,xp

**Processor:** CPU 1.5GHz

**Memory:** 1 GB RAM

**Graphics:** 1024 x 768

**DirectX:** Version 9.0c

**Storage:** 70 MB available space

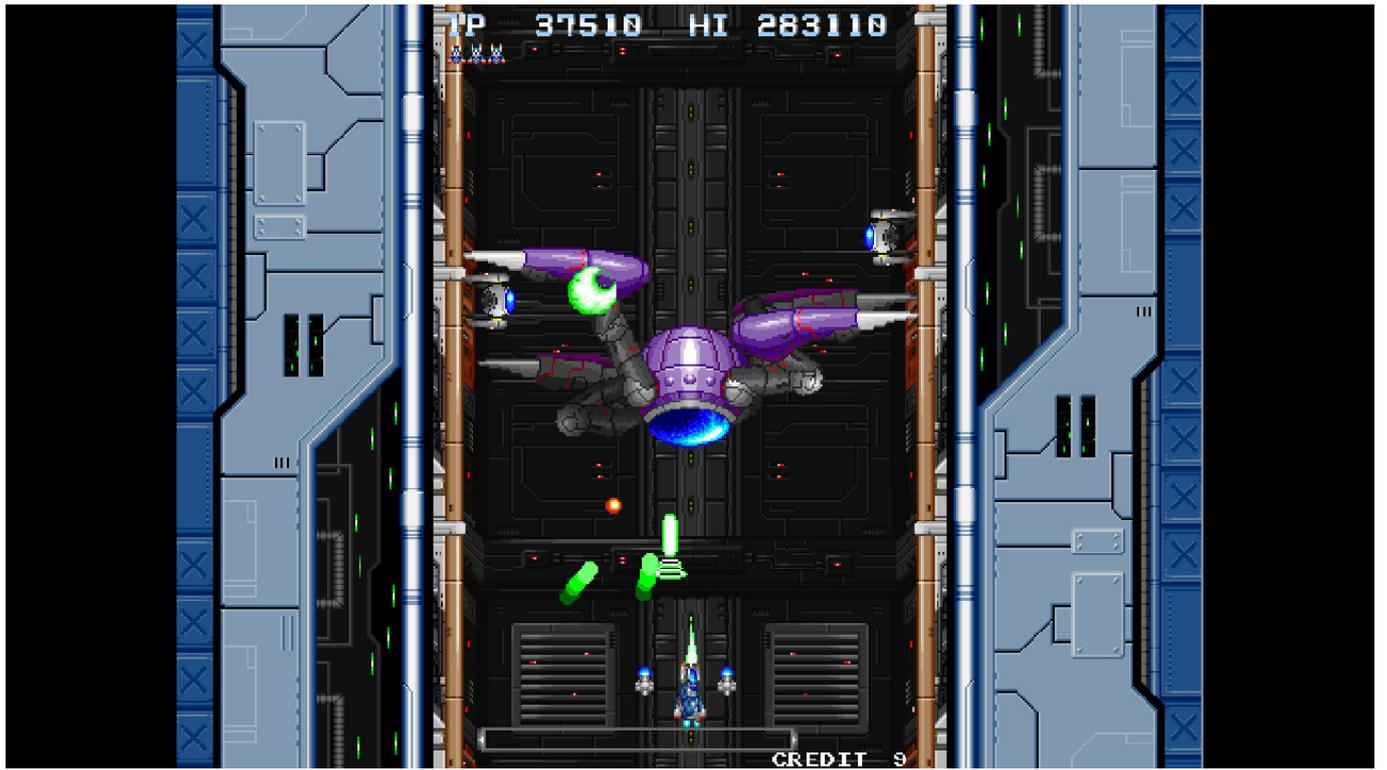
English,Japanese



# BATTLE CRUST

"METAL CRUST" IMMEDIATELY WAS  
USED TO MACHINE FORCES OF THE  
UNIVERSE GOVERNMENT.

CREDIT 0



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First I want to say that the game is a solid shoot'em up. It feels like a vertical R-Type with a late 8-bit/early 16-bit feel to it. The gameplay feels like a good starting point for players who are just getting into the genre and don't want to have a wall of bullets thrown at their face. It also offers just enough difficulty in the later stages in normal mode to keep things interesting for novice players like myself. The hard difficulty is where players with a little more skill than myself will find their fun since normal mode is pretty much 1CC'able first time around for expert players.

The music is also pretty darn good and really gives an older player like myself a warm and fuzzy sense of nostalgia when playing. The sound effects also sound like something straight from a classic shooter from the yester-years. Overall I think the sound and music for the game are spot on and go great with the aesthetics.

Weapon variety in this game feels great and weapons don't feel thrown in just for the sake of choice. The player gets to choose from 3 charge attacks in the beginning. Each attack comes with pros. The Megashot, for example, stops your ship upon fire rather due to kickback, but grants you a huge damage boost. The weapon upgrades feel great and all have different damage levels along with utility that make certain situations more tolerable.

The game is pretty bare when it comes to configurations. To put the game into TATE you have to set your monitor to landscape. This isn't a big issue, but people will find this annoying. The game also automatically scales to your current monitor resolution instead of allowing you to select it. The game itself runs fantastic. These are issues to be expected from a game made by a ridiculously small team with a micro budget.

Overall this is a solid purchase for those looking to scratch that shmup itch.. Awesome retro shooter. A perfect introduction to the genre, if you've never played a shoot 'em up before.. Editing this review because the developer has updated the game to support Hori 360 arcade sticks. I will edit again once I've played the game enough to give my full impressions.. An excellent first release and a lot of fun to play.

A shooting game in the vein of Image Fight and other late 80s arcade games.

It's not a danmaku/bullet hell, but it is a very enjoyable ode to an earlier time with some well balanced difficulty, simple to grasp mechanics and some extra depth for those who look/want it.. A good game that could be great!

If you are a shooter fan and you most likely are if you are on this page you will enjoy this game. The thing is you will also no doubt like me find some little annoying niggles. The game looks great and a lot of thought has obviously gone into the design detail to capture that early 90's arcade feel. The music and end level intermission are also done very well. The ship controls just slightly too slow, it cause me to get killed far too often when you attempt to make a dodged but the ship just doesn't quite get there. I can find no speed option or speed power ups in game. The ships weapons often feel too weak even after being powered up. This makes it feel at times unbalanced. I found myself dying much more during the levels than the boss fights. The ships weapon sounds are often weak and too 'bleepy' . It doesn't make you feel like a badass which for me shooting games should. These comments aside I do still really enjoy the game and recommend you do to. This company's next game 'Infinos Gaiden' has a demo out now on Steam and it is magnificent. It's very clear to see they learnt a lot making this game and took that on to something amazing. Picoring soft has become one of my now closely watched studios.

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I recommend Battle Crust for fans of shoot 'em ups and 90s arcade games. While it doesn't feel quite as polished as Picorinne Soft's more recent release "Infinos Gaiden", it is an enjoyable game. The gameplay is basic overall and definitely on the slower side of things when it comes to shoot 'em up games. That being said, I found the game to have an enjoyable level of challenge, and I would say that it looks easier than it actually is. The controls are tight and responsive, and the basic mechanics are enjoyable.

The deaths always feel fair and the game makes me want to keep playing to try to get farther. The scoring is extremely straightforward, with no multipliers or gimmicks, just points for killing enemies. There are no bombs, and power ups consist of various colored weapon orbs that all give you a basic level 1 upgrade or a level 2 upgrade that is unique to their color if you have level 1 already. You have a charge shot that is a shield against most of the bullet types at full charge.

The basic gameplay is fun in the end, and relatively unique for a vertical shooter released in this day and age or otherwise. The game beyond the basic gameplay is slightly bare bones though. It would have been nice to have a level select type of practice or score mode, which is present in Infinos Gaiden, because as you master early parts of the game and come up against more difficult later levels it can begin to feel tedious playing through the initial levels to get to the part you are learning. The game is also missing online leaderboards, which would be nice but is forgivable in the end. For its price, the game is definitely worth it.

The soundtrack in Battle Crust is also one of my new favorites. The first stage theme in particular really adds to the game and kept me wanting to come back initially despite dying a lot. It has been stuck in my head all week.. So simple, yet missing nothing ! I don't know what's better, the pixel graphics or the music. There's something about a Japanese developer's touch, can't put my finger on it, but I like it.. I love that Game. Is a great old school Shoot 'em up, new day called Shmup. I had that short word Shmup.

It has lovely desigend sprites and great old school Shoot 'em up music.

It's great that you can buy the music from game.. Not a terribly difficult game on Normal mode at least, but it is a SHMUP that caters to those familiar with Irem's works in the late 80s and early 90's. Not too expensive, and worth the purchase for those that would like a hidden gem packaged in a similar light as Irem SHMUPS. The best way I can describe it is R-Type charging mechanic meets vertical screen format.. "Battle Crust", like it says on the description, adheres to the 80's/90's style traditional shooter design in aesthetic and gameplay, which are less commonly seen nowadays compared to the more modern hell design of shooters. I've expressed my preference for the former in previous reviews here on Steam, so I'm always delighted when new ones show up that are well crafted. "Battle Crust" delivers on that front.

Vertical R-Type has been the common description for it, which pretty apt. The controls are pretty simple, one button for regular shooting and one button for charge shots. In order to use the charge shot, you need to have collected at least one power up. It's straightforward enough where someone can pick up and play it very easily. In addition, adhering to the classic style shmup formula, there are multicolored powerups to collect that transform your standard pea shooter into an assortment of different weapons with strengths and weakness. The game does a good job of placing these accordingly, tailored to whatever is going on while you are playing. It's easy to recover you charge shot upon death, and you never feel like you have to rely on your weak default weapon for too long. You can also select from three different charge shots upon starting (and continuing), which have different properties, and change the flow of the game accordingly.

The game is pretty well designed and telegraphed, so you never feel like your deaths are unfair. Skilled shmup players, however, who habitually single credit Cave shooters and the like would likely find the challenge lacking except on hard maybe, and consider it a sour point. For others, it will be challenging enough (I'm just now getting to last stage on Easy on a credit, to give you an ideal of my skill level), and thus best suited for more casual players, beginners, or people nostalgic for classic shooters. The presentation is enough of a draw for groups outside of this to at least check it out though.

And then there's the music, done by my personal favorite VGM composer Hyakutaro Tsukumo. Previously known for his works with the defunct company Technosoft ("Thunder Force V" chief among them), and more recently for his soundtracks to indie dev Dracue Software's run and gun mech games, such as "Gunhound EX" (also on Steam). Instead of employing his usual over-the-top modular synth rocking that defines lots of his works, he opted to compose the soundtrack with old school FM synthesis to match the classic theme of the game. Despite the retro, chiptune sound, the music still has a lot of the rock and roll grooves and melodic, bombastic highs common in Tsukumo's style. On the whole, it is very well done, and a soundtrack release is the only thing I'd like to see from this down the road, because I think it deserves one.

The release itself is pretty spartan, since it was apparently self published by a sole Japanese developer, so it lacks things like achievements, and it has a few configuration oddities to navigate since they aren't in the game itself. Still, the game itself is

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solid, and definitely worth the value at 8 bucks.

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