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## Danmaku Unlimited 2 Activation Code [addons]



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## About This Game

Danmaku Unlimited 2 is an indie labor of love to bring classic Japanese vertical shooting action to modern HD systems. Inspired by Japanese doujin shooters and being authentic to a fault, the game features epic stages filled with beautiful but deadly bullet patterns, nail-bitingly difficult boss fights and seriously rocking soundtracks!

## Features

- Authentic indie J-STG style action in 60fps HD.
- Battle countless enemies as you fight across 5 beautiful, action-packed stages
- Weave and dodge against unique, exhilarating bullet patterns in epic multi-phase boss battles.
- Level up and outfit the powerful Senko fighter to suit your personal play-style!
- Music by the talented Japanese indie group BLANKFIELD
- 4 levels of difficulty
- Choose between 2 full-featured game modes
- Bonus features: Go for a challenge in the Boss Rush mode or practice your skills in the Free Play mode.

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- External controller support
  - Steam leaderboards and achievements
  - Vertical (tate) mode

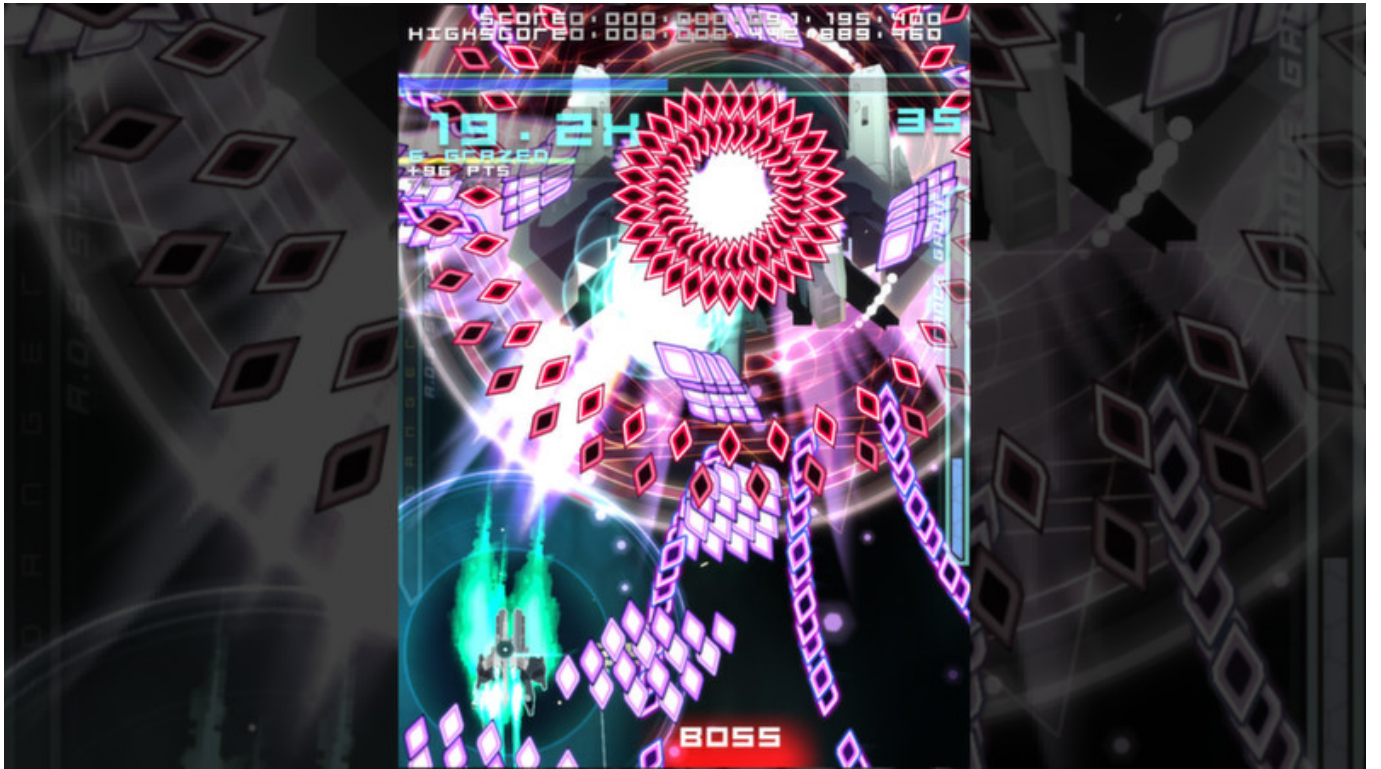
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Title: Danmaku Unlimited 2  
Genre: Action, Indie  
Developer:  
Doragon Entertainment  
Publisher:  
Doragon Entertainment  
Release Date: 18 Mar, 2014

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English







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What you get:

5stages and an extra boss( as always)

4 difficulties to play with

different modes

music fitting to stages and enemies

Everything from novices up to pure masochists can expect a lot from this game.. It's like Touhou, though there are no waifus.

Oh, and, the soundtrack is great.. A rock-solid piece of classic shooting action, in a modern package. Anyone who likes the gameplay of a Cave shooter or one of the many main-series Touhou games will feel right at home here.

Gameplay comes in two flavors, the Classic style with regular and focused shooting modes, and the Burst style with a bullet destroying laser in place of focused shooting. There is no slow movement mode so the player must be extra careful while maneuvering through the many concentrated bullet curtains.

The scoring system goes unexplained in the game's built-in tutorial, so I'll give a brief overview. Classic style has point items and multiplier items drop from defeated enemies that must then be collected before they fall off the screen, with them being collected when they touch the large circle surrounding your ship. The Burst style has automatic pickup of all items dropped, but requires the usage of the laser weapon to obtain multipliers, with enemies only dropping them when destroyed by the laser weapon. The Burst style also quadruples your multiplier while the player has activated DU2's Trance Mode, which while available in both styles and upgrades all dropped point items to the highest level, only has the quadrupling boost in the Burst style.

The game features a ranking system, where by playing the game and levelling up you are awarded points to distribute amongst your ships weapons, shields, extra lives, and available continues. The only complaint I have about this system is that you cannot reduce available continues to Zero, slowing down the ability to restart the game for the one credit clear (1cc) fanatic.

Difficulty wise, the game starts out easy and gradually getting harder as you go along, but with an extreme jump between the 4th and 5th stages. I personally found the 5th stage boss to be incredibly easy in comparison to its stage, but I imagine that the developers saved the difficulty for the true final boss that I am unable to even face at present due to being bad.

Overall, I recommend this game to anyone who enjoys shmup gameplay. Storywise the game has almost nothing going for it, with the remnants of a planned story remaining in the game just to add some spice to the game's opening act.

[Cleared Burst Mode on Normal using continues to complete final level, Cleared Classic Mode on Easy without using continues]. A very beautiful and quit addictive bullet-hell game.If you like Bullet Hell games,i recommend this game.

10V10. Game is worth it for the sound track alone, really good mix of prog metal V djent.

The game play is very good also, but the sound track really shines above everything else to me.

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Buy Danmaku. Right now. Why?

Great controls. Really, they are flawless.

Fantastic difficulty levels. This game is great for both people who struggle beating the first level in Ikaruga and for people who can beat it while blind.

Leveling up and customizing your lives, continues and additional shot types (focus, track, wide) is great for trying new things in game.

Creative bullet patterns. I was really surprised about some of them, they are really cool.

Nice visuals. Nothing distracting, looking great.

AMAZING soundtrack. I want to throw money at BLANKFIELD.

It's simply an awesome shmup. Give it a try, you will love it.. Really classy classical bullet hell type shooter. The pattern and level designs play a lot like what you'd expect from a Cave game (medium speed static boss patterns, lots of aimed shots from small enemies, big guys who cancel bullets when dead), though with some slight Touhou influences (bosses divided up into spell-cardish patterns, grazing for score), and some really clever and creative pattern designs that just feel really fun to play on a fundamental level. The stages also feel really expertly crafted with a lot of risk/reward decisions and a great sense of pressure.

The aesthetics are also quite nice. The graphics look great in motion, and the environments and effects are pretty colorful. The music is also top notch, done by a doujin/indie group called Blankfield/Warinside that do heavy metal arrangements of classic video game tunes. Their stuff is lot heavier than most video game heavy metal, but still very melodic and catchy.

If you've played any Cave or Touhou styled bullet hell shooters, you probably have an idea of what to expect here, but the execution is really top notch to the point that I'd recommend it over some Cave games.. If you want to start your journey with bullet hell genre, this game is great choice. It's certainly easier than the other STGs on Steam and the graphics are much cleaner which makes dodging bullets easier.

Are there any downsides? Firstly, I don't really understand why there isn't any bomb system. Seriously, it's one of the core elements of bullet hells. It kinda feels like playing FPS without crouching and jumping. Secondly, the game balance is a bit broken. It's not like it breaks your experience completely, but it certainly interrupts flow of the gameplay. For example - let's take third level (I'm talking about hard and extreme difficulty). At the beginning the game literally grabs you and smashes you to the ground. You have barely any space to move because bullets are everywhere plus it's really easy to fly into enemy ships coming from bottom of the screen. However, the boss is certainly the easiest one in the game, barely any challenge.

I really like this game, though. It just needed more polishing before release.. This is both a very accessible and extremely well crafted "Bullet Hell" style vertical shooter. The soundtrack is prog-metal meets ambient dance music in style and perfectly fits the game. The graphics are excellent, and the game play is addictive.

9 out of 10. A brilliantly constructed bullet hell (that is literally what the word danmaku means in Japanese) shoot 'em up for intermediate/advanced players. This game was born on iOS, but don't let that fool you, it is the real deal. You get classic danmaku action with interesting bullet patterns, a clever scoring system, crisp, sexy visuals and a KILLER metal soundtrack by Japanese djent outfit Blankfield. It's cheap as hell too. Unbelievable value for high score chasers.. Given the high praise this game received, particularly as a smart phone game, I was curious to check it out on the PC. Sadly, I fell rather disappointed by this game, and consider it to be severely lacking. Even among independently developed games it can't measure up.

The game itself seems okay at first sight. You get a modifiable fighter plane with weapons \u2014 straight shot, homing shot, wide shot \u2014 that you can mix and match. There are two scoring modes, Burst and Classic, and four difficulties each. Following STG convention, the game has five stages, with mid and end bosses, and if you finish the game on one credit on at least hard\u2019, you'll face a \u2018true last boss\u2019 as well. As a bonus, there is a boss rush mode, and a free play mode for those who like to credit feed through the game.

While Danmaku Unlimited 2 follows the STG formula in broad strokes, it sadly goes awry in many, many areas. Let me describe some of the problems I've had with it one by one:

1) The music is incredibly bland and does not synchronise with the action on screen at all.



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- 2) There are very few sound effects, not even for basic actions like shooting.
  - 3) The shield system is poorly thought out. It effectively acts as a life bar, meaning that you can take several hits. However, if you slip, you lose the ship. This seems needlessly punishing. As I'll describe later on, there are situations where it's easy to trip up due to design flaws of the game.
  - 4) Bullet visibility is pretty poor. While you can tell bullets from the background, there is not enough contrast. Have you ever wondered why in Cave games the bullets have garish colours, while the backgrounds may even seem a bit washed out? Here, bullets and background are often in similar colors. This problem might have been prevented had there been actual background images instead of mostly static colors.
  - 5) Further, I am not fond at all of how some of the bullets overlap. There are instances where smaller bullets move underneath larger ones, so while you focus on avoiding the larger ones, you may get hit by a small bullet that just emerged underneath it.
  - 6) In many STGs, there is a dead zone around turrets, meaning that if you're getting close, they won't fire. In Danmaku Unlimited 2, this is not the case, which means that as you move past a large space ship, you may just get hit without expecting it.
  - 7) What I also find very unfortunate is that smaller enemies don't get invincibility frames. Particularly in stage 5 it may happen that you get hit because you didn't memorise yet that you entered a part of the stage where a swarm of small enemies enters from the side. Those deaths through collision punish players who have not yet memorised a stage, and are a sign of poor game design, in my opinion. A good counter example on Steam is Crimzon Clover, by the way, where enemies that fly into the screen can't hit you for a few frames.
  - 8) Overall, the difficulty is really uneven. Some boss patterns in later levels are laughably easy, just to be followed by much trickier ones. In a carefully balanced STG I expect something different.
  - 9) I strongly dislike that I have to unlock game features. This means that you start out with an underpowered fighter, and have to earn in-game currency (thankfully no IAP), to unlock more lives, continues, or more powerful weapons.
  - 10) There seems to be a bug: When you 1cc the game, you end up at the title screen, but you don't unlock any achievements, or get any of your in-game currency. However, if you then enter a new mode, and exit prematurely, then the game records your progress.
  - 11) Minor quibble: I would have appreciated if the game let me skip the credits.
  - 12) The high score boards are hacked, which is always unfortunate, as it shows a lack of support of the developer.
  - 13) The scoring system is poorly thought out, since a few successful actions completely negate the entire rest of the game. Some people are upset because in Cave games it is often the case that you score more in stage 5 than in the entire rest of the game, even though stage 5 normally is a lot longer and has a lot more enemies, so it's pretty much justified. In Danmaku Unlimited 2, though, your score depends on something like a minute or two of play time in total.
- \*\*\* added \*\*\*
- 14) The achievements with point values seem broken. I just reached 1 billion in total, but it didn't activate.
  - 15) Some bullets, like the hexagons, are incredibly poorly designed. Those only harm you if you get hit by the center, meaning that the hitbox of your ship can safely sit on a large part of the area of those bullets. Another example are the large bullets in the last phase of the stage 5 boss. However, those have no demarcated center. Just like with the other bullets, if you don't know this, then you think those boss patterns are a lot more difficult than they are.
  - 16) The transition from iPhone to PC should have led to changes in the control setup. On the phone, the speed of the ship is relative to the speed of your finger. In this version the ship has a relatively high default speed, and to slow it down, you have to use the burst shot. This is fine in Classic mode, since that shot is available without limit. However, in Burst mode, you can only slow down by activating a burst shot with a separate gauge that has to be filled. If the gauge isn't high enough, the ship does

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nothing at all. This means that some boss fights, where you have to weave through tight patterns, are incredibly tedious, and take a lot longer than they otherwise would.

Considering all those issues, some minor, some large, I simply cannot recommend Danmaku Unlimited 2. There are other STGs of much higher quality available on Steam, or on consoles. My personal recommendation on Steam is *Crimzon Clover: World Ignition*, which is also independently produced, and one of if not the best STG around.

I'd recommend this game to people who think that touch screens are a superior input alternative for STGs, those who think that superplayers can dodge rain, and those who consider Touhou to be the pinnacle of this genre. Danmaku Unlimited 2 is not the bullet hell you need, but the one you deserve.

2/10. I find the simple fact that this is on PC amazing. This game really manages to find the sweet spot in terms of difficulty and mechanics. It also feels really modern while staying true to the old school roots of the genre. The controls are super smooth and they really couldn't be more responsive. The graphics are also smooth and nothing ever feels confusing. I really like the simplicity of the art style as well. The soundtrack is awesome and very appropriate. Everything just blends really well with this game and feels refreshing. If I'd have to point out a downside it would be the tutorial which isn't necessarily the best. But the game gives you enough feedback for you to figure out all the details of what's going on. Finally, just check out the feature description, there seems to be something here for all sorts of fans of the genre. It really is glorious to see all this shmup greatness running at 60fps in HD. It would be a sin not to give this one a shot if you're into bullet-hell.. I have to admit, I wasn't expecting too much from this game, given the low price point and its status as a mobile port. But make no mistake, this game is absolutely the real thing. Perfectly balanced difficulty, an AMAZING soundtrack, interesting bullet patterns, and great controls. If you're a shmup fan, you definitely need this in your library.. Pretty good, but there are better shmups out there that you should play first. Forget the fact that this game is cheap, the few extra dollars are worth it for a good shmup.. This game! It's really fun, good soundtrack, addictive, you'd be crazy NOT to play it. The music has that F-Zero feel to it \*in my opinion\*, if you're a fan of that you'll be a fan of this.

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