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## About This Game

*First, there was the earthquake. Then the war, then the plague, then the riots. In the span of a few short years, humanity suffered every disaster imaginable — and all as a prelude to the one we couldn't have imagined.*

*An army of literal demons marched straight out of Hell, trampling over the survivors wherever they found them. When they killed, they wore their victims' skins. When they conquered, they seized their enemies' weapons. Powered by supernatural evil and loaded with military hardware, they scattered us and ran us down.*

*But then she came. At first, we thought she was one of them — a woman in black, with a long gun like a witch's broom and the magical powers to match. Survivors whispered her stories in the alleyways: stories of battles so intense that they leveled whole city blocks, during which she mowed down entire demon regiments with flaming bullets, then shared her own blood to save the wounded. They say she can summon clouds of ravens, call up thorns from the ground, and even conjure up lightning and tornadoes at will.*

*Maybe she flew down from Heaven. Maybe Hell spat her back out. Either way, she's all we've got.*

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First released on the Xbox 360 in 2006, Bullet Witch offered a unique combination of Japanese dark-fantasy aesthetics and Western-style military action. This PC re-release brings the title to a new generation of gamers, improving the resolution, framerate, lighting, and game balance.

After an army of demons takes over the world, the human resistance is on the brink of collapse. Just when all hope seems lost, a

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woman in black appears on the battlefield. She possesses a long gun like a witch's broom and an array of magical powers to match. Taking on the role of this mysterious savior, Alicia, you'll fight through hordes of demon soldiers, mutated civilians, and even giants.

## KEY FEATURES

- **This Is My Broomstick**

Alicia's gunrod can transform on the fly into four different weapons, each of which can be enchanted for extra punch and special perks. Mow down enemies to charge your magic meter, then can call down thunderbolts, tornadoes, and even meteors to blast the rest of them to kingdom come. Few gaming heroines have ever wielded as much raw power as Alicia at her peak.

- **The Path of Destruction**

Nothing is safe from your wrath, least of all the environment around you. Your magic can tear the roofs off of buildings, ignite an entire gas station, or level towers. If any enemies survive, use your telekinesis on the rubble to throw it at them and crush them flat.

- **You Are Not Alone**

Your strength and bravery will inspire the battle-hardened resistance fighters around you, and soon enough, they'll fight by your side. Use your magic to keep them alive, and they just might return the favor.

- **All DLC Included**

The PC release of Bullet Witch includes all the original game's costumes and bonus missions for free. (Beat the game once to unlock the latter; the costumes are available from the start.)

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Title: Bullet Witch  
Genre: Action  
Developer:  
Marvelous, Inc.  
Publisher:  
XSEED Games, Marvelous USA, Inc., Marvelous  
Release Date: 25 Apr, 2018

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**Minimum:**

**OS:** Windows 7+

**Processor:** Intel Core i5-6300HQ CPU @ 2.30GHz (4 CPUs)

**Memory:** 4 GB RAM

**Graphics:** Intel(R) HD Graphics 530

**DirectX:** Version 9.0c

**Storage:** 5 GB available space

**Sound Card:** Compatible with DirectX 9.0c

**Additional Notes:** 720p @ 30fps

English,French,Italian,German,Japanese







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This\u2026 honestly wasn\u2019t that bad!

I first heard of Bullet Witch waaay back in the day during the explosion of population of 360 games. Third Person Shooters were king in 2006 so many titles were vying to be the best of the best. Unfortunately, Bullet Witch wasn\u2019t one of them. It found itself on many \u201cWorst Games of the Year\u201d and years later \u201cWorst game on the 360\u201d lists. And for 13 years, I took their word for it and avoided the game like the plague.

Then, it suddenly drops on Steam with no warning in 2018!

Stunned, I picked it up when it went on sale, expecting to have a few hours of dumb fun. I mean, a PC-Port of a 13 year old game with a bad reputation? I\u2019d probably get a good laugh before requesting a refund!

What I wasn\u2019t expecting was to end up liking it!

Bullet Witch begins a few years after a string of Natural Disasters spark Demonic Armageddon (That escalated quickly!) and stars our titular Heroine, Alicia, rocking high heeled boots and a gun the length of 77\u2019 Lincoln Continental. And despite being a Witch, she also doubles as a demon exterminator. Good trait to have on your R\u2019sum\u2019 if you ask me!

Gameplay is straight-forward, gun down everything that growls or gestures in your general direction with hostile intent. However, Bullet Witch is more than that. Our main lead can bend the forces of nature to her whim. Whether it be calling in a flock of birds and going Alfred Hitchcock on some demon asses, blowing a Bradley APC sky-high with a bolt of lightning that rains down like a bunker-buster, summoning Tornadoes and even calling down ASTEROID\u2019s to pummel your enemies into a fine paste!

Enemies, sadly, are not as varied as I had hoped. Them being demons and all I supposed I would be fighting something similar to the Doom roster but sadly most of the mooks are just that, skeleton dudes with tons of guns and a cannibalistic fashion sense. What they lack in variety they sure as hell make up for in character. Fighting them is surprisingly visceral as their death animations send them into spasms and blind fire rages. Even knocking them back can be quite fun despite the repetitive nature of waiting for the bulkier ones to jump back onto their feet.

Level design is a bit more open ended than I thought as well. Some levels are very tight but the city levels generally give Alicia a lot of leg room to dive and jump around. What also stunned me was the level of destruction. From the very beginning you can blow cars apart, knock down water towers and even hurl buses at mooks later on. Hell, in the very last levels you can plow down entire skyscrapers with asteroid\u2019s and it turns simple skirmishes into high-flying acts of chaos that would make Michael Bay pee himself with envious rage.

PC controls themselves are also quite responsive and while I\u2019ve heard the game is best played with a controller, I had no trouble getting used to the control scheme.

However, as much as the game surprised me, it didn\u2019t take long for me to realize why the general consensus for this game

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was low on the spectrum.

Simply put, the story sucks. Voice acting is stilted in the usual Japanese to English translation and the devs choosing less than stellar VA's. While Alicia herself has an in-game explanation for her emotionless speech, the story is only really skin-deep, which is a shame as it would have been rad to see a few corny back-and-forths between demon and man!

Gameplay itself is also mixed, for every awesome set-piece and exercise in anarchy, many times you'll just fight a literal meatwall, fight a spam of heat-seaking enemies or come across the DAMN SNIPERS.

I hate hate HATE these S.O.B's so much! Dodging them is only a small guarantee and they zero in on you with an instant kill single bullet! Sometimes you can blind them with crows but most of the time they are the bane of my existence and due to the short range and wide spread of my gun it's mostly a game of chance I can hit them on the fly. The Sniper has a zoom-in ability but it's only useful if you know where they are, which most of the time, you'll see that gut-wrenching red-laser dot zero in on you as you send Alicia flip-flopping and high-diving to safety!

Bug wise, most are related to the visual quality thankfully, but it isn't uncommon for Alicia to completely fall through the world if something falls on her or if she sprint-charges awkwardly and falls through a crack in the world.

Also, many of the main essential powers require more skillpoints than any player could potentially get even after multiple playthroughs to unlock every tier of the games most essential powers. I unlocked them with the help of a Trainer and I sure as hell wouldn't have done so without it's help. Which is a shame, because many of these come in handy if you want to survive the SNIPERS.

Overall, I don't think this game deserves the hate. Maaaaybe the 360 version just couldn't handle all the chaos at the time and chugged badly so it got the right amount of flak, but for me? This game ran smoothly and I can say I had more fun than I had pain while playing.

It sure as hell doesn't deserve the title 'Worst game Ever', because the amount of chaos you can unleash rivals that of the Just Cause series!

If you are in the mood for a janky mixed-bag of fun and bad voice acting, then pick up Bullet Witch. You might like it, you might enjoy the first level if it isn't your cup of tea, but let it be known you will HATE those DAMN SNIPERS!. It's like bayonetta but... I used to play this game on Xbox 360 back in the day and I was 1 achievement from getting 100% thus completing the game on the hardest difficulty was quite the challenge. After I completed the highest difficulty possible during the time I had to unlock an even harder achievement. Hell Mode I believe was what it was called. I tried to go through it which made it my 3rd time playing the game. I was doing well since I upgraded everything to the max however my biggest challenge for this new difficulty was the part on the plane where if the plane is destroyed you lose or if the eyeballs hit you too much you would lose. I never got to finish it but if I were to recommend playing I would say yes go for it if you like an old style game with an interesting story. You can choose what costumes Alicia wears although I haven't figured it out for PC yet. Lol. Anyway this was an amazing play and I hope anyone who wants to consider buying this finds my review helpful. :3. The game wont even start. I had to click on playing and get a few seconds of 'running' time to get the 5 minutes 'play time' required to write this review.. In short, game is bad and the port is bad.

Graphics looks bad even for a 2006 game, shadows glitch all over the place.

Saying that the controls and movement are clunky is being generous. The fact that the dash is a debug feature that got into the final version as it was should say enough.

Gameplay is boring, enemies just stand in place shooting

Maps feel empty and boring, sound design is really bad and shooting doesn't feel good

Powers are really hard to target and clunky to cast and most of the time I feel like I missed a part of the tutorial where it explains how to use certain game mechanics.

The game needed a lot more polish (too late now) and the port as well



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it's like bayonetta but bad

I like it. I'm glad this game is on PC. It's not good though.. This is not a fantastic game, even for it's time (2006\7). It might have served as the inspiration for Bayonetta, or Bayonatta may have been created as Bullet Witch's spiritual successor, but it is lacking a lot on a technical and even narrative level. This game I do not recommend, even at its current reduced price. A special on top of this price maybe.

The concept is cool - a witch with a gun and some magic killing demons. The rest, however, needed some work. The story takes itself to seriously (or it is too stereotypical Japanese mystery \ horror). You see the twist coming during the second cut scene. The guns were cool, but the magic was typically showey-offey (and I really struggled to get it to work - the controls for it is not intuitive). The demons were repetitive and formulaic - the only way to defeat this enemy is by doing this, the only way for this enemy is that.

The game is also short - 6 levels that took me about 7 hours by REALLY taking my time. In this time there are absolutely no character development or intrigue. You can buy guns, health and magic with skills points you earned from clearing each level, but magic skills are just given to you as a specific part in the level requires it. Will i play it again, given how short it is? No, probably not, though it did make me want to play Bayonetta.

The biggest sin? The camera and NPC AI. The buggers would CONSTANTLY amble in front of me while I'm aiming or taking careful shot. Using magic also fixes the camera and if you were aiming from behind a rock, then looking at a rock is what you are doing while the magic playing itself out.

What impressed me most was the destructible environment. I'm not sure we had that when the game out. You can shoot and destroy vehicles and wood, and some of your spells will destroy even whole buildings. Some of the bad guys can also control parts of the environment.. I went into this with low expectations and I was still disappointed.

I might play it for more than 10 minutes if I can figure out how to stop it stuttering every other step.

It was jank on the 360 but at least it ran well.. Well I already knew the game was somehow bad but the lazy pc port makes it even worse lol. ===[ \ud83d\udcca Rating ]===

\u274c Good Game

\u2714\ufe0f Meh

\u274c Bad Game

===[ \ud83d\udd79\ufe0f Gamestyle ]===

\u274c Multiplayer

\u2714\ufe0f Singleplayer

===[ \ud83d\udc6a Audience ]===

\u274c Kids

\u2714\ufe0f Teens

\u2714\ufe0f Adults

\u2714\ufe0f Casual players

\u274c Pro players

===[ \ud83d\udd25 Requirments ]===

\u274c Low \ Budget

\u2714\ufe0f Medium \ Office PC

\u274c High \ Gaming PC

\u274c Extreme \ High-end or more

===[ \ud83d\udc1e Bugs ]===

\u274c Unplayable or gamebreaking

\u274c Frustrating and feels unfinished

\u274c Few Bugs but nothing gamebreaking

\u2714\ufe0f No bugs were encountered

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====[ \ud83c\udfaf Difficulty ]====

- \u2714\ufe0f Simple
- \u2714\ufe0f Sometimes challenging
- \u274c Mostly challenging
- \u274c Easy to learn and hard to master
- \u274c Masochistic but fair
- \u274c Too difficult and unbalanced

====[ \ud83c\udf0f Story ]====

- \u274c Not needed \u2714 None
- \u274c Bad
- \u2714\ufe0f Average
- \u274c Good
- \u274c Very good
- \u274c Masterpiece

====[ \ud83d\udc40 Graphics ]====

- \u274c Anime
- \u274c A matter of taste
- \u2714\ufe0f Bad
- \u274c Average
- \u274c Good
- \u274c Very good
- \u274c Masterpiece

====[ \ud83d\udd0a Audio ]====

- \u2714\ufe0f Not needed \u2714 Music turned off
- \u274c Bad
- \u274c Average
- \u2714\ufe0f Good
- \u274c Very good
- \u274c Masterpiece

====[ \u26f8\ufe0f Grind ]====

- \u2714\ufe0f Not needed \u2714 None
- \u274c Only for leaderboards \u2714 ranks
- \u274c Average grind level
- \u274c Heavily depends on gamestyle \u2714 personality
- \u274c A lot of grinding but feels rewarding
- \u274c Too much grind and feels repetitive

====[ \u23f0 Gametime ]====

- \u2714\ufe0f Really short ( 0 - 8 hours)
- \u274c Short ( 8 - 20 hours)
- \u274c Long ( 20 - 50 hours)
- \u274c Very long ( 50 - 99 hours)
- \u274c Endless ( 100+ hours)

====[ \ud83d\udc8e Price \u2714 Quality ]====

- \u274c In-Game-Shop ( only cosmetics )
- \u274c In-Game-Shop ( boosts \u2714 saving time )
- \u274c In-Game-Shop ( superior loot \u2714 stats )
- \u274c Free
- \u274c Not much
- \u274c Full price

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\u2714\u2714 Wait for sale  
\u2714\u2714 Don't do it

===[ Attack Style ]===

\u274c Hack N Slash  
\u274c Combo Master  
\u274c Typical Normal and Power Attack  
\u2714\u2714 Run N Gun  
\u2714\u2714 Shooter  
\u2714\u2714 Magic

===[ Achievements ]===

\u2714\u2714 Little < 20  
\u274c Few 20+  
\u274c Alot 40+  
\u274c Numerous 60+  
\u274c Tons 100+  
\u274c Too Much 200+  
\u274c Endless 500+

===[ Achievement Acquisition and Difficulty ]===

\u274c Single Playthrough  
\u2714\u2714 Multiple Playthroughs

\u274c Missable  
\u2714\u2714 Non-Missable

\u2714\u2714 Offline V Single Player  
\u274c Online

\u2714\u2714 Easy  
\u274c Easy (Online)  
\u2714\u2714 Aggravating  
\u274c Aggravating (Online)  
\u274c Difficult  
\u274c Difficult (Online)

===[ Overall Score ]===

\*\*\*\* 4/10 \*\*\*

Feel free to copy this list, but please respect my effort and don't remove this:

\u00a9 Fackel

PLEASE READ!: This rating format belongs to Fackel with a personal addition of Achievements section, Attack styles, Overall Score, 2 additions to Rating (Meh and Bad Game), and 1 addition to Graphics (Anime). Remove these additions for the proper format if you wish to copy and use this and support Fackel and the original format. Give credit where credit is due! \u00a9 XionicX14

Summary:

This game is a port from the 360. This is not a remaster in any means. The graphics are dated and look like something from windows 98. The story is cliché and somewhat predictable once you are a few missions in. I am a fan of XSEED and Marvelous, so i figured I'd give this title a try. The game had potential if it had a remaster and some minor updates. With a little button configuration, I found that the mouse and keyboard was much nicer to play with than the controller. Wait for a sale if you wish to buy this, otherwise, just watch a walkthrough on youtube or something if you want to see the story. It is not worth its current price of 15\$. Again, it is definitely a dated game. The game is also very easy. I started it off on the hardest difficulty

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available to you and had no issues in beating the game. Simple run n gun and hide very infrequently for health recovery. Current gamers will find the achievements aggravating due to the fact that you can not beat it on the hardest difficulty and get all the lower difficulty achievements in the process. They are however, very easy to get. You will need to complete the game 5 times to gain all the achievements. Easy, Normal and Hard are available from the start, You unlock Chaos when you beat it on Hard. and Unlock Hell when you beat it on Chaos. I have not played these difficulties, but some offsite reviews suggest that Hell will give you a decent challenge.

\*This review is opinion based and should be taken as such\*

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