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Balls vs bricks magic 3ds

Kutar is the character who has an incredible expressionless emotion that cannot be distinguished by laughing or crying. Kutar is not a dog, cat or bear. Kutar is always Kutar no matter where he is going or doing. Even if it is so expressionless, when Kutar wants to laugh, cry, love or be angry, all emotions are still very common. No matter what happens, the emotions won't change. Even a desperate situation arrives, Kutar will just inflate his body and overcome. What a wonderful Yuru chara. The lovely and fun Kutar game series is everywhere! Just finish the quest's challenges with simple controls. This time Kutar will hit baseball, you have to be cool and hit all the magic balls in a row from the pitcher! Learn more Explore this game's official site *To enjoy the 3D effect of Nintendo 3DS software, you need to experience it from the system itself. All screenshots and videos on this site have been captured in 2D mode. Use Parental Controls to limit 3D mode for children 6 and under. *If eligible for a Just for You offer, the final price reflects the combined Sale and Just for You offers. The Just for You offer is discounted from the sale price. ©CIRCLE Entertainment Ltd ©GIGA RENSYA ©Flyhigh Works I have been an avid video gamer for 35 years. Ever since I started writing online articles one of the things I've always wanted to do was analyze the evolution of certain game genres while celebrating some of my favorite games in the meantime. Thanks to one of the latest games I've played, which I will mention later, I decided to start this series with one of the oldest genres out there: brick breakers. I guess the best way to tell you about such an old genre is by talking about the games that have left their mark on yours really. Home Computers was not even a known concept when the game that defines this genre was released. The machines used to develop games of that time were not even real computers. They were just the chipset that projected shapes onto the screen. Then games developed were limited by the features of the chipset. Breakout 1976 One of the oldest video game developers is Atari. The name of this company was such a famous name that here in Turkey we would call arcades Atari Halls. The ancient video game Breakout developed by Atari in 1976 is a simple yet important game. It is released as an improved version of Atari's first game Pong. (The game where you play table tennis with two on-screen rectangles.) The game is the brainchild of Atari founder Nolan Bushnell. The first Breakout game symbolizes a prisoner who breaks the walls with the shackles on his feet and was originally developed by Steve Wozniak and Steve Jobs for an arcade machine. This black and white game that was colored using cellophane would be an inspiration for the new games with its software, controls and chipset design. Super Breakout, the successor to Breakout, was released as a game that was as simple as possible in 1978. It had smart and innovative features like multi-ball mode that increased the number of interacting objects on the screen. It had its place as a favorite in arcade centers in the first half of the 1980s. Breakout (1976) 1978 – Gee Bee The first response to Breakout, favorite son of arcade centers around the world, came from rival company Namco 2 years later. Released in 1978 Gee Bee added some pinball flavor to the game and had a 3-sided level design. Thus, the emergence of the very first breakout clone was. Despite being quite similar to breakout gameplay-wise, it was an important step forward for games to come in the future. Gee Bee (1978) 1986 - Arkanoid Series With developments in the digital field Breakout was losing popularity. So Taito made a new Breakout clone for arcade centers called Arkanoid. In Arkanoid, a highly sophisticated game compared to Breakout, the player was controlling a capsule named Vaus that escaped from a monster in space. There were many innovations everywhere in the game which resulted in a significantly higher overall quality. The game was later emulated to C64 and Amiga, making it even more popular by entering homes. It was the first video game that had balls that changed their direction when they hit and power-ups drop from above. It had power-ups like extend bar, double ball, shooting, and level-skipper. Another innovation was the end of the game manager who appeared in level 33. The boss who shoots at you was pretty easy but it was hard so reach him which made it an interesting and very popular challenge. The head level catchy melody was cherry on top. With the next game released the following year, Arkanoid: Revenge of Doh, new features were added as bricks regenerating and two new bosses. Also the first level editor of this genre was released with the PC version of Revenge of Doh. Arkanoid games would keep their crown on both home computers and arcade centers for a long time. Many different developers imitated Arkanoid and thanks to that deluge of similar game brick breakers became a genre. Taito developed some additional Arkanoid games but due to strong competition they were unable to replicate their previous successes. Arkanoid (1986) 1989 – Off The Wall Impressed with the success of Arkanoid, Breakouts developer Atari made a new video game claiming that there would be a revolution for the genre. They set the bar on the side wall instead of underneath and made it so reaching an exit door was the goal of each level rather than clearing it all. The game also used power-ups and is remembered fondly for its interesting innovations even though it did not meet expectations due to problematic physics and controls. Off the Wall (1989) 1991 – MegaBall Among the many brick breakers released during the same period, MegaBall was only released on Amiga and was immensely popular in our country. Unlike other had very high resolutions, a large playing field, and beautiful graphics. It was getting a lot of attention with its countless new power-ups and the level designs that pushed the envelope. The game had many funky power-ups like the ghost ball that went through bricks, the magnet bar that attracted the ball, the gravity ball that played with really interesting physics, as well as the damaging power-ups (power-downs!) that were a first in video games. Megaball (1991) 1995 – Kirby's Block Ball (1995) 1996 – DX-Ball series During those years of the unstoppable rise of PC gaming Michael Welch thought there wasn't a good representative for the brick breaker genre on PC so he ported MegaBall for computers and released it as freeware. At the same time, he added new power-ups like a fireball that damaged nearby bricks, smaller and larger balls, and accelerate and slow down on the ball. Getting very popular thanks to being a freeware, DX-Ball had many shareware successors as well. DX-Ball (1996) 2001 - Ricochet series In the years that followed the quality of graphics in video games improved drastically. As a result, many old game genres, including brick breakers, lost their popularity. An indie company of the time, Reflexive, made a cruel brick switch with modern and realistic graphics as well as a strong physics engine. To be hugely successful with their first game Ricochet Xtreme, they would make many follow-up games while keeping their community for years to come by sharing user content over the Internet. In the Ricochet series, you control a vehicle with an elliptical shield instead of a bar. This game saw the ball angles become more varied, thanks to being able to control the game with a mouse. The speed was also increased, with lots of new bricks and power-ups added. Other interesting features were bricks that could only be broken from one side, bricks that could be broken during certain times, differently shaped bricks like triangle and round bricks, explosive bricks, moving bricks, the acid ball, the 8 ball, barriers against drops, and countless others as the series progressed. Two others that I personally have found very interesting over various repayments of this series were multi-floor levels and rooms that were only available via teleportation. In this series you can paint your vehicle different colors and even change the patterns on them. A performance system was also added sometime soon after. A nice detail that remained in my mind from this series, of which I am a massive fan, was the level name that was inspired by the songs titles of The Tool. Ricochet (2001) 2004 – BreakQuest BreakQuest released 2004 for PC. It featured a more sophisticated version of what Ricochet did behind its cute vector graphic designs, which were a staple of the popular style of the era. The features that I still remember today from BreakQuest are that it was a game with a giant game screen, a strong physics engine through which everything interacted with each other, countless power-ups and features that could be upgraded, and cool level design. I also clearly remember that both the ball and the crossbar can be changed to different shapes based on the action of the game. In the background was a strange plotline where you fight an evil company in a dystopian world. Breakquest (2004) 2009 - Magic Orbz A brick breaker for playstation, Magic Orbz had revolutionary graphics and an immersive atmosphere while making things 3D. A nice physics engine was to support

the game where you break ships, castles, and different sets of film instead of bricks. The game became popular on PS3 and was a milestone for the genre, although not many could play it because it was not released on other platforms. Magic Orbz (2009) 2009 - Shatter One of the best-selling games among the modern brick breakers, shatter was a more dynamic and colorful version of Ricochet with 3D graphics. I also played and finished this game as it made an impact in the retro game world as soon as it was released on Steam. The levels could be completed easily and quickly thanks to useful features like the continuous double ball, direction alcin, and many explosive bricks as well as the countless power-ups. Its main goal was to get the highest score. Shatter moves away from the puzzle-solving-like sensation that Arkanoid games instilled in the player. It brings back that arcade feel through its level pattern, a great example of which was the level at which you work to rotate a round shaped set of bricks whose mechanics were performed by the programmers masterfully. The most successful part of Shatter in my opinion was the dynamic manager levels. Beating the bosses in Shatter required good hand-eye coordination, making them very separate from the usual levels. Shatter (2009) 2011 - Wizorb Another game that I jumped on the moment it was released on Steam was Wizorb. It is also probably the first game that combined brick breakers with another genre: RPG! Yes, in this fun game we play through a typical story, rebuilding a city that was destroyed by an evil power, within the friendly confines of brick breaker format. The difficulty of the game, whose normal levels are not so much different from those in Arkanoid, lies in the number of unique boss fights set throughout the game. There is a hometown that denotes your powers that you upgrade in between levels. Although wizorbs weakness was a fun game with permanent power-ups, spells and such, that both its physics engine and controls are extremely naïve like those in Arkanoid. This was unexpected due to the constant improvements the department in other games released after Ricochet. Despite all this Wizorb is still an innovative game. The fact that it got a release on every electronic device except for smart refrigerators enough of a proof in my opinion. Wizorb (2011) 2018 - Doughlings: Arcade Speaking of Combining Genres, a Turkish company called Hero Concept has also brought out something new very recently. This time the brick breaker genre was hybridized with another action-puzzle genre: bubble shooting. This interesting concept encompasses almost every strength of the aforementioned games and also brings many new features. I'm not just talking about a robust physics engine, cleverly designed levels, a wonderful soundtrack and controllers working like a charm. There are also lots of power-ups, RPG-like character development, and a level editor that works great. The central mechanics of the game may be its greatest innovation. A character who represents your bar and being able to turn into many different superheroes is a bonus. I think another funny aspect of the game is that it goes back to the genre's roots with puzzle-like gameplay, rather than being a fast-paced and score-oriented video game. Doughling's (2018) Doughlings is the most distant point that the brick breaker genre has reached to date. Still, I think brick breakers are not a genre that will be made too easy. I hope I could introduce this old yet up-to-date genre adequately. This article originally appeared on Kahramangiller by E. Gökçe Çimen Cover art by Benares78 Benares78

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