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About This Game

Word of Caution:

- **Quick Slick Deadly is designed to be played with a mouse. If you are not comfortable with using a mouse for skillful play, you will most likely not enjoy this game.**

- **Quick Slick Deadly is all about learning the game's mechanics and mastering them for reaching high scores. Compared to other Shoot 'em Ups, the mechanics are plenty. They are explained via short text+voice messages at the start of every mission. It is essential to pay attention to these pieces of information, or else you will not understand how to play. If you do not have the patience for this, this game is not for you.**

Game Summary

Fly through space and overcome a variety of enemies and obstacles as one of three different classes.

As the Fighter, you'll fire a weapon that although very weak covers an increasingly larger area if you continue to destroy your enemies. You'll also be able to copy the attacks of your enemies by destroying three of a kind in a row!

As the Survivor, you'll gain energy by daring to get close to enemy attacks. You could use this energy to either block attacks or wait for maximum energy to perform a screen-filling attack. If you manage to reach a high speed, your ship enters ghost-mode and becomes invincible!

As the Trickster, you'll be able to perform various risky maneuvers to unleash powerful attacks. Wield a boomerang that is deadly to your enemies but takes away your control over your ship. Use energy to inflict great damage that returns enemy attack damage right back at them! If you have enough speed you'll be able to destroy your foes by simply crashing into them!

Learn to master Quick Slick Deadly through step-by-step missions and then show off the hardcore gamer within you with your perfected high-scores and excellent completion times. Are you ready to face a challenge?

For more information, check out the in-depth guide at: https://steamcdn-a.akamaihd.net/steam/apps/399270/manuals/In-Depth_Guide_to_Quick_Slick_Deadly.pdf?t=1450297586

Key Features

- Play as three completely different classes: Fighter; Survivor; and Trickster.

- Probably the only scrolling shooter where the scrolling speed of the screen is not fixed, but can be manipulated by the player, adding the possibility to do time trials besides the usual score hunting.

- While mostly side-scrolling, the view occasionally switches to top-view to enable more interesting gameplay situations.

- It's not all about shooting, but also about maneuvering. The various environmental hazards underline this feature, which are not only deadly to you, but also to your enemies.
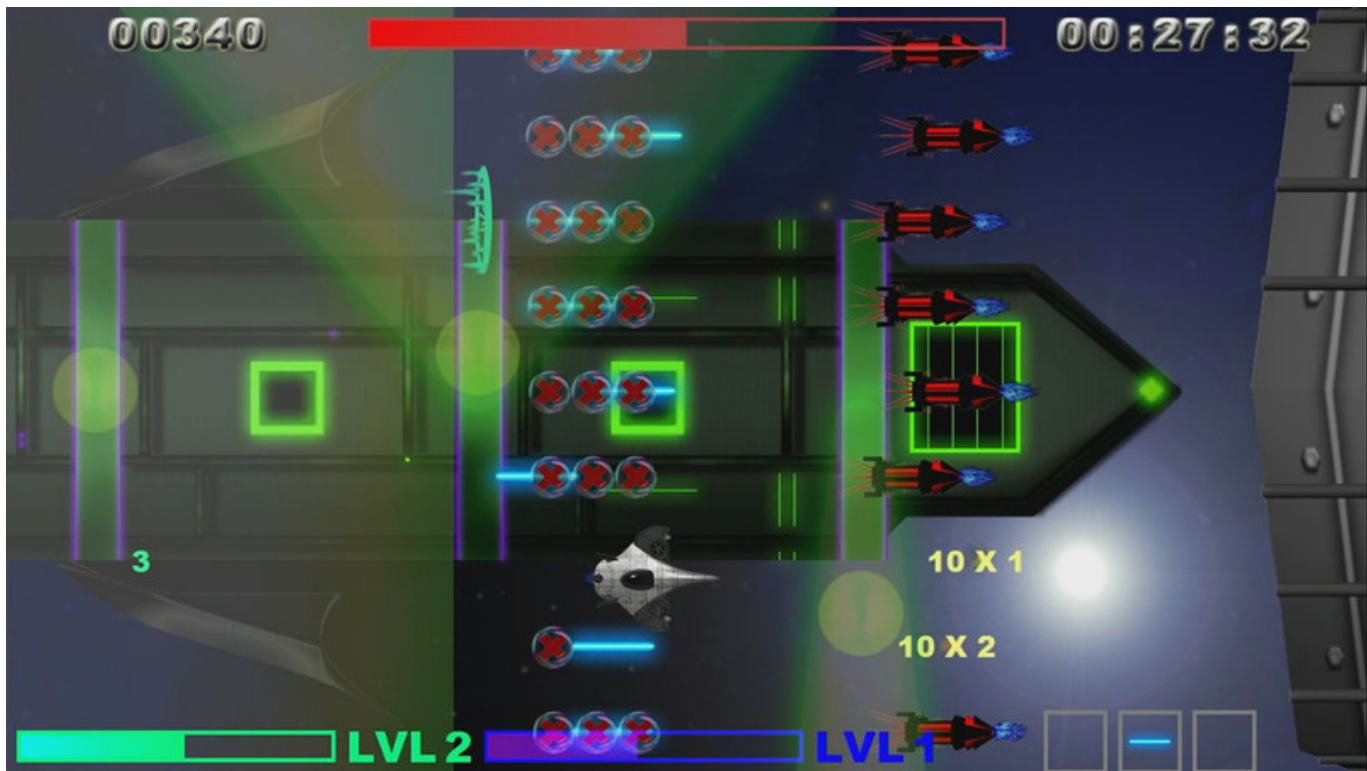
Title: Quick Slick Deadly
Genre: Action, Indie, RPG
Developer:
Adventurous Productions
Release Date: 21 Sep, 2015

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English

quick slick deadly

This is an example of how not to make a spaceship shoot-em-up. No real story. You play a 20 second section of a level, with some obtuse objective the creator made up. If you fail, which you usually will many times, you have to replay it. If you beat it you play the EXACT same section but with a different obtuse objective. The shooting is bad, the ship moves with lag and in a choppy manner, the field to move is way too small. Usually the level involves using an ability that requires you to kill 3 straight guys, or beat in certain amount of time, etc. This means if you miss killing 1 guy or 1 boost ring you lose it, because......bad game. So this involves replaying same sections and memorizing when rings and enemies come, because they only stay on screen for about 2 seconds. Randomly the game goes top down, and can be quit annoying. The controls are bad and mixture of keyboard mouse. You can't look at them in game. No video options. No controller support. No good.

3/10,. Got it for free and it still wasn't worth it.. For what this game is,it had a good combination of difficulty and fun in it,after finally passing the second mission at a time of 16.98 I finally felt relieved that it wasn't as hard as I expected since,I mainly always go to use the wasd keys in any game and not use to using the mouse for movement in any game really. So I would actually recommend using the house and the shift key for the second mission if you're having any problems with passing it. In overall for the price that it is,the game seems to offer quite a bit. I like it a tad more now at least than what I did the other day when I reviewed it.. Another ♥♥♥♥♥♥ mobile game but atleast the game has 100+ achivements and It's dirt cheap.. The question I have to ask myself is was this game worth the $0.29 I paid for it? Yes, yes it was. But I would not pay $0.5 for it after playing it. I did not play much of this game, to say the early levels are not great is letting the game off easy. I've been told there is interesting content later on, so if you are low on things to do, and the game is on sale for like 90% off then you might consider giving it a try. However don't expect a nice polished gem.. Full review later. Early thoughts now: This game is unforgiving at a level about one step higher than Dark Souls. **Any errors in the first three levels means you're replaying it.**

Update 11\/9\/15: The update that just dropped has loosened up the requirements in the first five levels as well as giving better highlighting to the win conditions, and it's much more engaging and forgiving now. Well done to the developers. Check the dates on other reviews if they comment on the difficulty.. I don't understand what the problem of some people here is. Before I got this game i knew how the graphics look like so i didn't expect anything else.
And the gameplay is the way it should be for a shoot'em up.
The levels are short so if you die or make failures you can just restart the level and get quickly there you were before.

 For me the point of the game is to have fun getting better, quickly. It gives you the feeling of mastering the game by just playing some levels maybe 2 or 3 times but also getting challenged.

To the graphics as I said, I didn't expect some kind of 3D game, but you can see it is work done on it.

The Music is ok, it gives you a feeling of space.

So it is a game where you can get hooked on playing it trying to get better.

The question I have to ask myself is was this game worth the $0.29 I paid for it? Yes, yes it was. But I would not pay $0.5 for it after playing it. I did not play much of this game, to say the early levels are not great is letting the game off easy. I've been told there is interesting content later on, so if you are low on things to do, and the game is on sale for like 90% off then you might consider giving it a try. However don't expect a nice polished gem.. IMPORTANT NOTE: To anyone who is skeptical of my review because my playtime for the Steam version of this game is only 0.1 hours: I already finished the game before it came to Steam. I bought it on ShinyLoot: http://www.shinyloot.com/quick-slick-deadly?ref=99e684a0aef2f81a6dd6a3ca5c125cb2 You can find this exact review of mine there as well, which is from June 16th 2015. Also, as you can see on that page, the game was already released on ShinyLoot in July 2013.

Please don't let this game slide under your radar, simply because the graphics may not catch your attention! Considering this game has been made by only 2 people whereby 1 of them did most of the graphics and the other 1 did everything else, I've been pretty impressed by it! This game is absolutely not your typical SHMUP! The 3 different classes play WIDELY different and the focus is definitely not entirely on blowing things up. Blowing things up is part of it, but there's a lot more you have to pay attention to to get good at this game.

There are some interesting environmental hazards that not only add more character to the level design, but at some points, you can actually use them to your advantage to destroy your enemies.

Then there are the boost rings, which fill up your boost meter and enable you to increase the scrolling speed of the camera. I've never seen such a mechanic in another SHMUP before and it adds so much depth! You can either focus entirely on speedrunning, or you could go for a high score. Although your time does influence your score, going just for speed requires a very different approach than going for points. It's very impressive that even though there aren't many levels, the game is highly versatile, because of all the different methods you could play a mission. Additionally, the score system is very deep and some aspects of it differ between the 3 playable classes, which adds even more character to each of them.

The way QSD handles difficulty is also worth mentioning. Overall, this game is not easy and this may put off some people. However, there are a few things that might help them have a not as much rough time. First of all, there is no lives-system. If you die, you simply return to the game right where you lost and the game continues normally. You do lose score points, which may prevent you from reaching the mission goal, which is always about reaching a specific score (except in the tutorials); but nevertheless, you get to continue until the end of the mission and thus see a bit more of it, instead of getting kicked out of the level every time you die. Second, you can pause and unpause the game by pressing literally ANY key other than the ones already assigned to an action. This makes pausing extremely easy, which can help you to "breathe" whenever you need to. Pressing ESC while the game is paused takes you right back to the mission selection screen, so you can quickly restart a mission if you so desire. Lastly, the score requirements for finishing each mission are high enough to be some challenge, but not punishing by any means. You get ranked for your score and you accomplish a mission by getting at least rank C (except for the final mission where you must get rank B). I've never managed to get rank A, which seems to be extremely difficult, but rank C can easily be received with a little practice and rank B is also achievable.

Having said all this, I must also give you some warnings. QSD is full of game mechanics and the mechanics are explained via some not too long texts at the beginning of each mission. Reading these texts carefully is absolutely essential! If you don't pay attention to these texts, you won't learn the game and easily get frustrated! It kind of reminds me of learning a board game, but the amount of text you have to read is really not much. But again, it's very, very important! If you have difficulties with a mission, make sure to check out the texts at earlier missions, in case you may have overlooked a key mechanic that can help you progress. An example is that the game clearly states that your time influences your score. A friend of mine once complained about the game being too hard, because reaching rank C would already require almost perfect play. What he was doing wrong was he never used the boosting ability, forgetting that a better completion time would boost his score, so he could allow himself some mistakes on the way. This was already explained via the text of an earlier mission, but he didn't remember.

Finally, you must be aware that the tutorial missions must be completed before you can get to the score-based missions. These tutorial missions each require a different goal to complete and a few of them are a bit tricky. Such a thing may confuse some players and there's no denying this game isn't perfect; but at the end of the day, there's a lot to this game that's not apparent at first glance and it has no doubt left me impressed. QSD is by all means a fun, addicting, and absolutely unique game, if you're willing to pay attention! Oh, and it's really cheap too!

Pros: + The three classes are WIDELY different! + Score system and boosting ability add even more versatility! + Replay value is immense! + HIGHLY addicting, once you get the hang of things! + Very cheap!

Cons: CAUTION: You MUST pay attention to the texts! - There aren't many levels (but replay value makes up for it). - Tutorial missions are not ideal (but it's worth to press on).. Quick Slick Deadly is a game that I recommend because:
- is a method to banish boredom
- is RPG
- have trading cards
- have action
- is indie

Enjoy!. Full review later. Early thoughts now: This game is unforgiving at a level about one step higher than Dark Souls. **Any** errors in the first three levels means you're replaying it.

Update 11/9/15: The update that just dropped has loosened up the requirements in the first five levels as well as giving better highlighting to the win conditions, and it's much more engaging and forgiving now. Well done to the developers. Check the dates on other reviews if they comment on the difficulty.. Classic arcade retro shooting game.. Deff not worth it with todays gaming. Deff a lot more bullet hell\/ arcade on steam. This was just too plain and the most common offering nothing new.. And God, I promise… no more sex with anybody… unless they really, really, need it.. Very simple and boring Side Scroller Shoot'em Up with very short Levels (20 Seconds) where you have to accomplish different boring Tasks on each of the Levels that mostly all look the same.

Also the Game has No Controller support, however Controls are very simply, only WASD, Ctrl and Shift, so probably easy to configure a Third Party Tool for it, but it was too boring for me to even bother with it.

The Graphics look cheap and definitely not like a Game from Sep. 2015, the Soundtrack however is ok.

I got the Game for free and it at least drops some Trading Cards, so it's ok, but i can't recommend it because it is too boring and cheap looking for the Price.. Another \u2665\u2665\u2665\u2665\u2665\u2665 mobile game but atleast the game has 100+ achivements and It's dirt cheap.. Quick Slick Deadly is a brilliant little game that offers a lot of platformer elements in a space scroll-shooter setting. The 3 different classes that you can choose to play with enable 3 distinct experiences completely shifting the mindset (and skills) needed to master each section. Overall the game is very well thought through and balanced, has lots of great design ideas, and aims at those who love to master their skills at a game while still being accessible to all. Would highly recommend trying it out - and perhaps getting hooked on it!

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