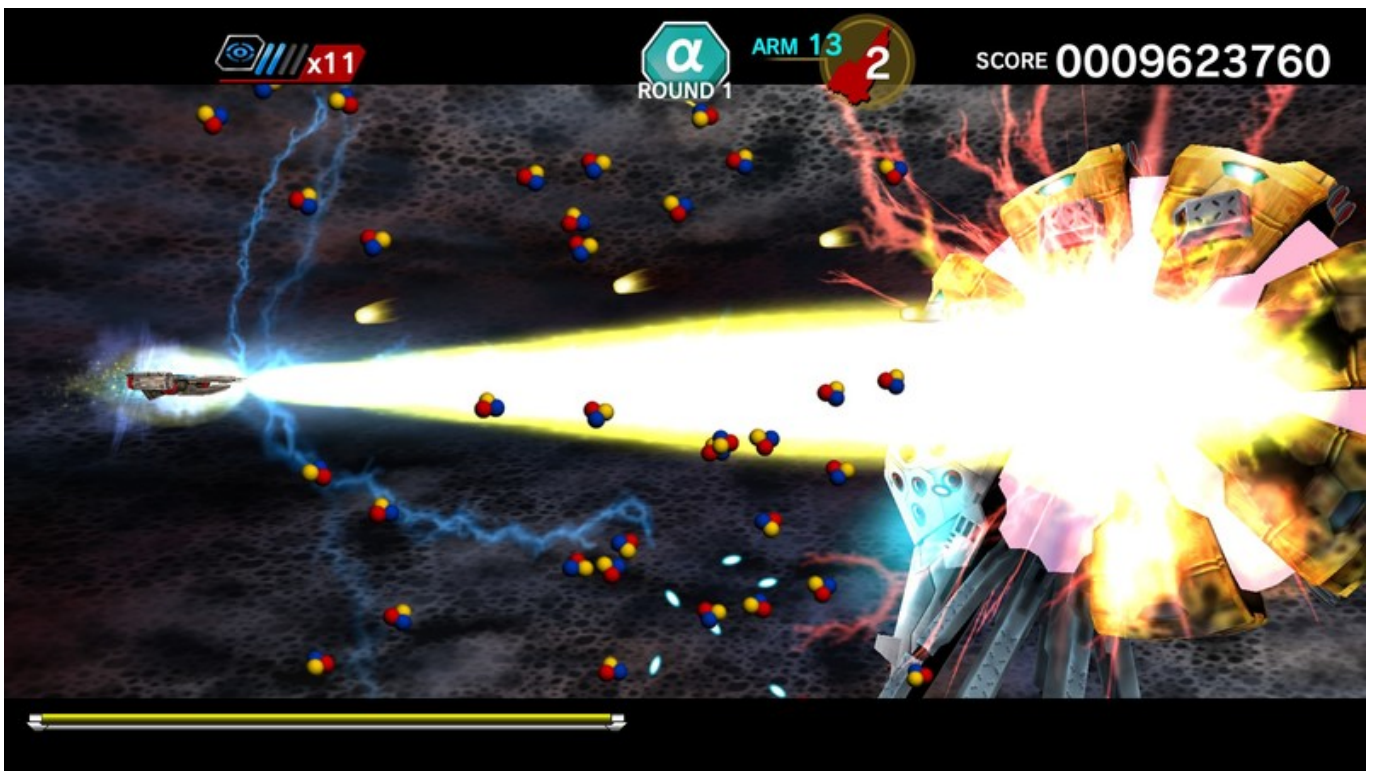

DARIUSBURST Chronicle Saviours - Metal Black Download Xp



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About This Content

From its hard-boiled world, comes Metal Black. Gather Newalones to fill up your gauge and use your Focused Beam and Release Beam.

This DLC will add 1 ship, playable in DLC Mode.

You will receive access to 3 special stages designed specially for this ship. (Only scores using this ship will be registered in the special stages.)

You will also get access to the TAITO pack: 10 newly arranged stages including 3 boss fights, as well as CS PACK 1: 10 stages from CS mode.

Buying any DLC also lets you use all the DARIUSBURST ships from the base game in the DLC Mode stages.

Title: DARIUSBURST Chronicle Saviours - Metal Black

Genre: Action

Developer:

Pyramid, Chara-Ani

Publisher:

Degica

Release Date: 17 Mar, 2016

a09c17d780

English,Japanese,French,Italian,German,Russian

Ship Select



METAL *BLACK*
メタルブラック

Black Fly



 Title  Help

A side scrolling shooter released into arcades in 1991.
It was known for its unique beam-duels, hard-boiled story and elaborate direction.

© TAITO CORP. 1991, 2016

One mean BEAM.... of all the DLC so far, this is by far the best in my opinion. as usual its got strange music, but this DLC is a cut above the rest compared to most of Dariusburst's music. you shoot little ships, they leave behind little powerups for your BEAM, I like the concept and it plays out pretty good. Its enemies have a little easier formations to shoot down too, which is nice, because on some levels its almost impossible to avoid being hit. Its sort of more of the same, but a little better. As a casual gamer, I think this is a good direction Dariusburst is heading. It has a more ARCADE'e feel now. I just want a quick fun game then get back to doing other things. But the number of ships in DLC mode is pretty awesome!. TOP SECRET

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PROJECT METAL BLACK

A PERMANENT FREEZE

I've actually played the game this ship is based off of, Metal Black, on my MAME emulator, and on the Taito Legends Volume 2 disc for the PS2, and I like the game, despite it's difficulty. Bassically, to power up you collect these things called 'Newalone' to increase your firepower and beam. I like how they incorporate the same mechanic into the game. The only thing that wasn't in here from the arcade was the beam duel between the boss. In the arcade game, the boss can gather these Nwalone to power up their own beam and fire at you. You can fire back and have a duel that fills the screen with both of your energy, creating a, what I assume is a black hole, that you can position in front of the boss for maximum damage. Though, with the burst counter here, I think it's best they don't change it. Makes me want to play Metal Black again.. This ship is a brilliant addition to DBCS, the multi-directional vulnerability weighted against the awesome forward-only firepower (zap thingy aside) adds a dimension and challenge different to any of the Darius ships. I enjoyed this, it's not much of a review but I wanted to recommend. And I really want to play Metal Black now.

Please please please add the DLC ships to CS mode, even if they're only available once a level has been completed with a Darius ship.

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