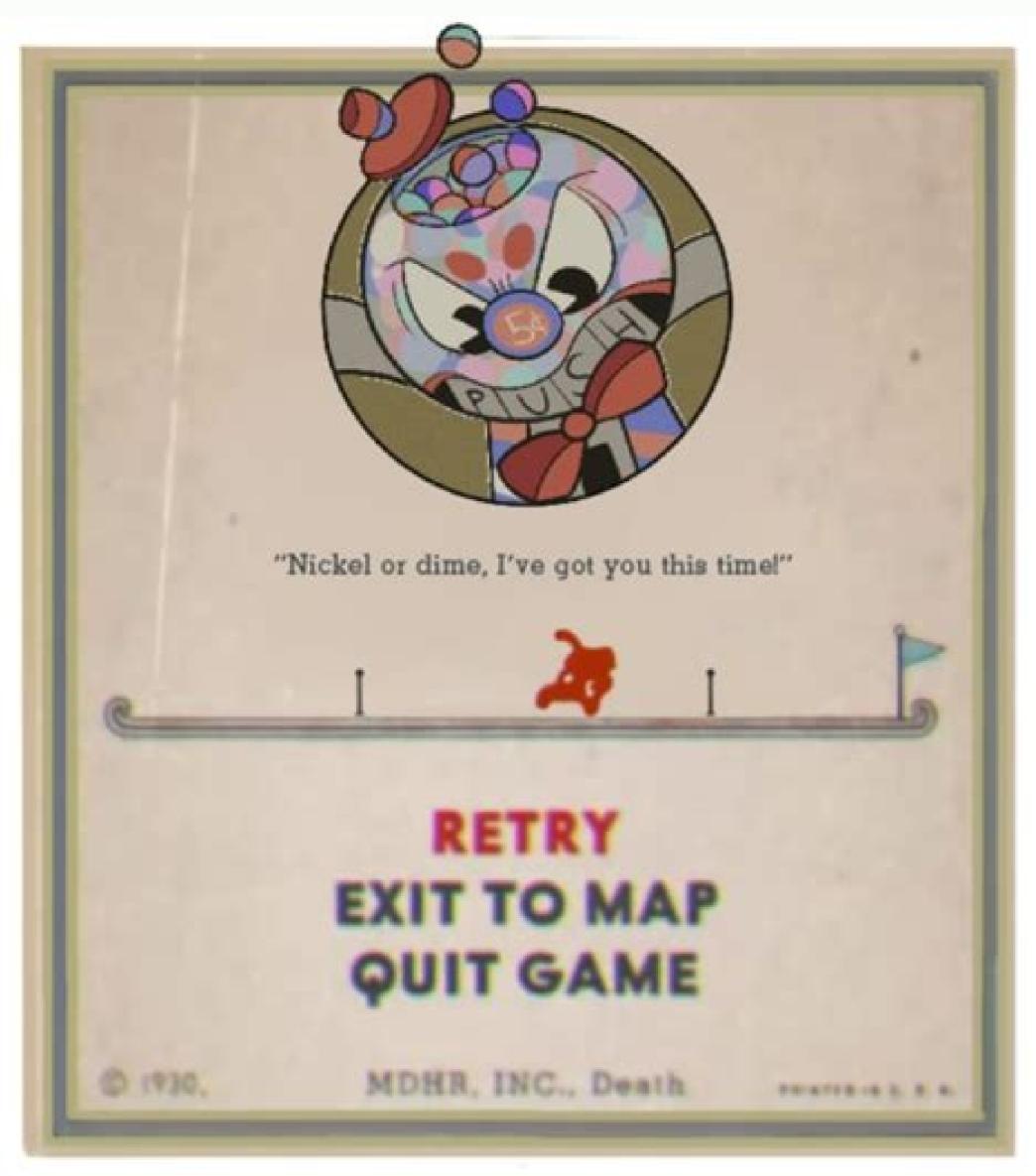
Cuphead game over screen template

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How to play cuphead game

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You can further customize the font for each text box using the default Windows, Mac, and web fonts, including bold and italic. Over 1,300 free fonts are also supported for all devices. Any other font you want can be used if you first install it on your device and then type in the font name on Imgflip. You can insert popular or custom stickers and other images including scumbag hats, deal-with-it sunglasses, speech bubbles, and more. Opacity and resizing are supported, and you can copy/paste images using CMD/CTRL + C/V for guick creation. You can rotate, flip, and crop any templates you upload. You can draw, outline, or scribble on your meme using the panel just above the meme preview image. You can draw, outline, or scribble on your meme using the panel just above the meme preview image. You can remove our subtle imgflip.com watermark (as well as remove ads and supercharge your image creation abilities) using Imgflip Pro or . Can I use the generator for more than just memes? Yes! The Meme Generator is a flexible tool for many purposes. By uploading custom images and using all the customizations, you can design many creative works including posters, banners, advertisements, and other custom graphics. Can I make animated or video memes? Yes! Animated meme templates will show up when you search in the Meme Generator above (try "party parrot"). If you don't find the meme you want, browse all the GIF Templates or upload and save your own animated template using the GIF Maker. Do you have a wacky AI that can write memes for me? Funny you ask. Why yes, we do. Here you go: imgflip.com/ai-meme (warning, may contain vulgarity) Like us on Facebook! Share Newgrounds accounts are free and registered users see fewer ads! You might also enjoy... Licensing Terms You are free to copy, distribute and transmit this work under the following conditions: Attribution: You must give credit to the artist. Noncommercial: You may not use this work for commercial purposes. Please wait while your url is generating... 3 Resolution: Image Size: Download #cuphead game over screen emeraldiacatartworks a year ago Photo I had a Second time of Fan Art of Liquidator. If you leave your game stay safe stay alert and whatever you do don't die because if you don't die because if you don't regenerate ever. Game Over! Liquidator © Disney 6 notes · View notes Text (short) Leviathan one shot,...,, Leviathan is one of the most relatable brothers. From social anxiety to a love of the most relatable brothers. games. More than once you have fallen asleep playing his Switch in his bathtub on his chest. "Levi?" You call, knocking at his door. His voice is muffled and soft, "Yeah, Normie?" "It's eight." You call, knocking at his door. His voice is muffled and soft, "Yeah, Normie?" "It's eight." You call, knocking at his door. His voice is muffled and soft, "Yeah, Normie?" "It's eight." You call. It's your average meet-up-and-play time, and you always have this dialog. "Coming!" He says. You know he is already at the door and how his voice is much louder. You smile as he opens the door and looks into your eyes, quickly looking left and right, and pulling you inside the door. You toss your blanket and pillow, even though you don't normally use it, and a couple of switch/pc games. "What are we playing first?" You ask him, sitting on the edge of his bathtub railing, the porcelain cold on your rear end and hands. "What did you bring?" He asks, climbing into the bathtub so you can get in after him. You guys get smooshed a little bit, but Levi finds it the closest he can hold you. He LOVES it when you fall asleep on his chest and he switches to some videos on his DDD so he can fall asleep soon after you. "A couple of things. Some Mario games, Kirby, Animal Crossing, Minecraft, Fall Guys, and Pokemon." You respond, standing to grab the bag. "Animal Crossing first?" He asks, obviously wanting to start off with a decently calm game. "Alright." You say, grabbing it and setting the bag next to the bathtub. You hand him the game and let him put it into the Switch. You take the game he had in it before, Cuphead, and put it in its case. "Should I reorganize your desk tomorrow?" You ask, knowing he had plans to go down to the human world for the latest figurine he wanted. "No, it's pretty clean. Hurry Normie. The loading screen is already done." You nod, yawning, your body knowing that you would fall asleep on his chest already. After the day you had chasing Mammon, you were hella tired. Levi beckons to you with a hand and helps you into the tub. "Do you want your stuff?" He asks, turning his head so you don't see his blushing face. "No... Can I use your blanket?" You ask, even though you know he was already planning on draping it over you. "One sec, Normie." He says, handing you the switch and pulling the blanket down from the side of the tub. He pulls the blanket up and flattens it around you both. He recently upgraded to an actual comforter that reminds you of water in the tub when you hide under it. "I'm tired." You say. "Mammon was driving me crazv. He wouldn't stop trying to spend more money he doesn't have." "You can sleep if you need, Y/N." He says, focusing on the game and bringing it to rest on your chest. Levi doesn't often call you by your name and instead prefers to call you Normie as a pet name. "Thank you." You say, your head resting on Levi's chest. You sneak a look up at his face and see him blushing. "No problem, Normie. He whispers. 70 notes · View notes funnybeetleguy · 4 months ago Text Concept idea of how moss could look like a cuphead's boss, there's some sketches of his habilities and the game over screen 35 notes · View notes glassamphibians · 24 days ago Note off topic but gamerboy nico is so so funny to me just imagining him having a gaming setup at his room in hades's palace is the funniest idea ever. especially with his Big 3 Kid Anger Issues imagine ur in the line to get your soul eternally judged and u can just faintly hear a 15 year old boy losing his goddamn mind over dying in cuphead. he played elden ring and got so mad he threw a femur through his monitor and broke the screen. i think he mains king boo in mariokart this is all canon #i also main king boo he's just like me:) #asks 13 notes · View notes Screens 4 notes · View notes normal feelings about video game music, I went into a fugue state and wrote nearly 2000 words about my favorite tracks. The image has Spotify codes if the song is on Spotify, and QR codes to the songs on YouTube if not. I also remixed the prompts a little because I didn't have stuff for all the original ones and I didn't have the patience to space it out over 30 days lol. I very much did not do hard mode because I love Darren Korb's music too much. Template, rambles, and honorable mentions under the cut. Title screen music - Katamari on the Rocks - Katamari Damacy Is it possible for a song to go harder, to bang more severely in the seconds after a game loads than in this game? I think not. Katamari Damacy is a wild fever dream, and this title screen song launches you straight into it. Opening level music - First Steps - Celeste All of Lena Raine's music for Celeste is wonderful, but the first level holds this amazing tone of eagerness, hopefulness, and accomplishment all at once. Honorable mention to "Timber Hearth" from Outer Wilds and "Instrument of Surrender" from Disco Elysium. 8-bit or 16-bit music - Overworld Theme 1 - Super Mario Bros. 3 I'm very much a new-school gamer, so some of these categories were tough for me. But one of my earliest gaming memories was playing SMB 3 on my friend's Gameboy Advance SP, and this track takes me right back there. Music from a console exclusive - FitBeat - Beat Saber Is VR an exclusive console? I'm counting it. Honestly I'm pretty 'meh' about most of the original Beat Saber tracks, but this one gets you moving. Hub/overworld music - In Case of Trouble - Bastion Bastion's music is extremely special to me, and this song is both the title theme and the music you hear whenever you return to the Bastion itself. It's soothing and restful while also being cheery; it's the perfect background to upgrade your weapons, drink some potions, and listen to the dulcet tones of Logan Cunningham's voice before setting out again. Relaxing music - St. Eriksplan - Death Stranding's soundtrack (mostly by Low Roar) is incredibly relaxing; Low Roar is one of the few bands whose music I can listen to while working even though it has lyrics. The songs usually played in-game when you were on a final approach to your destination, often after sneaking tensely through a field of BTs or traversing rough terrain, and they were a breath out in the forbidding, empty landscape of the game. Honorable mention to "Florence" from Firewatch. Music from an indie game - INFRA BRAD - Extreme Meatpunks Forever: Bound by Ash Most of the music I listen to is from indie games, so I opted for a very obscure one. I got the first Extreme Meatpunks Forever game in an itch.io bundle, and although the combat was a little rough, the story and world-building were so compelling that I bought the sequel Bound By Ash. The sequel improves on the original in every way, and the music absolutely slaps. I almost went with "On Our Way", an acoustic song that's part of a wonderful emotional beat in the middle of the story, but decided on "INFRA BRAD". This game is all about punching fascists, and this music sure gets you to that headspace! Music from a shooter (1st or 3rd person) - Clip Joint Calamity - Cuphead Cuphead is a shooter don't @ me. All of Cuphead's music is '30s-'40s style big band, and the aesthetic is impeccable. This one is from a very satisfying fight in the first part of the game, and I think it captures the environment really well. Music from a licensed game - Milk Chocolate (End) - M&Ms The Lost Formulas I don't know how this game ended up in our house - probably an old Scholastic sale - but it was a staple of our childhood. It's a surprisingly decent Crash Bandicoot clone with blatant M&Ms branding splashed all over it, and even as kids my sister and I were impressed by the soundtrack. We only finished the game once or twice, so we played the first few levels over and over a lot - this is the theme from the final section of the second level, and it's always been one of my favorites. RPG battle music - Take Control - Control Again, playing fast and loose with the definition of RPG here. (It has RPG elements!) This isn't quite a music-based boss battle - but it's one of the coolest sequences in this game chock-full of cool sequences. Puzzle game music - Reconstructing More Science -Portal 2 The Portal games were some of the most personally influential games I've ever played, and to me this track really captures the perfect balance of chaotic action and pensive puzzle-solving in Portal 2. Honorable mention to the "Puzzle Solved" tune from OneShot and "Customer Service" from Wilmot's Warehouse. Music that makes you sad 14.3 Billion Years - Outer Wilds Outer Wilds Outer Wilds is one of the most emotionally affecting games I've ever played, and suffice to say this is one of the last songs you hear in your playthrough. This song truly makes me have to stop and catch my breath every time I hear it. Honorable mention to "Turn Back" from The Beginner's Guide. Music you like from a game you don't like - Light of Nibel - Ori and the Blind Forest Ori is a peak "just because I don't like this game doesn't mean it's bad" game. It's objectively a great game! I am simply not a metroidvania person, and my struggle to enjoy the gameplay dampened my reaction to the story. But the music is absolutely outstanding, and I listen to it regularly Music with vocals - Good Riddance - Hades There are lots of songs in Supergiant Games' repertoire with vocals; honestly, I don't even think this is the best one. But the gameplay experience of battling through the Underworld over and over, relentlessly and brutally punished, and then emerging cautiously into a room to hear this song floating to you. it was pretty incomparable. (This is the duet version, but the solo versions are also beautiful.) Honorable mention to "Mourning Song" from Pyre and "In Circles", "Paper Boats", and "We All Become" from Transistor. Boss battle music - Leshy's Theme - Inscryption Inscryption Inscryption was another game I had complicated feelings about, but what I didn't have complicated feelings about was that the aesthetic was on point. The art, sound design, and music are all incredible. This is the theme of the Act 1 final boss battle, and it feels like it picks you up and drops you right back into Leshy's cabin. Music that makes you laugh - A Terrible Fate - Outer Wilds When you get certain non-canon endings to Outer Wilds, you get rewarded by this "oops all kazoos" rendition of the title theme! Honorable mention to "wavedash.ppt" from Celeste. Music you never get tired of - Spike in a Rail - Bastion There's a lot of Bastion on this list. It's been over a decade since I first played Bastion, but this is another song that I sometimes just play on a loop two or three times so I can appreciate it fully. Honorable mention to "A Proper Story", also from Bastion, and "Timber Hearth" from Outer Wilds. Music in a game came out a few years after I was born, but it's truly the only game anywhere close to that timeframe I have any kind of connection to. This gets stuck in my head embarassingly often. Cover of music by a different artist - Reflection - Center of the Earth Mix - Celeste Heeeyyyyyy...YA! The Celeste B-Sides music are all remixes of the A-side tracks by various artists. I never got past the third B-side myself, but I now watch a fair amount of Celeste speedrunning and this is my favorite B-Side track. Music from a racing game - Still Alive - Mirror's Edge counts as a racing game don't @ me I needed to include this track somehow. This is not the "Still Alive" you're expecting! This track also gets me a little misty - it's the end credits song of the first Mirror's Edge, and it really gets the nostalgia going. Music you associate with frustration - Always Been But Never Dreamed - Tetris Effect, which is over twice as long as any other level. I am not very good at Tetris. It's a fine song, although I prefer most of the rest of the soundtrack - "Connected (Yours Forever)" is less associated with frustration for me. Honorable music - 11 AM - Animal Crossing New Horizons I mean... that's village music - Burn, Baby, Burn - Disco Elysium There are so many praise-worthy parts of Disco Elysium that I think the music often gets overlooked. But it's wonderful, moody and ethereal, a perfect bed for the substantial weight of the rest of the game. This song plays just before the final section of the game, and provides a welcome respite between emotionally intense sequences. Honorable mention to "In the Flame" from Pyre. Music constantly stuck in my head - Bosun Bill - Sea of Thieves I never even played Sea of Thieves, but I've watched enough of it that this is now my go-to humming tune. I don't usually get much of anything stuck in my head, but this one sticks. Music that pumps you up - Knights of the Sea - Pyre Pyre is probably the least loved/most underrated of Supergiant Games' oeuvre, but (controversial opinion) I liked it more than Transistor, and (uncontroversial opinion) the music still fuckin' slams. A lot of the individual Triumvirates' themes from this game pump you up (I also recommend "Thrash Pack"), but this one has that unmistakable nautical/pirate theme with just a touch of absurdity - deeply befitting the wyrm-knights it represents. Honorable mention to "The River" from Outer Wilds and "The Painful Way" from Hades. Music you like from a game you haven't played - Wooded Kingdom - Super Mario Odyssey Again, slight bending of the category - I have played some of SMO, but I've watched much more of it than I've played, and at this rate it's pretty unlikely that I'll ever finish it. I tend to not listen to music from games I haven't played, since for me a lot of the emotional punch is lost if I'm already familiar with the soundtrack. But in any case, this is such a unique theme for a Mario game. It's so funky! Music that makes you go "whoa! how did they do that?" - Scattered and Lost - Celeste This isn't the only Celeste track that builds on old themes as it goes on - "Reach for the Summit" is another amazing one - but this song brings in new instruments and new elements as you complete each section of the level, and does it so dynamically and smoothly. Honorable mention to "Bound Together" from Pyre, which changes dynamically to thousands of different combinations depending on the choices you made throughout your playthrough. Music that makes you nostalgic - Ground Scape - RuneScape To me this is the iconic RuneScape music, and I would put this track on loop all the time while playing. Honorable mention to "Far Horizons" from Skyrim. Final boss music - God of the Dead - Hades This 9-minute monster of a track is just non-stop adrenaline. You've come so far to face the final boss, and every phase of the boss is signaled by a new, faster, more intense portion of the song. Credits music - Setting Sail, Coming Home - Bastion One more Bastion song - this was the one everyone talked about when talking about this soundtrack. Apparently it was recorded by Darren Korb and Ashley Barrett in Darren's closet; as the studio's first game, they barely had a setup at all. Wild to think about after the scope of Hades. Honorable mention to "I'll Keep Coming" and "Death Stranding" from Death Stranding, and "Want You Gone" from Portal 2. Here's the template I created in case anyone wants to use it! 4 notes · View notes samanthachan · a month ago Text Twst boys thoughts on video game as another same characters out here multiple times Might elaborate more in another part Azul plays cuphead . He's on the devils side like the devil actually offered the main characters away out. He thinks it was main characters fault for getting themselves into the situation. Prefers the bad ending because the main characters stuck to their deal with the devil actually offered the main characters away out. He thinks it was main characters fault for getting themselves into the situation. collecting part especially collecting multiple types of mushrooms. He always picks the bully Paimon options. He does go on Genshin theory foroms since the mystery behind Paimon interests him. One of his favorite monstat characters is kaeya. One his favorite monstat characters is chongyun for the fact that chongyun seems like someone fun to mess with but he also likes Xianling. One his favorite ayato he says ayato just reminds him of someone. He honestly doesn't see the fatui as villains or really any their actions that bad. After teppei's fate was teppei's each in the inazuma arc he found himself agreeing with scaramouche. Jade honestly thinks teppei's fate was teppei's death in the inazuma arc he found himself agreeing with scaramouche. dillusion thing was the fatui were offering to give people something special and the people special and the people something special and the people special and the peopl of some people he knows. He likes the control you have over the town in the game. He finds slowly gaining peoples favor in the game fun Flyod Pokémon Just Pokémon Just Pokémon in general version I will give more details with specific ones later in these headcanons. He finds the game interesting. He loves reading all the Pokémon entries especially the dark and twisted ones. In name his rival versions he always does an ocean animal nickname. Flyod really likes ocean themed Pokémon and shield. Really finds the giganamax fun. Does not like you have to be a certain level to catch certain Pokémon Flyod Bendy and the ink machine. Flyod really likes horror so he finds this game fun. He really gets into the game at pretty good pace. Flyod is always interacting with objects. Flyod actually goes through the game at pretty good pace. Flyod is really smart and has amazing memory skills he just doesn't show them to people and hides them or he just isn't in the mood Flyod Cat simulator. Likes this game the whole point of the game is destruction and choas. He usually gets really high scores in the game since he knows the best ways to cause destruction. He loves that he gets to terrorize people him the game and gets rewarded for it Flyod Goat simulator. He prefers this to cat simulator. Not only can be cause choas in this game but he can also kill. He definitely does the devil summoning. And he loves it. He likes to go in the water areas of this game Deuce Pokémon rumble rush Side note: this one of my favorite Pokémon games. Loves collecting all of the figures and getting figures as well as getting figures as well as getting figures. He loves running the cafe . Also likes all the cute recipes. He loves decorating the cafe. Actually repilcates the recipes from the game. Loves befriending Pokémon. He really enjoys when he can put the Pokémon in cute outfits Lillia: cooking mamma. He's bad at this game and he doesn't understand why usually he's really good at video games. He doesn't understand why mama is so picky he only did a few changes. He also doesn't understand when mama gets bad at him for just missing a few steps. She's even made when he thinks he followed the recipe. No he didn't follow the recipe at him for just missing a few steps. She's even made when he thinks he followed the recipe. before. He does really enjoy the game. He like a dog dad to these ai dogs. He likes dogs now Kalim: merge meadow. He finds the game very fun. He likes collecting, hatching and merging all these interesting creatures . Also the games fast pace matches his energy levels . He makes sure the creatures have really good care . He dotes and fawns over the creatures in the game 4 notes · View notes Note Imagine this Quiet s/o that doesn't say much just suddenly start rage quitting for any 4 characters . i am a rage quitter sometimes. but I don't destroy my computer or controllers, cause it costs too much to get back :') I will make many video game references, get ready. mod mikan Kaito Momota "god damnit just come home qiqi im begging you" you said in your mind but, what where you playing right now? you were playing the gacha hell of it all. genshin impact. the one that makes people lose life fortunes for fictional characters. kaito was out to do NASA training as you were playing genshin impact with tsumugi. "Ah don't worry! I got Mona on my first try and I didn't even want her!" also what tsumugi didn't know that it pissed you off, but you stayed slightly silent..! finally she left to watch that attack on titan season 4 debut, of course she was...also she wished you luck to bring qiqi home! When she left you went all over again, getting a sword and a sword then you got a golden one. but sadly...lmao get this. it was a qiqi! just kidding! it was a sword. " DAMNIT" as you turned around to see a kaito, possibly wondering what the hell is going on. then you pointed at the screen. ... "so I quess we both have gambling addictions huh?" "yep." don't worry, after all the cuddling and whatever lovers do. hahah you finally got her. FINALLY I CAN NEZUKO RUN! Fuyuhiko Kuzuruyu He wasn't into that gaming shit, he had "better things to do". but you didn't so...! time to guess the game with your host~ mod mikan!! alright here we go. it's a nintendo switch game, has mini games, and is about Mario and other characters from the Mario party in your room, online with some random strangers. of course peko checked on you many times. you asked her to join you but she nicely declined and says it's orders from her master to check on his lover. you know, just in case.* (In case that some big rival gang is just going to grab you and take you away while peko and the other guards aren't looking.) but moving on, the person who was playing toad made your team fail, On purpose. (you can guess who it is.) and he was victorious in every single one. It's a game where we have to win or lose...so we might as well do it. why? well let's say he randomly calls you in a middle of a match and makes you fail. again. and again. damnit kokichi. then you just rage quit and fell down on your bed done with kokichi. which leads up to peko and fuyuhiko running up to your shared room to see your head in a pillow screaming. "FUCKING KOKICHI RUINED IT" fuyuhiko what the hell did you do to your guiet s/o??? but luckily you weren't kidnapped like they thought you where as you were yelling. but you were yelling at a tv screen for a ruined game rigged by kokichi and his members from D.I.C.E. oops forgot to say that..! Komaru Naegi Ah, poor her. you guys where speed running it. gosh komaru left for a second to get food "FUCK" yeah you actually got on your last life since god damn marx took it all. and now, you guys have to delete your data and start all.over.again. but komaru was actually shocked, like normally. I mean she never thought a cute guiet flower like you could ever curse or even yell. and now it's going to hear that incident for a long time. Miu Iruma With her gorgeous, amazing, beautiful brain she knew you had a voice of a speaker! oh god. when you first played guess this... cuphead phase, don't ask) god damn you hated when you died as miu was honestly fighting for your well-being attention for her new invention. then when you died...in and you were literally so close on killing it. "GOD DAMNIT" as you turn around to see a miu. ... miu. MIU "T-that was p-pretty hot y'know, throwing your gaming control like that" mod mikan was intensely screaming in the inside for writing this. ... MIU You are going to hear this incident for the rest of your life. and she didn't know you can tell that loudly. Translation: (that was hot) oh god, that's miu for us. (I love her so much.) 115 notes · View notes dummymcsnortee · 5 months ago Text Huggy Game Over Screen (Cuphead Fan-made/ Poppy Playtime Fan-made Cuphead DLC) Cuphead is owned by Studio MDHR Poppy Playtime is owned by Mob Games and Zamnimation #fanart#huggy wuggy#poppy playtime#cuphead 5 notes · View notes harpianews · 6 months ago Text Celeste to Cuphead, 6 platformer games to challenge your reflexes Back in the day, only RCA-enabled consoles had the benefit of running great platformers. "Over 9000" pixelated games would come packaged in dust-ridden, plastic cartridges that had to be blown into before you could get a display on-screen. The genre took a dip in the mid-2000s, as many publishers moved on to create 3D open-world shooters. However, the indie segment has managed to keep that spark... View On WordPress 2 notes · View notes Text Max Fleisher Max Fleisher was an American animator, invention of the Rotoscope. A Rotoscope was a device that allowed animator to use a technique called Rotoscoping before computers came along and made it easier. Rotoscoping is where the animators trace over motion picture footage. A few other things that he was responsible for was the "Bouncing Ball2 song films and the "Stereopitcal Process". Fleisher brought comic characters like Koko the Clown, Betty Boop, Popeye and Superman to the movie screen adaptation of a comic book strip in cinema history. It was so successful Popeye had become more popular than Mickey Mouse. Eadweard Muybridge Eadweard Muybridge was an English photographer and important because of his early pioneering work in photographic studies of motion and early work in motion-picture projection. Eadweard moved from Kingston upon Thames to America as a bookseller at the age of 20. He suffered from serious head injuries due to a stagecoach crash and returned to Europe. Muybridge was famous due to his early creation of "The Horse in Motion". This was the first ever film to be created and was a short few frames of a race horse running. Muybridge was tasked with capturing this image of a moving horse during times when exposure times were really long. Cuphead Cuphead is a video game published in 2017 designed to look like cartoons from the golden age of cartoons when they were prominently produced by Walt Disney Animation Studios and Fleischer Studios around the 1930s, Popeye is a great example of how Cuphead is similar. You may notice the weird 3D effect that is in this cartoon. This is there because of the Stereotypical Process, that Max Fleischer himself invented, that combines 2D animated characters with 3D dioramas. I think Cuphead does a really good job of re-creating this effect as it makes for an interesting world to play in. Another thing that really influenced Cupheads art style would be the colour palette that takes its colours from the Technicolour palette that most cartoons had in the 1930s. Cuphead was also influenced by Betty Boop because Dave Fleischer because he believed that characters should be constantly moving, usually to the music because he thought it increased the humour and interest of the cartoon. An example of it in Cuphead would be during this fight where all the background characters are moving in some way. 4 notes · View notes itsrajithegame · a year ago Photo We recently received some amazing fan-art from a budding artist called Abirami Rajeswari, she's four years old and a massive fan of Raji. We recently contacted her parents asking permission to share such delights with all on social media, which was met with a resounding "yes" from her very proud father. We also asked for a couple of titles from the artist herself: 1 picture: "Raji and Golu at the carnival: Just before the kidnap". The lines around them represent the vibrations of the demons coming to get them. 2 picture: "Rakshas (Demon) defeats Raji". When Raji is defeated there is an "Ooooo" sound which makes the screen go dark (and hence the Moon and the star there to denote darkness). As Raji is defeated she is thinking about Golu (the thought bubbles over her head) and how to save him again A few words from Abirami's father: Some fan-art for you. I play Raji on my switch and my daughter *loves* the game. She is 4 years old btw. In fact, her TV time is her watching a run-through of the game on YouTube. She has played the game on YouTube half a dozen times. Yesterday she started drawing some fan-art of the game This is the Asuras and at the bottom, there is Raji walking the tightrope and Golu captured in the cage. You have some very young fans! Thank you for making the game! I think half the appeal is having a fearless female lead. She is very inspired by it. I also play Cuphead with her, but she doesn't find it attractive (even if it has nice colorful characters) because all the female characters are evil and the main player is also a "boy". #rajithegame#Indiaga · 11 months ago Text anyone notice how the camera shaking in the fnf indie cross demo matches the charting? yeah i thought that was a very cool detail fuckin hype for the full mod. more shit i like about what we've seen so far below just the menu looks swag as hell whoever composed last reel, i love the way you do bf's voice the way sans' song isn't just megalovania! the game over screens! they actually made cuphead's game over screen show how far you got in the song! the mechanics! the ink arrows for last reel look goddamn PUNISHING, and sans' blue/orange attacks are a creative look on "do hit/don't hit" arrows! makes me wonder what cuphead's special arrow(s) will be like... all three songs go HARD. btw if all this is getting you excited and wanting to play the demo, it's not actually out to play for everyone- only streamers and such have gotten it #friday night funkin#fnf findie cross#fnf mod 3 notes · View notes blossomingsweetristoo · a year ago Text I'm not gonna lie; my little sister and I were going over the tutorial in Cuphead and she broke the game!! Like- her character couldn't move aside from jumping and my character kept drifting off the screen but could move- It was like- WHAT THE HECK?! #gaming with little sisters 3 notes · View notes

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