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## TeleBlast Portable

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### About This Game

TELEBLAST is a fast-paced, local multiplayer, combat game set in a time of explosive teleportation. Up to 4 players can take to the arena to try to outplay and outblast the 5d3b920ae0

Title: TeleBlast

Genre: Action, Casual, Indie, Early Access

Developer:

Tim Veletta

Publisher:

Tim Veletta

Release Date: 26 Oct, 2018

English

telemaster guitar. teleblast steam. teleblast steam. teleblast game. fender telecaster. telemaster guitar. teleblast game. fender telecaster

This is a great little casual couch game that we had running at a party and keep kids entertained. Even played a few rounds and really enjoyed the very different mechanic. As long as this game keeps adding new maps and modes it will go a long way.. This is a great little casual couch game that we had running at a party and keep kids entertained. Even played a few rounds and really enjoyed the very different mechanic. As long as this game keeps adding new maps and modes it will go a long way.

TeleBlast will be at PAX Australia : I am beyond excited to announce that TeleBlast has been invited to showcase as part of the indie booth at PAX Australia from October 26th-29th in Melbourne. For a game that started out development at Global Game Jam and became something I just wanted to finish to have at least 1 completed project; I would have never imagined that it would end up being showcased at an event as big as PAX. From now until the event, I am looking to get the game as release ready as possible including an entirely new look and feel along with brand new game modes, variants and maps to play on. If you would like to follow the progress of the game check out the game on Twitter , Instagram [instagram.com] and Facebook

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[facebook.com] . And if you would like to support the ongoing development of TeleBlast please follow and wishlist the game here on Steam and purchase the game on to play it now for 50% off the release price and we will send you a Steam key when it is done.. TeleBlast v0.15 Release Notes : You can view this post with images/videos on my development blog at This update marks the first major update during Early Access and has been designed to make the game look and feel better to play. Ive included a lot of feedback from the playtest events that we have been a part of and rewritten a lot of the logic behind the game.. The Early Access release that should have been! : As of right now it has been over 6 months since the last and only TeleBlast update and it is with great excitement that I announce that a new update is coming tomorrow, the 17th of May. Firstly, I must apologise to the people that put their trust in me and bought the game in Early Access; I feel like I have let each one of you down by taking this long and I hope that I can restore your trust not only with this release but also the releases going forward. What I am releasing is not going to be a perfect game, nothing close to it but it is going to be a step in the right direction and I have a plan going forward that aims for an eventual 1.0 release later this year. While I wont go into all the details of why it took me this long, I think it is important to recognise one of the reasons given it is a prominent topic around the game industry at the moment and that is crunch. I am forever grateful for the opportunity to showcase TeleBlast to the many people that came and played it at PAX Australia last year, however the pressure I put on myself and the people around me to be there was immense. Game development is not my full time job so most of the work I do on TeleBlast is either on my commute or takes away from the time I spend with my friends and family. In the lead up to the event, I was at a point where I was working 80-100 hours a week which is something that is completely unsustainable for anyone. At the time I didnt think about what I was doing; I only focused the goal of producing something polished and exciting for players. Following PAX, I didnt want anything to do with TeleBlast, I didnt want to work on it, I couldnt even look at it; I was completely burnt out. It remained this way for at least the next 4 months. When I finally came back to working on TeleBlast I was in a position where, because of the crunch, I had used a lot of shortcuts in developing features which had caused a number of bugs. I knew that if I was to enjoy developing TeleBlast again, I had to do things right which meant a lot of refactoring. I had originally planned on releasing the refactored version of TeleBlast to Steam however it would have been disappointing to wait 5 months for a release, only to get nothing new so I decided to hold it back an additional month and add features to get people excited about the game again. What is going out tomorrow is what the game should have been in an initial Early Access release; I was probably a bit premature in releasing TeleBlast when I did but I wanted to capture the hype from people playing the game at PAX to being able to buy it as soon as they got home. This time around, I am in a much better place with regards to adding more features to the game, fixing bugs as well as just mentally and physically. I cant wait to share with you all what it is in store. I look forward to your feedback and I cant wait to hear all about the experience of sharing TeleBlast with your friends. I am in the process of putting together some release notes of what is different in TeleBlast so stay tuned for those but until next time, take care of yourselves and have fun! Also, please join the TeleBlast community on Discord [discord.gg] , Id be more than happy to talk about the game or anything else on your mind!

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