The Little Ball That Could Download Low Mb

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About This Game

There is no exception to the rule - only balls with a heart can enter the Haven, and others, well... others have to move on. It was your turn to get your heart and be allowed in when the stamping machine stopped. Your only choice to join your kind is to prove your worth by finding enough hearts to refill and restart the machine. On your path, there are deadly falls to avoid, dangerous traps to evade, mind-bending puzzles to solve, and maze-like levels to traverse. But all is not grim, for there are shiny gems to collect, hidden puzzle pieces to find, and trapped friends to help. Perhaps there is another way to prove your courage?

The Little Ball That Could is a marble platformer with exploration and speed-run elements, inspired by Marble Madness, Manic Marble, Super Monkey Ball and Marble Blast. However, unlike its predecessors, TLBTC is not only about going as fast as you can - instead, you'll need to use your wits if you want to make it through its many non-linear levels and deadly traps.

FEATURES

- Roll through 120 large, non-linear levels spread across 5 beautiful low-poly worlds.

- Test your speed, precision and curiosity in over 9 hours of increasingly challenging gameplay.

- Take part in a minimalist story and unlock an alternative ending by saving trapped friends.

- Unlock beautiful ball skins using puzzle pieces, and try out fun powers that will let you play the game in radically different ways.

- Use the checkpoints and level skips to progress through the game without frustration.

- Experience the best platforming action with our tight, physics-based controls - you'll have a blast whether you prefer to play using the keyboard or a controller.

WORKS GREAT ON STEAM

- Complete fun achievements

- Compete on the leaderboards for the best level times

- Enjoy the game in Big Picture mode

- Save your game on the Steam Cloud

- Play it on Windows, Mac or Linux

Title: The Little Ball That Could
Genre: Action, Adventure, Indie
Developer:
NaissusWorks
Publisher:
NaissusWorks
Release Date: 12 Sep, 2017

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Minimum:

OS: Windows 7 SP1 (32-bit/64-bit)

Processor: Intel Core2Duo E4500 2.2GHz (or equivalent dual-core processor)

Memory: 2 GB RAM

Graphics: AMD Radeon HD 6450 (or equivalent card with 1GB of memory)

DirectX: Version 9.0c

Storage: 1200 MB available space

Sound Card: Any

English,French,Italian,German

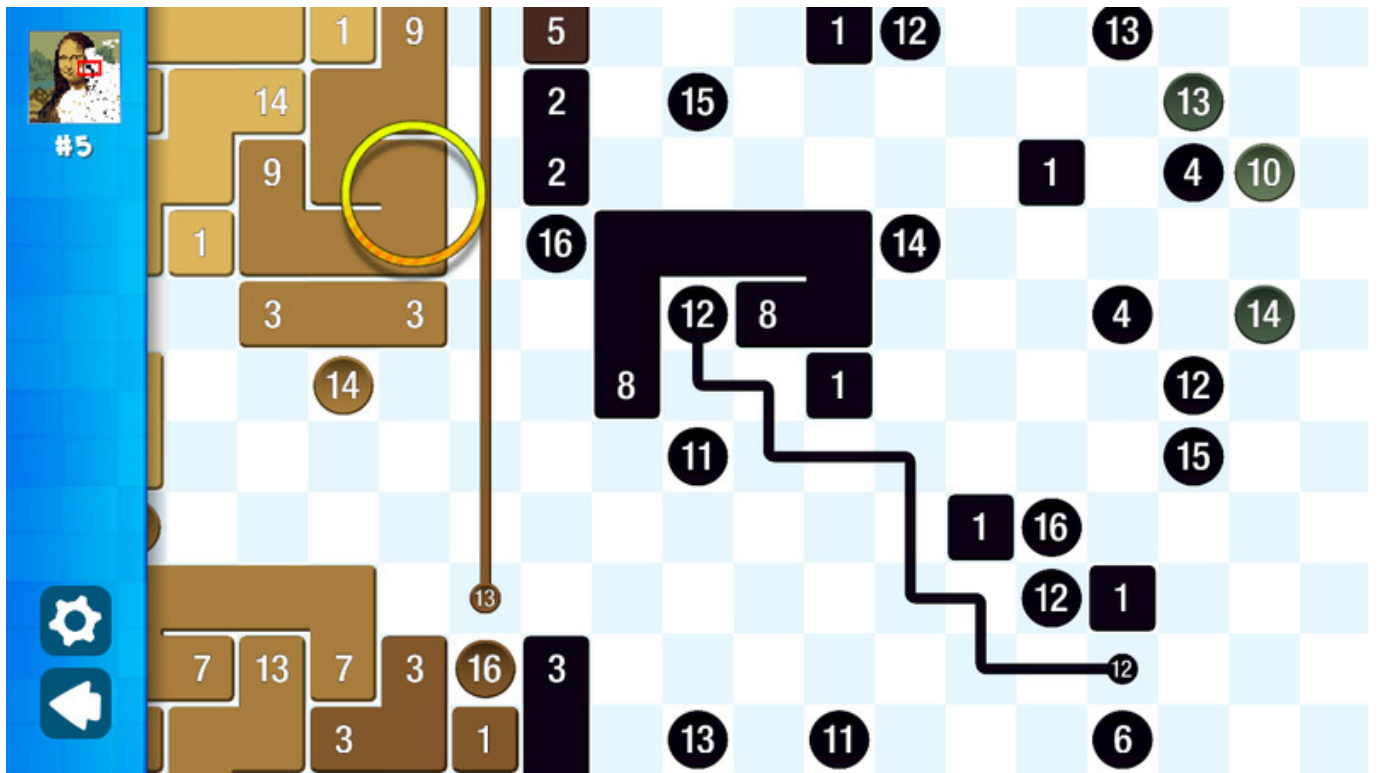Who will introduce themselves?

Alice Lorange

Alt.Lorange

Alex

Denis

Taralise

Chiko

Nuri

(Everyone introduced themselves)

Dialogs Log   Skip   Auto   Save   Q.Save   Q.Load   Pref.

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Go Home Dinosaurs is an action/tower defense game with puzzle and card game elements. You unlock various towers as you progress through the levels in the form of cards, and before every new level, must choose a set of cards from your collection for use within the level.
Each card (tower) requires resources, which are coconuts and they spawn at random times throughout the level, meaning that you are constantly watching for the next coconut tree in order to gather resources so you can place your towers.
The "action" element comes from not only having to click coconuts, but clearing boulders and knocking down snowmen on some levels to make room for towers, and all while trying to get your squirrel into position to do damage when it's not collecting resources/clearing terrain as your main character also functions as a mobile tower.

It's not a traditional tower defense game, it requires much more hands on and faster reactions than most. There's no planning in advance, the dinosaurs travel along predetermined paths, so there's also a puzzle element regarding which tower cards to choose to be most effective on any particular level. It's well presented cartoon graphic style and sound effects are enjoyable.
The only negative I have is that even though I love tower defense games, this was a little too much action and not enough strategy. If you like TD games, I advise watching some gameplay videos on youtube before you make a purchase as it might not be what you are expecting.. Quite fun. If you want a challenge there are two decent modes, but if you want the fun without the frustration you can still get every achievement in Relaxed Mode.. This game is a prime example that looks can be deceiving. The art, music and enemy design are absolutely gorgeous but the gameplay itself is an infuriatingly buggy, laggy and generally non-functional. The hit boxes are way off and the general feel of the gameplay is super loose and unresponsive. The English is full of mistakes and feels awkward. The instructions displayed at the start of the game have ridiculously low-res text and pictures which are borderline unreadable.

It doesn't matter whether you're a fan of beat'em ups or Eastern art styles, this can of worms is definitely not worth the asking price.. Easily the best game i've ever played 11/10 don't @me. I've left my original (and positive) review below, but I'm now changing it to negative because first it stopped displaying correctly (Mint 17.2) and now doesn't launch at all (Mint 17.3) and the developers haven't been in the forums in forever, so I can't get any support.

An excellent and quirky pathfinding puzzler. Bright, challenging, and non-linear. Only flaw is that it has no achievements.. So in spite of myself, I ended up buying this game, as I was craving third-person action in VR. Despite the... exotic choices made by the developers regarding character models (less delicate version: half-naked anime-esque female protagonist), I actually was quite impressed.

It's a VERY mindless hack-and-slash (single button for attack, no real 'combos' to speak of, enemies are dumber than even ___ Warriors grunts), BUT... technically speaking, the game is stupendous. The video uploaded to this channel, I think, is for the 2D version. It doesn't quite communicate how the game looks in VR. Your VR perspective is of the "virtual tabletop" variety, and you basically watch a fully-3D scene of your character running around (with some experimentation, despite it being a static/seated experience, I found that I could actually reposition the "reference orientation" of my Vive, and then move around the play space to make it more like an isometric top-down game).

It's unfortunate that the game itself is so technically simple in terms of gameplay mechanics, because everything else is on-point. Graphically, the simple cartoon-y artwork kept the game happily humming at full framerate while still looking great, and the presentation was awesome.

Hopefully more (Vive) developers eventually get off the obsession with making EVERYTHING motion-controlled and make games like this (although I'm not holding my breath, this game was released back in 2017). It also doesn't help, after doing some research, that this is a GEAR VR GAME! Seriously, developers, why is no one developing made-for-PC third-person games? The format works! Ditch the Bagel Blasters and make loads of money off Devil May Cry VR and stuff like that!. Another beautiful VN wrote by Ebi-Hime. This one, also quite short (~1.2 hours)

It deals with some heavy themes, and it's worth the price.. pretty fun game to play for some minutes. Night Trap has never been

better. Nice.. Was cool.wish i could play the game in vr

The UI, controls, menus and tutorials are a joke. This game is simply broken. 0\/10 - don't even consider touching it!. not the best game BUT .... really fun too play. So much fun playing with friends, like most of you I came from youtubers blowing things up and building cool things. I love how well disigned and how frequently the developer(s) updates the game.. does not work. Sometimes I wish there was a third "neutral" review option...

This seems to have been quite a nice game some years ago. Now the graphics are just too simple to keep me playing. Resolution is limited to 1680*1060.

As an owner of a HTC Vive I also rate VR compatibility where applicable. I use vorpX to play non-VR games on the Vive. Conflict: Denied Ops is not on the list of fully supported games.

I liked the possibility to switch between the two agents during battle.. A bonus episode to help flesh out Natalia's story? Sure, why not! I picked this up with the rest of the game proper but played it after concluding the main story. Plot-wise, it does a good job at addressing some outlying plot threads that are hinted at in the end of the main plot line, as well as touching on some of Natalia's origins and her ties to the antagonist of the main storyline.
Like all episodes of Revelations 2, you are given control of two characters who can interact with the environment in different ways, and you have to juggle control over the two to progress through each level successfully. This time around, you've got Natalia as your primary character, rather than as a sidekick. The secondary character provided is a "Dark Natalia" of sorts, and while regular Natalia can interact with the environment physically and is vulnerable to enemies, Dark Natalia can proceed through a level ahead of her kinder self, and mark out enemies for a period of time. Using Dark Natalia as a scout, the rest of the game plays like a no-nonsense stealth-like spin off of Revelations 2's core gameplay mechanics. Regular Natalia is completely incapable of hurting enemies, and if one discovers her, you must start the area over from your last checkpoint. Between the two bonus episodes, I prefer this one's remix on gameplay more, as it realizes you can approach a Resident Evil level with stealth instead of the usual choice of "run" or "gun". The length is minimal, so maybe wait for a sale, but if you are looking for a different take on the base game experience, this is the episode to go with over the much more stressful The Struggle.