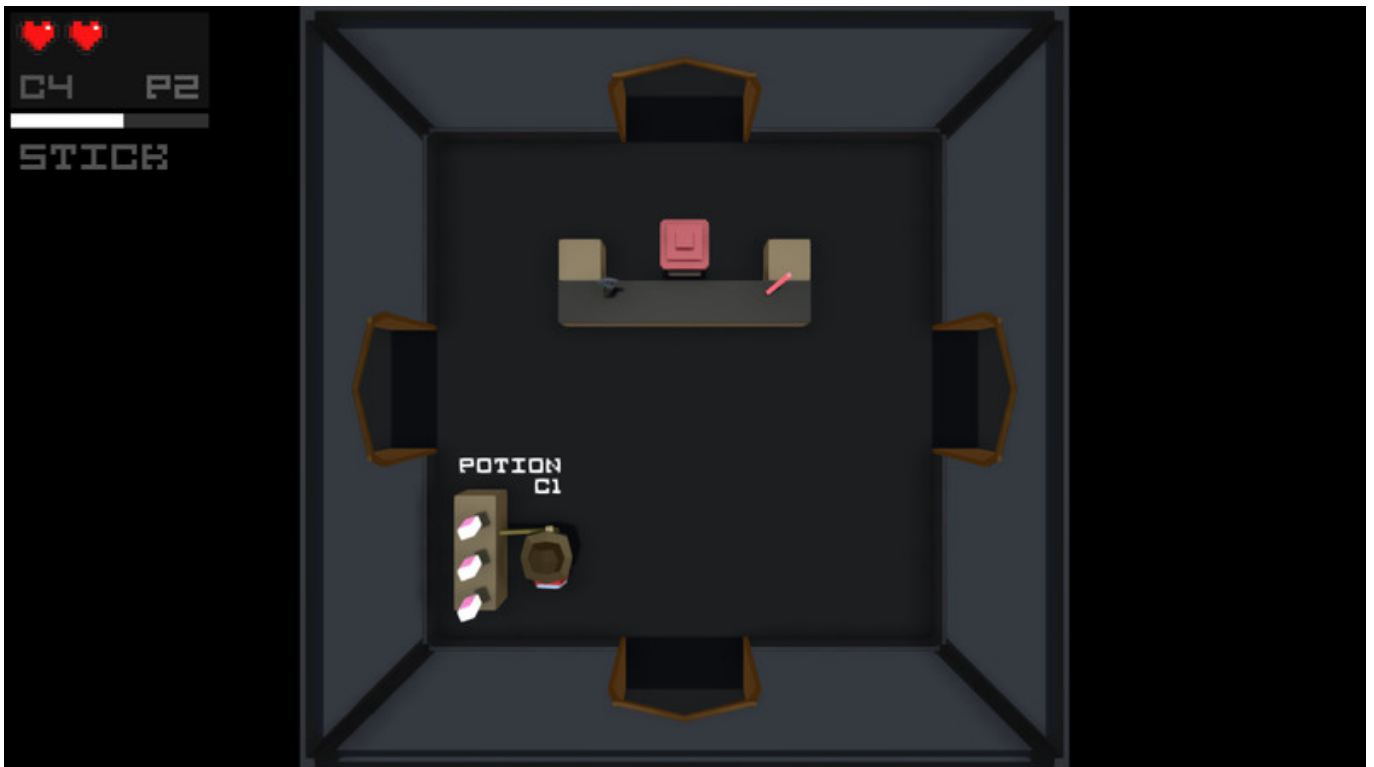

Marbledrome: Crazy Stunt Balls Ativador Download [PC]



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About This Game

Original game system, novel, fun and different from any game of racing balls.
Compete in the world ranking to get the best time on each track.

Unlock different balls with different characteristics.

Get skins to customize your crazy balls and become the most original of the track.

Characteristics:

- Awesome graphics and environments and fun.
- 18 levels that will make you spend hours of fun.
- Amazing visual effects.
- All this accompanied with the best music.

Are you ready to overcome all the clues and turn your crazy ball into the best in the world?

Title: Marbledrome: Crazy Stunt Balls

Genre: Indie, Racing

Developer:

PalveGames

Publisher:

PalveGames

Release Date: 13 Aug, 2018

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Minimum:

OS: Windows 7 SP1+

Processor: Intel Core2Quad Q6600 2,40 GHz

Memory: 4 GB RAM

Graphics: GeForce GT 720 (2048 MB Ram)

Network: Broadband Internet connection

Storage: 245 MB available space

English







An odd game. You basically look around the bathroom for stuff and try to interact with everything before pooping.

Graphics are occasionally fuzzy, and occasionally violent.

It looks like they'll be adding far more endings soon. This game is definitely different.

Some of the hat options can't be selected, and others are question marks. I don't know if those are still being developed or if I didn't unlock them.

I kinda liked the game, and I'm glad I tried something new and odd, but didn't expect it to be quite so creepy.

I didn't see any philosophy, or any of the poop man's thoughts, and if my actions influenced whether he was happy or not, I couldn't tell. Maybe that's coming later?

I also tried to clean the bathroom twice and didn't get the achievement. Maybe I missed something.

It also showed up as having an invalid digital signature, but Norton said it was low risk.. The premise is excellent and unique, but is very poorly executed.

Gameplay is shallow and repetitive. The game's marketing cites a level of depth and challenge that is absent. Enemies have simple patterns that are easily exploited. I killed half the bosses while they were offscreen. Player customization is nice but isn't anything new or unique. Platforming is made completely trivial by the ability to place platforms anywhere.

Visually the game is unclear, muddy, and unattractive. Characters are stiltedly animated. Enemies, pickups, background objects, and projectiles all look similar and the only way to differentiate them is by what color they are on the minimap.

The game's music is decent, with a nice main menu theme. The sound effects are inoffensive.

The whole time there is this feeling that "it gets better later". Maybe it does. But it starts terribly and doesn't get any better after 4 hours.. Visually beautiful game. It is quite short. The story feels hacked together without that much thinking (e.g. I thought right until the end that the mysterious new Verve substance was ... a substance, not a living creature - not that it matters). I also didn't understand the need for the last puzzle involving another human - a small boy. It was completely unnecessarily cruel and I didn't see what the game, the story or even the game designers got out of putting that into the game - it's like a silly idea during brainstorming that should have been thrown out for a much better puzzle.

Overall I'd recommend it - it's a simple and enjoyable (and often hard enough) platformer with some puzzles. With graphics like these I expected more out of the other elements of the game I suppose.. A surprisingly fun, simple game to play when you only have a few minutes and you aren't interested in getting involved in a major story again.. Simple fun from the 90s. I'm a trivia buff, so this was right up my ally. Not to mention, the stupid humor (I use stupid in a positive way here) is quite refreshing and enjoyable.

Impressive improvement compared to the first ver.

And an upvote for the best antagonist I've ever seen.. I've played this game as a demo at PAX east and went on to purchase it, let me say for anyone who is a Mechwarrior fan this is a breathe of fresh air! The part that sold me besides its gameplay mechanics that are similar to the name above is the fact that it is not Free to Play. The Mechs are highly customizable with decals and weapons. I believe this is still an Alpha or Beta, so it's a bit clunky and not pretty to look at but im sure when its finished it will have sorted that all out. I highly suggest giving this game a chance to anyone who loves the battle mech simulator genre!. abandoned by devs, incomplete, buggy. Imagine River City Ransom with worse combat, controls, bosses, graphics, and music. This wouldn't have even been good in 1985. I got it as part of GAMEPUMP or whatever and it wasn't even worth the time to install it and play it, much less ten ♥♥♥♥♥in' dollars.. Fun game for toddlers and pre schoolers. Super short for those kids with short attention spans. Pretty graphics. 10V10.. Metamorphic is a solid but short first person physics puzzle game. I bought it as I've seen some Let's Play and had a good few hours playing it. The levels are challenging and interesting designed but some are a bit confusing with no hints at all where to go. There is no underlying story as far as I understood. I'd recommend the game, especially when it's on sale. I bought the game at full price and I don't regret it. :). For me, it is a fair game, but I would not recommend it to anyone else. It is a deeply strange game. I like that.

You play a god or alien overlord of a new planet. Your goal is to protect and nurture humans along their journey. It is card driven. You draw four cards each round and have to play one. The cards have one time or continuous impact on the planet.

There are not many games like it, and I like that. Probably the closest comparable games are Reign or Fate of the World. Like Reign, your first playthroughs you really don't know what the threats are and you will fail.

Why don't I recommend it?

First, it is clearly early access. Graphics are bad, UI is not very logical and there is not enough in-game information for a new player. It will probably get better.

Second, more disturbingly, I feel like I am playing a cult initiation tool. There are a ton of strange design choices that speak to the developers' philosophy and if I scrutinize them too closely they give me the creeps. I think for most people that would be a turn-off, but I actually find it kind of cool. The game evoked a response from me that most games don't.

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