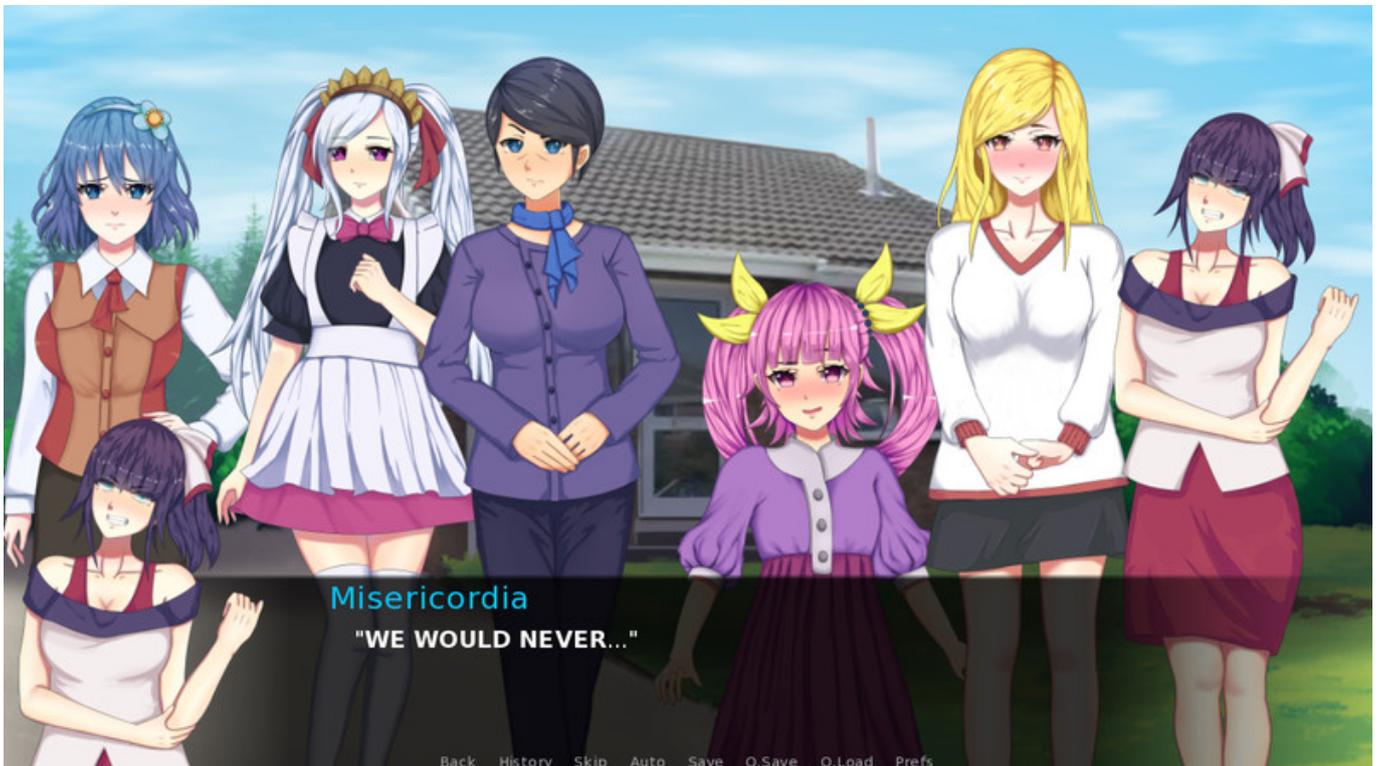

Smart Cube Torrent Download [full Version]



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About This Game



SMART CUBE
BULLSHIT ESCAPE

Smart Cube is a first-person puzzle game where you have to escape from a scientific experiment. Get ready to have your intellect tested! The game comes with a lot of obstacles. Gameplay consists of placing or destroy cubes, adding jump pads, or using other devices in order to reach the exit, but this is not very easy to achieve, because the path is blocked by obstacles. The levels contain special tools that help player to plan his escape.

GAME FEATURES

-
- 50 levels
 - 7 colors
 - Build and destroy cubes
 - Add or remove jump pads
 - Steam Achievements
 - Steam Cloud Save

Title: Smart Cube
Genre: Adventure, Casual, Indie, Strategy
Developer:
Georgian Opariuc
Publisher:
Georgian Opariuc
Release Date: 31 Jul, 2018

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Minimum:

OS: Windows 7 / 8.1 / 10

Processor: Intel Core i5

Memory: 4 GB RAM

Graphics: GTX 950 / GTX 960M - 2GB (60 FPS on 1920x1080 resolution)

DirectX: Version 11

Storage: 3 GB available space

English,Romanian,German,Russian,Simplified Chinese,Traditional Chinese,Italian,Polish,French

ARMA 3 PUBLISHER
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Published items

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Item Metadata

Mod content

Ⓛ Addons
Ⓛ Docs
Ⓛ readme.txt
Ⓛ mod.cpp

Author: Tom_48_87 Ⓜ

Size: 0.7 MB 📄 📁 📁

Name: Mod Presentation

Published: 15/04/2016 12:55:41

Visibility: Public ▾

Last update: 29/04/2016 12:26:07

Description

Description:
This is a demonstration of how to well present your mod on the game and on the Workshop

Documentation: https://community.bistudio.com/wiki/Mod_Presentation

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Change Notes

Added: Readme
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Tags

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- KerDLC
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- Plane
- Sever
- Sound
- Structure

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I'm stuck at Sparkway To Heaven, any advice?. Used to play it long long time ago, oh the memories. This game is easy to understand but really really hard to master, it takes time but it gets funnier and funnier when you learn cool stuff. While the subject matter is near and dear to my heart, the execution lacks depth and interaction. You have statistics that have apparently zero bearing on the story, your popularity and efforts are tracked, but at no point do you have any control over your habits, your personality, or even your technique. More often than not the game commits the cardinal sin of utterly ignoring your choices, forcing you into one of those you did NOT choose, regardless of which box you tick.

Give this one a pass.. Great game. It's like forza horizon in a way. The car sounds are great. The graphics are decent, would like better but 9/10 game.

Bad

Graphics

No money, to buy cars and upgrades

No radio for what I see

Good

Controller support

Keyboard controls

Cars

Customization

Still from the cons, it's a good game for a cheap 39p game. time to start breeding 4 leaf clovers cause thats all you need to win

not bad 6.5/10. It is an alright game. could deffinetly be more exciting. Like if things broke on the game actually show them broken. maybe have a stove fire. a bed bug infestaion. instead of just somethings broken, and theres a red light over it. I would also like to be able to interact with characters around town, and in the houses I own. They could tell me what they need. like if rent is to high, or if it is a steal. The ability to add on things to the building to bring up rent. like a new room, a pool, a backyard. Pets. If someone wants a pet they have to pay a fee. Also my landlord is so boring. Not stlish at all. I want them to wear a fancy dress. lol! I hope you make this game better because it is really bare bones to me. My roommate told me I should get into game design. He himself has worked on video games. Thank you!. It's a fun game. Didn't get motion sickness. There are a few bugs, most fixed by going back to the main menu and then continuing your save file. 3 save slots for if you have friends who want to play without messing your game up.

Some things you just have to figure out yourself, but none of them are difficult to do so. Dying doesn't set you back too far, you only lose your suit's inventory and upgrades.

Well worth the price for the amount of enjoyment. I do wish it allowed 6DOF. Your body is set at one orientation.. They just keep making newer versions and don't even bother patching their old buggy software.

Despite having a high-end pc, it runs good but ends up crashing on me ALL THE TIME, especially when I'm working on a big project.

FRUSTRATING TO SAY THE LEAST!. this game has bad meta reviews, but it's really not that bad. It's a fun little indie-game that brings back memories of early to mid 90's side-scrolling shoot-em-ups

. It's rare that I get to condemn an rpgmaker title for being uninteresting instead of bad, but this one fits the bill.

Remnants of Isolation is a linear dungeon-crawl with a narrative about loneliness and, of course, isolation. The central conflict is over whether or not people can find meaning in each other and deal with these problems and, less importantly, whether folks can escape a giant magical dungeon full of well-rendered megabosses.

The art in RoI is really quite good, provided you limit your definition of "art" to strictly the character portraits and the monsters you encounter in battle. The tileset seems to be largely stock, and looks about as interesting as a slug on pavement.

Music is overall better, with what seems to be a custom soundtrack and decent stock effects. However, the Chrono Trigger victory noise is the soundbite that ends every battle, and I have no idea how that snuck into the finished copy. I'm realtively confident that it still belongs to Squeenix, although maybe it has somehow been opened up for indie developers to use.

Combat is nearly engaging. Your party consists of two characters, each of which has spells and also abilities that amp spells used on the same turn. So, you'll have one character attack with an ability that makes the other character's spell hit all monsters, and then you'll cast fire for AoE damage. Battles still feel grindy, but there's at least a little more substance than mashing your strongest abilities to win.

In summary, this isn't an abominous travesty like Data Hacker is. It's not a sleeper hit like City of Chains or an actual quality title either. It's just okay. Not bad for a first effort on steam, but not particularly worth your time either, even if it is priced accordingly for the content it delivers.. I'm not a fan of the common horror game with it's cheap scares and what-not. Darkwood is not a cheap horror game, it is in fact quite literally the best horror game I've ever played (we should note that I don't play a lot of horror games).

This game is eerie from the get-go with its Lovecraftian-esque art-style and general apocalyptic vibes. You spend your first day getting to grips with the controls and figuring out what you have to do. Once you learn that it's time to start boarding up, you use your fairly long day to fortify your once barren shack. Well done!

When night falls, you'll soon find yourself at the centre of what Darkwood absolutely excels at, creating real, raw fear despite the lack of any real threat in the early game. The soundtrack becomes surreal and harrowing ambience, the muffled sounds of something wandering outside and the occasional door opening. Pure tension and fear, but absolutely no jumpscars. The sound and art design in Darkwood does such a good job at complimenting and conveying the pure terror it sets out to achieve. On top of all that, you have a simple but satisfying combat system to eventually fend off the horrors of both day and night and an absolutely terrific story.

This game left an impact on me and has once again shown me that indie games can be better than their bigger counterparts. I cannot recommend it enough.. FIRST OF ALL, game aside, I just want to say the developer is the coolest!

I had a problem running the game with my Nvidia 930MX, and he helped me personally to identify the problem.

Now for the game - it's really fun! I've fell in love with it. Play with a friend for maximum Awesomeness.

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