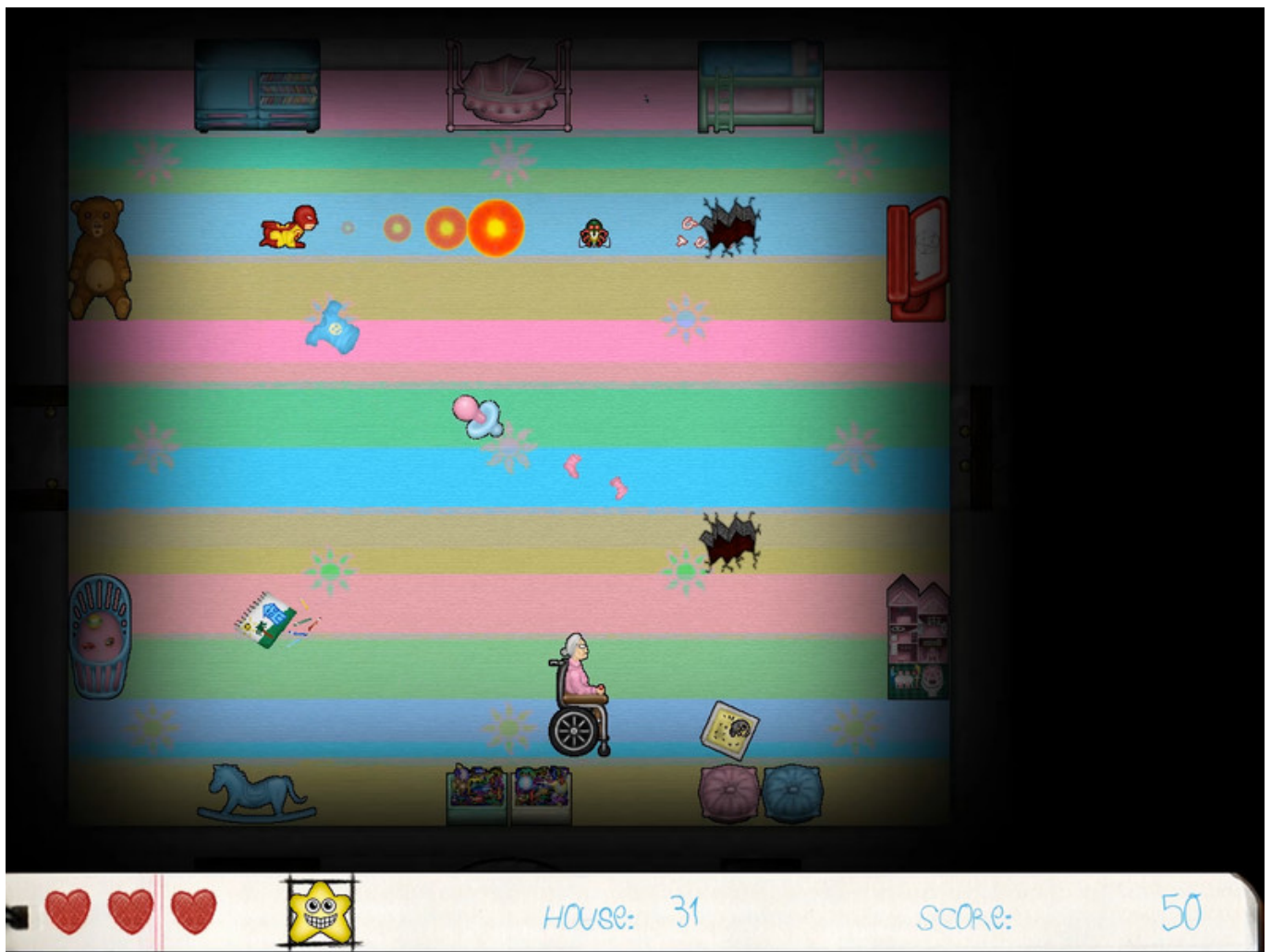

You Have 10 Seconds 3 Torrent Download [key Serial Number]



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About This Game

You Have 10 Seconds 3 is a fast paced arcade style platformer where you have 10 seconds to complete each level. Dodge spikes, lasers and solve puzzles to make it to the exit before time runs out!

With various improvements over the first two, **You Have 10 Seconds 3** has hundreds of new levels to experience and new gameplay mechanics such as motion sensors, timed gateways, screen inversion and more to make getting to that goal in under 10 seconds as difficult as possible.

Features

- Over 300 New Levels.

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- Over 30 Brand New Worlds.
 - 7 Hub Worlds
 - Over 65 original songs in the soundtrack, including an unlockable 8-bit version.
 - Improved gameplay feel and player squishy-ness.
 - Rewards are given for skilled gameplay, with unlockables for completing worlds without dying.
 - Lots of secrets and hidden content
 - 60fps.
 - In-game achievements and Steam Achievements
 - Player colour customisation and timer customisation.

Title: You Have 10 Seconds 3

Genre: Indie

Developer:

tamationgames

Publisher:

tamationgames

Release Date: 23 Nov, 2018

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Minimum:

OS: Windows XP, Windows 7, Windows 8, Windows 10

Processor: 1.5 Ghz

Memory: 2 MB RAM

Graphics: 128MB

Storage: 1 GB available space

English







Personal Rating: Not my preferred genre, bought on discount.

Classic Rating: \u2605\u2605\u2605\u2606\u2606

A game which resembles the famous "Angry Birds", with a nice setting - spaaaaaaace! - and characters - badgers.

I've almost reached the end and i've collected all the "Energy Cores" so far (Stage 4 - Level 80 or something), so the game is not too difficult even if some levels require a millimetric precision to complete them.

There's not much else to say about Gravity Badgers, can be fun and undemanding but don't expect too much from it.. Is a really nice game, I love the saga of dmc (except dmc devil may cry) and this is no less

Although there is a new player who might upset a bit, should not be underestimated

Amazing boss and fantastic new moves, such as news, you can choose the characters

I recommend it openly. Buy only if you want to lose money, the music track sucks balls aswell.

Is there a way to remove it?. The game shows a lot of promise... unfortunately it is not running very well. Actually it is not running at all..

On ubuntu 14.04 LTS with latest nvidia drivers it is unplayable. The screen locks up the moment I move my mouse (only menu works). I can alt-tab out and it is responding for a brief second, then locks up again. I tried different drivers, I always have all latest updates installed.

I was told by the developer to try the game on a different pc with ubuntu installed but having in mind that this is the only game out of many that I played I think the idea is a bit ridiculous. Ubuntu 14.04 is a distro that is somewhat in the first league as far as it comes to Linux and from what I can see this game has a very lousy support for Linux os.

Be warned if you are a Linux user - potentially you are about to buy a product that you will not be able to use at all.. I'll start off by saying that I (kind of) liked this game and it was (somewhat) fun but there simply isn't enough replay value to justify the price. If it was half as expensive it'd be a good deal.

If they were to expand on the gunplay and enable some multiplayer or even just add more wave type shooting, I would happily recommend this. However, it's currently a glorified demo. You're literally paying \$3.00 to play an advertisement.

For now, if you have the extra money and want to try it out.. I guess do it? Just understand you'll get all the gameplay you want out of it the first go around.

- 6/10 - Would not pay for an advertisement "demo" game again.. Overall: fairly simple, plenty of fun choices and cool moments when your tactical use of skills pays off.

In Dark Quest 2 you take a party of heroes through a series of dungeons, each made up of a series of rooms, and slaughter lots of nasty monsters in turn-based combat. There are a nice variety of encounters, twice as many heroes available as you can generally take into a dungeon so you can choose your party composition, and a bunch of items and potions to customise your heroes for different strategies. Each hero also has a selection of useful skills learned using a shared resource for additional choice. Shoutout to my Barbarian who failed his 80% courage test every single time. There were a few minor annoyances\bugs, but nothing serious enough (on Normal difficulty anyway) to stop me recommending the game.. Fun game.

If you are in to twin stick shooters. Pick it up. Its a steal at .49.

casual gamers might not get it.

. First impressions: Its great to look at, but the hitboxes need to be refined because it a little hard due to it.

Full video review coming soon!. Very exciting and relaxing game,never hesitated to buy it at a low price!

A clever idea that lacks polish.

Cleverness: As other Battle Mages games it takes an interesting twist on the notion of a "hero unit" in the RTS genre. The hero is you, a mage who is astrally projecting around the battlefield. You command your units like a normal RTS, and your hero unit can cast spells, like a normal RTS. The main differences that make this game clever is that the levelling options for your hero are much more interesting than most hero units in the RTS genre. Four skills that each have a base effect, plus 16 levellable perks that are unlocked by the four base skills. Plus your spellbook which can grow over time.

Polish: Not much to say here except that the game doesn't have a lot of polish, even for a game released in 2005. The camera controls are cumbersome. The targeting is not very clear or precise. The user interface is not very intuitive. There is far too much "waiting for your troops to get to where you are" parts of the game. And the worst part are the bugs. Rarely do they break the game, but saving early and often is a good idea.

All in all, for fans of the RTS genre, who don't mind some rough edges, I think this game has some interesting stuff to offer.. If you like exploring and puzzles, I would recommend this game. I took around 8ish hours to 100% the game.

Good things:

- **Lots of variety in characters. Each character has their own playstyles. I used Esper the most, the teleport ability is helpful (and might be a little bit OP).**
- **Exploring and finding secret paths is fun. In some stages there is more than 1 exit, so it presents are further challenge to find these hidden exits.**
- **Object physics is great. If you burn grass or oil, then it will burn away or if you freeze water or lava, they will turn to their solid countertypes. This makes the puzzles interesting and fun to figure out.**

Bad things:

- **I wish key rebinding was easier. I didn't bother trying to figure it out and played most of the game with a gamepad, which I find easier to use with unmodified bindings. Despite this, I never got used to the default controls for a majority of the game.**
- **A fastforward button would be nice. In some puzzles, you have to do something like drain a pool of liquid and this takes a while. You can't tab out of the game and wait, the game would stop until I tab back in. In one instance, I had to wait around 7 minutes just to drain a pool of lava to get to where I need to go.**
- **All bosses can be cheesed. There are 5 bosses and a final boss, and for all them I used a variety of tactics that feels like cheating. You can dig a hole and shoot out of the entrance for most of them or just spam the wizard's flare bomb.. so cute and funny Game!. Ok after some people asked me to write some reviews to the HELLDIVERS DLCs and which "I think" are the more or less "most useful or most useless" ones, i say here before you should get the deluxe edition before you buy every "single" DLC, its cheaper and makes more sense. Next to this i dont "vote" for the Armor which comes with, only for the weapons and like.**

Since this is a pistol PERK pack i sadly cant recoment it. It doesnt give you more opinions to change your "sidearm" weapon, it counts as own perk (passive). SO instead of (let me say) Faster health regen or like, you pistol will change into one of the 3 pistols you take as perk. I can tell those are all pretty nice pistols but SINCE they take a very important perk slot you need for better gear (and like), using this pack for real makes no sense. they should have gone with REAL sidearm weapons so it would work actual much better instead. I cant recoment this DLC, sadly.. ...really hell for my hand and nerves.... The game is cute, actually has a decent story, and it would be enjoyable, except for a few problems. The main issue is the fact that, more than once, I found myself unsure of what I was supposed to do next. And the game does not provide any clues to point you in the right direction. Basically I had to exit and check a guide/walkthrough at least 3 times. To me, that\u2019s just bad game writing on the part of the

developers.

For example:

1. How to get the first key
 2. The "What's for dinner" puzzle (was that even supposed to be a puzzle? I don't know, I still don't get what that was supposed to be.)
 3. What to do with the red shoes. That was just completely random.
 4. The clock key. One would think that a "clock key" would be used to wind a clock maybe, but no. As Dr. Nick Riviera would say if he were to travel to Japan: "Clock key means cabinet key? What a country!"
- . I wanted to like this game, but unfortunately I couldn't get into it and here's why.

1. The voice acting in this game killed it for me; especially since there is no indication on the store page about voice acting in this game to begin with. It completely killed the mood that the game wanted you to feel and ended up being more laughable than anything.

--Not so much a complaint, but a warning. The voice acting is also not in English in case that's a deal breaker for you. This is not a deal breaker for me as I have played several games where the spoken dialogue is in other languages. Again, there is no indication at all that there's spoken dialogue in this game.

2. Quite honestly the biggest deal breaker for me; everything kills you. Look, I get it, it's an RPG Maker horror game, it's commonplace to be killed by a lot of things, but this game takes it way too far by killing you in ways that don't even make sense. For example, a seemingly random corpse on the ground in the village, among many other corpses on the ground (which don't kill you by the way) for some reason kills you with zero indication as to why. It constantly feels like you have to save, lest you lose your progress for some asinine reason. And every time you die, you get to hear reason 1.

3. The story is mediocre at best, but the pacing is atrocious. The game throws you right into the "horror" with absolutely no buildup whatsoever, thus losing an abundance of atmosphere. Admittedly, I did not play the game through to its entirety, so I can't say for certain if the story improves. What I do know is that you start in a jail where everyone is dead and there is random messages written in blood everywhere and the game does not tell you why you are there in the first place.

But now time for some positives, can't leave a bad review without saying some of the redeeming qualities now can I?

1. The game looks good. Apart from the random messages written in blood, the game is aesthetically pleasing. The maps are detailed and well built and the spritework is pretty good.

2. Plays like a typical RPG Maker horror game. No funky control schemes or gimmicks, just plain old RPG Maker horror gameplay.. Heroes

-Scholar, possibly the one classic tank character, where he reduces damage dealt to him but heals it back quickly. He is capable of dealing a lot of damage in single shots though, with prep, especially his one variant.

Villain

-Miss Information is a special character in that she can't be fought until some conditions are met. I have found this to be frustrating but she is still a fun fight.

Environment

-The final wasteland is a simple environment that is fairly easy to work around. ranges from neutral to favoring the heroes.

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