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About This Game

Parallels is a minimal, side scrolling platform where you control a lost sphere through a minimal world of Parallel platforms.

Journey through the utterly surreal, simplistic and colourful world that is Parallels. What seems like an easy relaxed journey in the beginning, is destined to become fraught with danger as you progress through the Parallel paths of ever changing light.

Bounce and roll through stunning colour changes as you drop through the levels, remember you always stay safe on the white. Avoid collapsing walls and ceilings, platforms on the move and shadowed shapes that will follow you to your destruction. With a simple one click/key jump system, you'll need fast reactions, cunning timing and nerves of steel to reach the safety of the Parallel checkpoints and save your game progress.

Don't be deceived, Parallels is a relatively chilled out puzzle escape platforming experience, but let your guard down and it becomes brutally hard to find the way out!

Features:

- Tons of puzzle levels
- Checkpoints to save your process
- Easy on the eyes
- Ambient Soundtrack

Title: Parallels
Genre: Action, Adventure, Casual, Indie
Developer:
RisingHigh
Publisher:
RisingHigh
Release Date: 13 Nov, 2015

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English







I enjoyed it, but way too hard for me.. I just dont like taking my time.. xD

6-10. For \$1.19 I can certainly recommend this game.

Should take 30 to 60 minutes at most to finish.. Clutch Review - Raymond KT

The game beneath is distinctly below par and none of the story missions, or indeed the side quests, managed to grab my attention or imagination, Clutch isn't worth the money

Hmm, let's see here, a racing game where you run down zombies. Zombies...how lame. I sure am sick of zombies in video games these days...oh okay, this game came out in 2009. "I guess it might be fun for an hour or two." And it is...for about two hours this game is pretty fun. Then you'll be like, running down zombies in your spiky car, and you'll think to yourself 'this game sure is incredibly repetitive even for a racing game', and then you'll turn it off, and then you'll uninstall it, and then you'll forget about it forever.

. Probably one of the worst game ever created!. A nice game from the Crafty Studios. The graphics are well made and the game mechanics make totally sense.

I used to play Oil Empire in the 90s and this one is a really good follow up in these kind of games.

The balancing is well made and it's not too easy to get rich :) There are lots of scenarios available and a free play where you just go :)

The development seems to come along good in the "early access" phase and I'm really looking forward to the finished game, when it's ready.

This one promises a lot of fun hours.. Lots of dialoge

but all in all a good game i recomend it. Fun little underwater platformer, complete with acid, mines and oxygen plants.

Question your sanity, under the sea!

https://www.youtube.com/watch?v=XF79uX_u1Qw. A simple core concept, well executed. The dynamic music is fantastic too.. One of the few times i will say a costume pack is worth getting! Costumes now days are out of hand, they cost a lot of money for a single outfit or a few which never are too great, this however gives a huge selection of outfits, i brought the complete edition of the game so i can't speak without the pack but my friend who saw all the costumes i had said it offers a huge new variety. Equally, you get two new characters, I haven't played them yet (i have only been playing the game for a short period!) but the red hair girl looks adorable, they are both from the anime if you have seen it so its a nice gimmick if you have seen it. In short, i rare recommend a costume pack but this is well worth buying, personally i would get the game in its complete edition as you save a bit but if you didn't get it, it is still worth buying this as a standalone purchase. Probably the best costume pack for the price i have ever seen. I love the whole serie of turbo pug!

GTA2 style shooter/racing game. City is atmospheric, the lighting and music really set the mood. Game is fairly linear, Mafia 1 style, but there are challenges on the map that you can find/do. Story is told through Max Payne 1,2 style comic strips, you follow the story of garbage man who finds suitcase full of money and get's into bloody conflict with it's owners. Combat is quite punishing but interesting, both you and enemies can't take more than 2 hits so it's pretty kill or be killed explosive encounters. But the checkpoints aren't far so it does not get boring. Progression wise it has cool old GTA vibe, shooting/racing/chase someone/escape someone. Pacing is quite balanced.

I have played with latest hotfix to date (22, Oct) and have not run into any crashes or bugs.

I'd say it's a very good value for the money.. This game is pretty\u2665\u2665\u2665\u2665\u2665\u2665 not going to lie.

if it had a free play it'd probably be alright but the fact it takes you 2hrs to finish the story line then you cannot do anything else but play the 5 minute missions again.

please do not waste your money.. If Sonic was Axe's pet, this game would be Axe.. Blueberry Garden is a mediocre, simple and strange indie game that will last you less than an hour. The single piece of music the game repeats during that time goes from pleasant to annoying very quickly.

As the name suggests, you begin in a garden and your goal is to find large objects in the open environment, stand near them so they are teleported back to the starting area, then repeat this process until you have stacked a tower tall enough that you can reach the moon.

You can jump, soar and eat various fruits that cause you to fly higher, breathe underwater, shift the earth etc. You will need these to reach restricted areas. Finishing the game will allow you to see some concept art and the developer's bedroom and various other personal photos. Awkward.. I bought these 2 chapters on sale. It was less than a dollar so I can't complain that I got what I paid for for chapter one at least.

Chapter 1 feels like it was a broken game. The How To menu was kinda broken and there also this fetch quest that initially asks for 4 items but when you ask the npc again, he only describes 3 to you so I forgot completely about the fourth. Also, some items have descriptions, some items just have names, and some don't have any at all other than an image in your inventory.

Chapter 2 starts out with an introduction of a new character that directly says its function to clear up the confusion of the first. This chapter breaks a lot of the fourth wall and I guess that's appealing, but I would much rather they go back and fix what was wrong with the previous chapter rather than make this one about mocking their old mistakes. Chapter 2 wasn't bad. It functions the way a point-and-click should with consistent interface and the right amount of hints.

The only reason why I don't recommend this is because chapter 1 was bad. I see other reviews comment on the story, but I say the story is okay. If you don't mind struggling through a bad beginning to get to good part, be my guest.. A solid horizontal shoot'em up with extremely detailed graphics and a gorgeous artstyle. Raccomanded to everyone,but fans of the genre should absolutely play it.. The Amber Throne is a very beautiful rpg. I have no real bad things to say about it, (as it was very enjoyable!) only some wishes.

I wish the story was more... concrete? It felt very fantasy babble at some points. I'm an experienced reader, but the text often was confusing. I was left to fill in the blanks for many things (and I played where I talked to everyone to get all the information I could, searched for all story clues, etc).

I wish that we could have known a little more about the characters. They talk about their motivations but no real reasons are shown for them... They just... have a lot of feelings I guess? Since you are playing as Arra, who lost her memory, that confusion kind of works at the start in the game's favor? But as the game progresses, you realize that even the person you are supposed to be playing as is keeping things back from you... argh. I'm frustrated, because with some fine tuning, this story and characters would make me care about them as much as Undertale did. As it is, I'm left with the feeling of being on the outside of something big, and not now or ever being allowed into their inner circle to see more. Because I do care about the characters, I just wasn't allowed to get to know them.

The art and character/monster designs are stunning tho. Extraordinarily, sometimes breathtakingly stunning. It felt like playing through a storybook. The music matched very well too. Knowing where to go was confusing (a lot of walking into invisible walls ensued), because of the watercolour artstyle there wasn't clear lines as to where the path was.

Also, there would be paths that would lead off-screen that you couldn't explore. I didn't mind all this however, as I liked exploring the world. It got frustrating a few times (like the time I wandered around an entire area for 5+ minutes walking into all the spaces of the screen trying to figure out where I was supposed to go - it turned out that it was a screen you previously couldn't enter, but it looked the same as it always did, so I assumed it was one of those 'aesthetic' background doorways - like it was befoooooore it changed), as it does take you out of the immersion, but I don't know if that could have been helped.

You can tell so much love went into this little (surprisingly long) game, and it is a gem that is worth playing. Despite what I said about the characters being rather one dimensional, the world building is exquisite. All down to the art once again. The art is certainly this game's strong point (and comes so alive, that maybe that's why I was left disappointed with the writing, it just couldn't live up to the art).

Definitely worth it for the rpg fans, or people new to video gaming. It's a very soothing game.. Nice OST for awful game.. AI in this game is utterly dumb.

game is too boring , too many dumb tutorials , explanation for everything , its way too annoying.

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