
Elms Download] [portable Edition]



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About This Game

Elms is an arcade logic game and its goal is to collect the Orb of Life Shards, scattered across 32 levels in 4 zones: Hellish, Icy, Stone and Water zone. While playing, Imp Guardian (the main hero) has to collect all Orb Shards on the level to proceed to the next one.

Features:

4 zones

32 levels

About thousand Orb of Life Shards to collect

Gravity, Teleports, Energo Barriers

Rockfalls!

Play and think!

Title: Elems
Genre: Casual, Indie
Developer:
Fifth Dimension Company
Publisher:
Fifth Dimension Company
Release Date: 28 Oct, 2016

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Minimum:

OS: XP and above

Processor: Any type

Memory: 1 GB RAM

Graphics: Any type

Storage: 300 MB available space

Sound Card: Any type

Additional Notes: Mouse, Joystick, Gamepad.

English,Russian

PLAYER STATS:

Total Play Sessions : 552
Total Levels Played: 7275
Total Upgrades Earned : 1475
Total Clears : 32
Total Playtime : 10:06:06

Statues Smashed : 2783
Chandeliers Crushed : 357
Paintings Pulverized : 1759
Lackeys Murdered : 27391
Mayors Impeached : 1079
Drones Defused : 20761
Ghosts Toasted : 2122
Total Enemies Killed : 51353

Iced by Bullets : 181 times
Flattened by Mayor : 8 times
Spirited Away by Ghost : 158 times
Total Deaths : 347

Highest Level Percent Completion : 187
Most Levels Played in a Single Run : 40
Enemies Cannibalized : 11359
Cannibalize Heals : 228
Guns Jammed : 6651

Pieces of Shrapnel Created : Yes

ACHIEVEMENTS:



Get 175% or higher completion in a single level.

PROPERTY DAMAGE:

Total Cost: \$100685337
Total Items Broken: 1753292

That much cash could buy...

100.685337 Million-dollar mansions
79.289703 square inches of the Mona Lisa
13624538.2 Copies of The Matrix on VHS
18.332786 Carats from the Hope Diamond
1 Check for \$100685337

BEST RUN:

Property Damage
\$2616857

Items Broken: 4773
Levels Visited: 18
Time Survived: 0:00:25
Cash per second: \$100846.17
Breaks per second: 183.94

Esc **BACK**





Oh Lord, another stoopid "meme" game. Of course, I only have myself to blame if I insist on buying them...

At the very least it's better than it looks, and a darn sight better than the "Uganda" game I recently subjected myself to. There's also a tiny bit more to do than just slamming old Kimmy repeatedly in the chops, but not much (i.e. knocking back explosives thrown by soldiers, which in turn blow up bits of statues in the background for extra points). The gradual damage on the dictator's battered mug also shows a modicum of effort on the dev's behalf, and the Achievements seem easy enough to nab if you're inclined towards such things.

Other than this...it's a cruddy, unfunny meme game barely worth the 69c I paid for it. Save your shekels for a blow-up punching doll of a famous dictator instead. I will "recommend" it, though, simply on the basis that it's far from the biggest scam on Steam, and probably took the dev longer to make than the average GameGuru game. (Like, an extra afternoon or two, at least.) Heck, it might even be somebody's idea of "fun", though such a concept ran its course pretty darn quick for yours truly.

Verdict: 5.5/10.

(PS If you enjoyed this review, feel free to check out my two Curator pages:

<http://store.steampowered.com/curator/9284586-ReviewsJustfortheHELLofit/>

<http://store.steampowered.com/curator/10868048-Truly-Horrible-Horror-Games/?appid=398210>

[Cheers!\). Why Not Recommended?](#)

[A suprisingly large number of easy to preform game breaking bugs that you'd expect in an alpha and not a full release which I will go into more detail in the gameplay section of this review.](#)

[What is Viktor?](#)

[Viktor is a 2D Twin Stick Shooter Platformer with minor Metroidvania elements in which you'll be going through levels finding new weapons, upgrades, and killing lots of enemies as you search for everyone who betrayed the legion and the one who turned them so you can kill them.](#)

[Story \(has no effect on my opinion of any game\)](#)

[Story isn't anything spectacular it's a run of the mill you were betrayed by your allies and now you're hunting them down to kill them, save the world, and your friend.](#)

[Graphics \(has no effect on my opinion of any game\)](#)

[Graphically it's a vey nice looking game. Enemy variety texture wise is lacking as most enemies appear in all the levels without a slight retexturing to make them fit more with the level but otherwise the game looks excellent and the enemy thing is nitpicking.](#)

[Gameplay \(the only thing that affects my opinions of games\)](#)

[This game is more or less a clone of Bleed gameplay wise but it does enough to differ itself from Bleed. When it comes to being a twin stick shooter it's excellent the dash to dodge mechanic is well executed and the shooting is enjoyable. The dodge/dash mechanic will allow you to phase through thin walls and dodge all projectiles and attacks quite easily. The Metroidvania elements leave a lot to be desired as the aren't that well hidden and none of the items you find are required to beat levels or find other items there's also is very little reason to go back to previous levels to find stuff due to the lack of things to find so it's hard to consider this a Metroidvania. Platforming is meh there are a few areas where it does try to change it up but otherwise it isn't going to challenge you so there's no real benefits to using a controller. Now game breaking bugs are a huge issues as they're very easy to accidentally pull off and some will happen randomly and all require a level restart. First I ran into is when dashing into a wall at the wrong angle or if you're not close enough to phase through the other side you'll occasionally you'll be clip out of the map with no way back so you'll be forced to restart the level. One miniboss will \(the one who bounces around\) will sometimes during the fight vanish rendering the fight unwinnable so you'll have to restart the level. On occasion a boss or yourself will get stuck unable to move and unable to take damage forcing you \(you guessed it\) to restart the level.](#)

In conclusion Viktor is an excellent game and idea but is held back by a myriad of game breaking bugs that you'd expect in a pre alpha that should have been fixed immediately after discovery.

I recommend that you buy heavily discounted or that you get Bleed instead.. BEST GAME EVER
U SHOULD BUY THIS AND KILL YOURSELF FOR WASTING UR MONEY

+ and -

±
u can uninstall

-
U can install. Damn this game is sooo hard... its still enjoyable though if you have patience :)

6/10. the pricing is BONKERS for internet spaceships but. the pack is great!. Pester

Cons:
static background screens. location never changes. you wouldn't notice location change even if it did.
no progression if you lose. anti-progression

sucks.

A lot of seal slots, but the price is kinda too expensive (not the real purchase). The songs are ok. But this soundtrack is too expensive for such short songs. Wait until it gets on sale before buying it.. A rocky start, but now we're live, folks!

The program offers everything it suggests in the videos, and should do so for both Nvidia and AMD cards now. The developer has been very willing to work with his customers to make this tool more accessible from the start.

My prior review had detailed a few bugs that are no longer present, and a few misconceptions that have since been answered. (rather quickly, too!) While the program is still fairly simple, this only gives it a starting point to grow in a ton of directions that I can't wait to see.

If you're new to GMing tabletops, this is a great tool work with; No need to learn layer masking or any other image editing software unless you want post editing. You can simply draw your map, choose your textures dynamically (meaning no constant editing to see how different walls and floors work together), and then light it up. It's all very hands on, and doesn't feel overwhelming or technical, despite the power it gives you. No more drawing boxes in MS Paint. Get that♥♥♥♥♥♥outta here.

Now, as it currently stands, most WILL want to work with their maps they export from here in post, if they want things like texture fading between floors,outdoor elements, etc. But, again, this is clearly a work in progress that I can only imagine the dev(s) are working feverishly to further.

Should you pick it up? If you're new to mapmaking, definitely. If you've been doing it for a while and already have a grasp on image manipulation, probably not YET, but if you want a quick way to get a clean, easy-to-work-with base for more complex maps, this is it. I've been GMing tabletops for over a decade and this has already been helpful in making quick maps on the fly.. Minimalist graphics, elegant gameplay, excellent music. Amazing game that enchants with its simplicity. I don't own many DLC's, but I like this one, especially the route. It's really a mindblowing piece of track. It does have some minor issues, the distance snow textures are quite blurry and the route isn't easy for every pc. The BR 426 is also not a light-weight, but the cab and the passview are really dissapointing. The cab is fully done with photo-textures, that doesn't look too good. The passview has also some photo-textures and low-quality textures. So, if you're interested in some beauty, don't look inside this train. While my pc does almost every train on every route I have (that aren't a lot, but compare to routes like Hamburg - Hannover or the Woodheadroute) with a decent framerate, my pc doesn't score too good with this one. Finally, the acts are well done, but a little bit tight. I can't get to every station in time, but I guess this are real-life timetables. After all, I'd give this package a 8.5/10 (with not too much knowledge)

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