Magma Tsunami Download For Mobile



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About This Game

Magma Tsunami is a frenzied arcade platformer game. Beat your records in 1P or Co-op mode, and don't get caught by the Magma Tsunami!!!

Could you stay alive for more than one minute??

Title: Magma Tsunami

Genre: Indie Developer:

StrangeLight Games

Publisher:

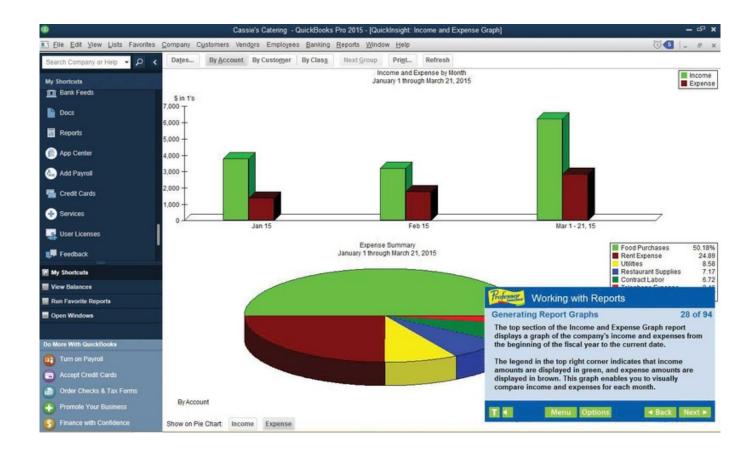
StrangeLight Games Release Date: 1 Jun, 2016

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English







What is this? My game is nothing like what it's showing, I just have one screen and I have to build up a castle. It says it's the mobile version on mac. One of the best singleplayer VR games I've played, but I have a few suggestions.

- 1. Plants don't last long enough.
- 2. Make controls more customizable, including an option for smooth turning. Maybe this could be the first VR game to have completely rebindable controls.
- 3. Make comets occur less. I'm not sure how they spawn right now, but for me it seemed like one after another.. A cute, casual Match 3 puzzle game with a puzzle mode and you get a survival mode after you complete the first map. It's very enjoyable, but it needs a window mode with resolution options. Alt+enter isn't enough.

And for those who've played it, it's similar to Triple Town tactically.. Quite nice experience. Short and cheap.

Enjoyed floating around in our planet, tried to find my hometown right away.

Recomended!. Loved this game! Even though the art style was a bit fuzzy, if you will, the comcept and storyline is pretty sweet! I would definatly play again!. nice game. Well-written. Has some nice references a rock fan will appreciate. I was playing as Pink Floyd type band, but I believe, you can have a punk, grunge and metal band.

There are some plot lines going nowhere and GUI is not getting better from game to game, but I still like Choice of ... series. Relaxing easy maze game.

- one music-sample playing in a loop
- the controls are very unpolished and bad
- + has cards
- + has easy achievements

I barely recommend this on sale or if you have a coupon.. I played this game till the end, and I liked it. If you like old style JRPG you'll love it.

I can recommend this game. It has adorable and funny characters and good puzzles. Even though I think the first game was better, it's still a good point and click adventure.

It also has a good working Linux version. I had a game breaking crash with Mesa versions before 18.2 in combination with my AMD RX 580, but this has been fixed since Mesa 18.2.1.. Ok well the game is finally working but now when i go to use the baseball bat the game gives me a pop up error saying the baseball bat is not found and when i click ok it ends the session. Let me preface this review by saying If you enjoyed Rebellions earlier entry in the world of 4 player coop gaming with Nazy Zombie Army then don't hesitate and pick this game up immediately. You will be purchasing a much improved experience (albeit a 1930's explorer theme) featuring a large campaign, real horde mode, score attack mode, plus many interesting items and ancient secrets to discover. Amazing optimization, performance, and sound immediately standout within the first few minutes. More importantly though as you start diving further into the game you'll fall in love with the shooting mechanics, the numerous enemies types, and the massive hordes of enemies. If you enjoy non-stop TPS shooting action then look no further. SB is just good old fashioned fun.

Don't believe negative nancy reviews stating the game will get boring. I just played 7 hrs straight and did not get bored once. I will be coming straight back to the action tomorrow.

Where I found a game like Sniper Elite too tedious and slow I immediately find Strange Brigade fast paced and exciting. If your a lover of L4D, COD NZ, Vermintide, Killing Floor, Nazi Zombie Army, and especially Gears of War horde mode then do yourself a massive favor and play Strange Brigade. Well worth the asking price IMO because its just so damn fun.. Hell, I recently paid 45 dollars for some obscure SNES cartridge and it isn't anywhere near this good. :). The Mexico '86 Table's gimick of a left mini-play area with its own flippers is rather neat: get the ball in and play a time limited target minigame. I was worried about how the inlanesVoutlanes at the bottom of the field were asymetrical when I started, but I only had a ball go through the outlane once and you shouldn't be put off by that one piece of weirdness.. Great sound library, im sure there are plenty of sounds i will find usefull in that bunch and at a very low price to.. cool game you guys made! I found some issues though. When playing with a Vive, the controllers dont line up with how I'm holding my hands. I've seen similar issues in other games, and it was due to the game being configured for Rift controllers. If you could add an option to switch to a vive configuration (rotate hands about 45 degrees) that'd be great!

Also, controlls became unresponsive when I reached a certain point in the game, the juggernaut scene. At first I can fire my weapons, but they dont seem to have any affect, then when I unavoidably die, I cant select anything in the menu (retryVexit) and have to kill the game.. so at first this looks like a lovely, perfect, peaceful yuri vn. at the start it tells you to relax and enjoy but thats a big lie. ive been through so many ups and downs and heartbreak and love and crying and laughing and frustration, i don't even know what im feeling anymore.

would reccomend for every gay girl. theres 3 more games after this so ill have to pick up the broken pieces of my heart by then... sob sob...

. If you're looking for some challenging mazes, you've chosen the wrong game; trying to maneuver the ball to go the right way will take longer than figuring out the maze. Hard mazes are really just bigger than the easy mazes, and that's it. Music and atmosphere is light and fun, and the achievements are easy to get; all you need to do is beat the levels. Took me 40 minutes to beat them, but would've taken less than half the time with a pencil. Just as crappy as it looks. Best 3 minutes of my life. I've been a huge fan of all the other games by this author, so I'm a bit disappointed to have to say. I didn't like this one. The game doesn't make me feel like the main character as much as just being an excuse to have to read very preachy thinly veiled propaganda over and over again. The second interlude felt extremely artificial for instance. i've racked up a lot of hours in this game simply because I couldn't do more than a few pages at a time before needing a break from it, and left it running while tabbing out.

i believe the creator will salvage it, this is more a prologue for the actual story I hope. But compared to the other Heroes games and the Versus game. this is really weak. On it's own, I would never recommend it. Hopefully the next part makes it all worth it.

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