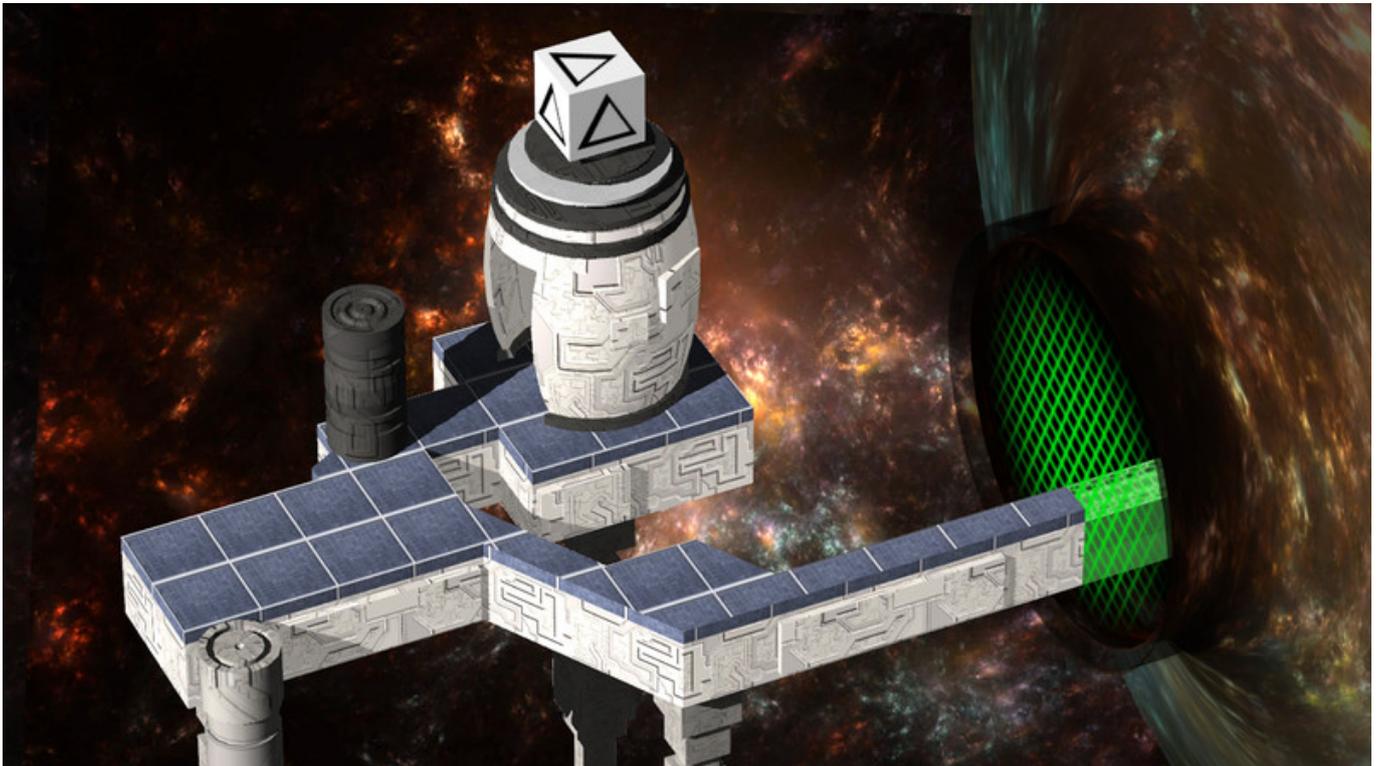

Rolling Shapes Activation Code [Keygen]



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About This Game

The Earth is ruined and Rollers need your help to restore the life. Play the role of one of them manipulating the few geometric shapes that can be controlled therefore disaster. Make your way through multiple and varied levels, solve mysterious puzzles in dark places, test your brain with mazes and impossible geometries. Be the best Roller.

EVOLVE

Change your shape in transformation modules as you go achieving levels.

PROGRESSIVE DIFFICULTY

Do not rely to play the first levels, the difficulty increases exponentially to unsuspected limits. The stages difficulty do not reside only in mental ability, you will need to test your hands.

GOOD GAMEPLAY

Easy and comfortable manipulation in the different movements of distinct shapes.

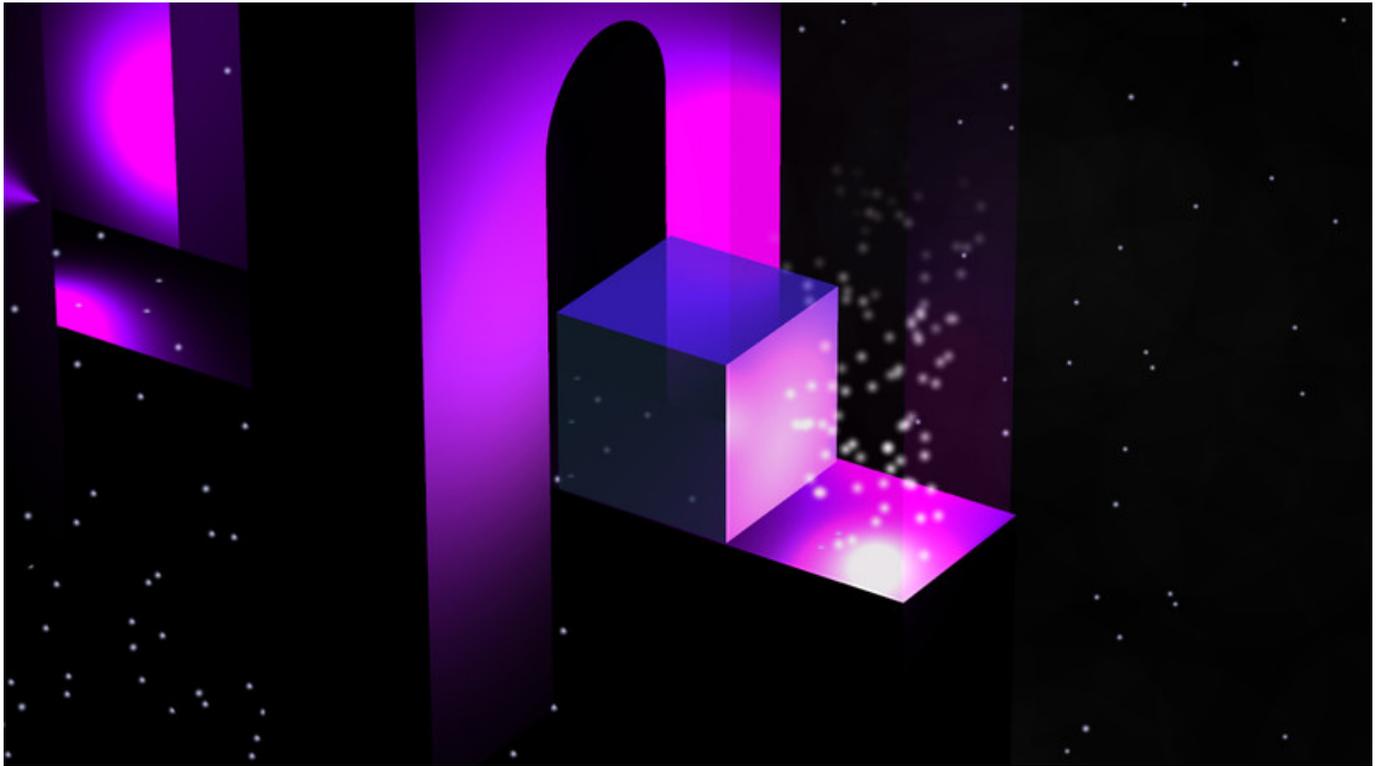
ATTRACTIVE GRAPHICS

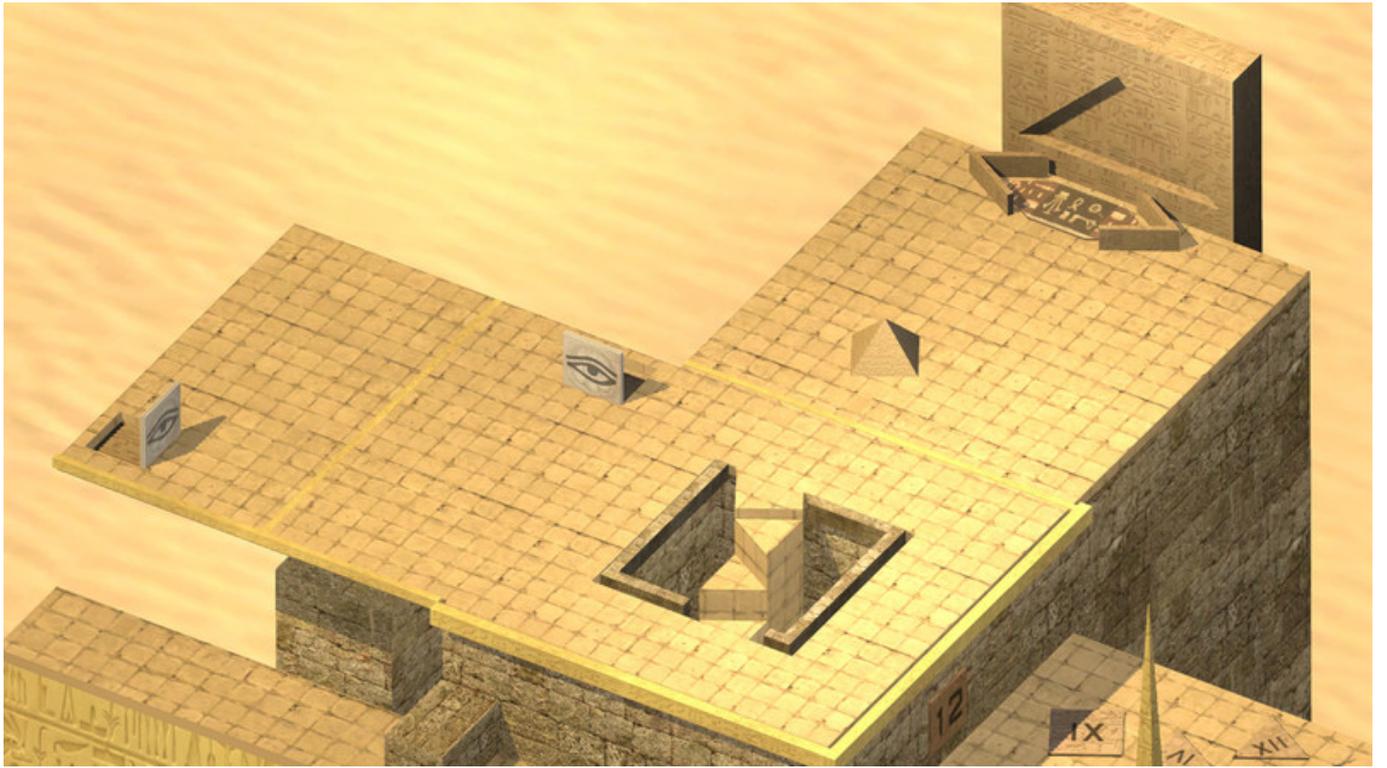
Enjoy the different scenarios and shapes that will not let you fall in monotony. Surprising levels that will change your expectations.

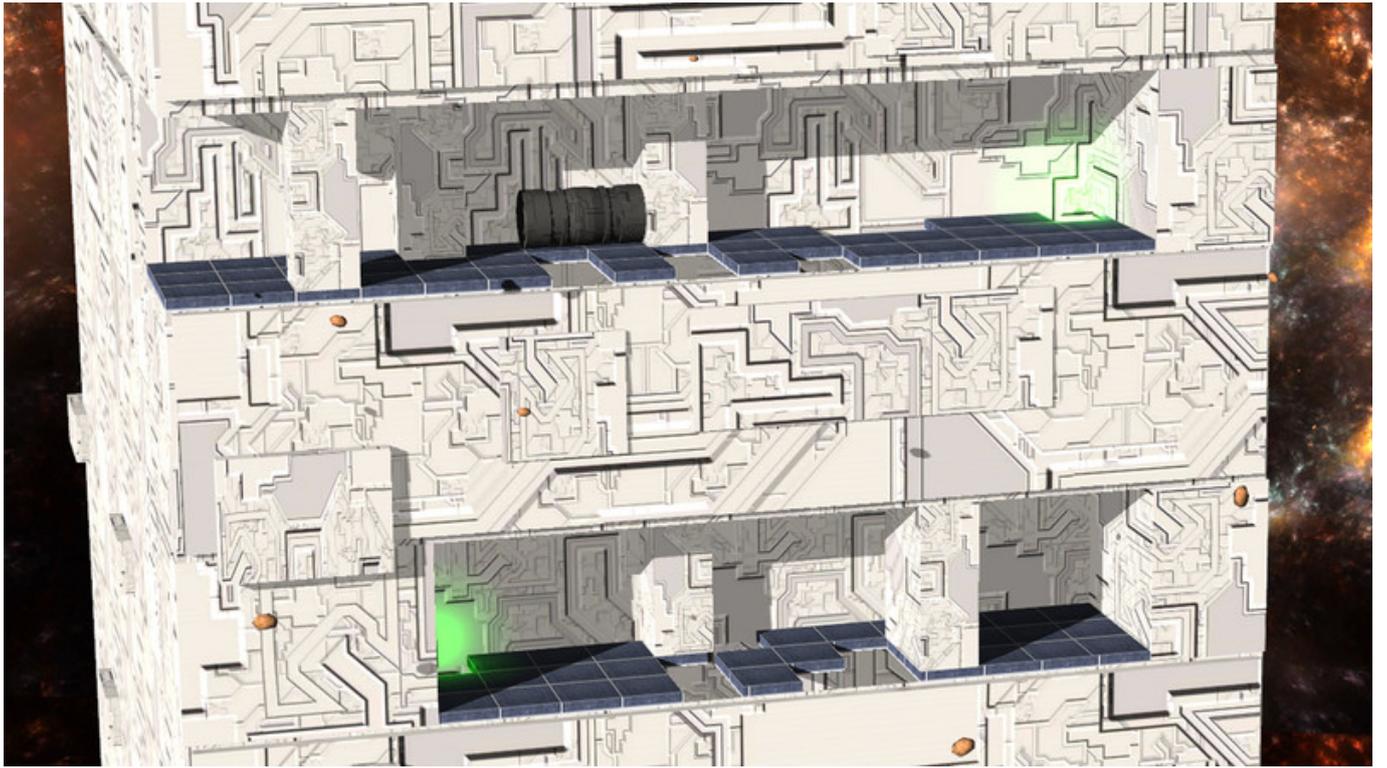
Title: Rolling Shapes
Genre: Indie
Developer:
Vertex Games, S.C.
Publisher:
Vertex Games, S.C.
Release Date: 5 Jun, 2015

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English







I recommend this game when the developers fix bugs. It has come to a stage at which it became unplayable.

The idea of the game is great, but, at least the way it is now, did not captivated me that much.. O-kay, never playing that again. I bought this on sale for basically nothing, and I like physics puzzlers and sliding blocks, Rubik's cubes, you name it. The problem is not the puzzles themselves which are varied and interesting. The problem is the game.

Menu navigation and overall look of the game is like something coded in 1995; the sound levels are extremely loud and the volume setting seemed to reset even when I tried setting it down.

The game doesn't support 1920x1080 resolution, doesn't have a windowed mode and I couldn't seem to navigate with the mouse; only the keyboard.

The physics of the marble puzzles took some getting used to, and the game seemingly soft-locks in certain areas with the cube puzzles if you go down the wrong path, forcing you to restart the level.

Even at the current 0,79, this game is so poorly made that I wouldn't recommend it, despite the genuinely interesting puzzle design.. Interesting concept and fairly fun. I only ran into a few minor problems with the game itself. The biggest and most glaring issue is a problem with collision. It seems as though when you are supposed to drop to another level, you can get stuck and have no choice but to reset. Besides this, there isn't much holding this back besides the price tag for what you are getting. Maybe wait for a sale.

<http://steamcommunity.com/sharedfiles/filedetails/?id=457996067>. Challenging but unpolished puzzle game.

[I played 15 of the 28 levels in under an hour. The game is based on rolling or tumbling shapes \(ball, cube, brick, cylinder, ...\) through a labyrinth. Where it gets tricky is when you need to color each square of ground, or have restrictions tumbling \(low ceiling\), or you have time restrictions \(labyrinth being bombed, conveyor belt\). Some of these levels are very good.](#)

[The problems is the time-limited levels that you need to redo at each failure, and because the author likes long introductions \(the game starts with a voice mail from space\), that means spending a lot of time on these attempts getting past the easy stuff to fail yet again at something that is only revealed when it is too late \(maybe a wrong turn in the labyrinth or a problem coming up on the conveyor that is obscured by other parts of the level\). On the other hand, the game never lets you get into a new mechanic you've learned by providing a few more levels like it; instead, it prefers to throw a different mechanic at you quickly. Add to that a general lack of polish \(changing the resolution always sets it immediately, no way to set SFX and cheap BGM volume separately, mixed quality of art style, getting stuck tumbling down the stairs because the game is using a general physics engine for what is essentially constrained movement\), and my feelings about this game are mixed.](#)

[If the timed puzzles were optional, and if there were more levels, or if the game was cheaper, I'd recommend it, because I really liked some of the challenges. But as it is, I expect many buyers are going to be disappointed.. Highly polished game, the physics are realistic with a satisfying "feel", addictive challenge, cool graphics and sound.](#)

[I hope it does well and more games are made like this.](#)

[The game uses a very simple 4 arrow interface and the control is intuitive, it looks simple but the software must have been well developed to achieve this level of realism.](#)

[It does have the odd jam up needing Esc key but that is mainly because Vertex have gone the more crazy route of using a complex engine, and it pays off.](#)

[If you like the look of it, play it!. Don't be fooled by the trailer. This game is completely vapid and devoid of any actual puzzles, at least for the first half an hour.](#)

[The game runs at 40fps; for such a simple game, this should not happen. More on this later.](#)

[The first shape you get introduced to is a sphere. Yawn, how boring. A ball-rolling "puzzle" game. We have tons of those on Steam.](#)

[The second shape you get introduced to is a cube. Oh, how original; this CLEARLY didn't rip off EDGE.](#)

[Furthermore, the levels involving the cube are extremely buggy \(you can often clip through walls or get stuck in mid-air\), and](#)

the 40fps framerate makes the cube move too extremely slowly. Oh, did I mention that the first two cube levels are glass mazes? Because they are. Seriously, dev, mazes where you can't see the walls are even worse than FPS games.

Then there's the infamous Level 7: the cube starts off on a path which gets destroyed by a meteor, and cannot clear the path in time when the game is running at 40fps. Furthermore, while the cube seems to barely clear the path and is standing on solid ground, the "falling off of path" sound plays and the level restarts! This bug has made it impossible for me to progress any further, and within this half an hour of a supposed "puzzle game", I have not encountered a single puzzle that is not a maze.

Add to that the other misgivings in level design (i.e. punishing the player for not knowing something they couldn't have known before playing, or punishing the player for seeking a more efficient solution), UI and options (It's 2015 and you still don't have 1080p as a resolution?! There's no way to rebind keys or skip cutscenes?! Your game's UI is giant and obnoxious?!), and I can safely say that this game is one which I wish to refund. Unfortunately, I cannot do so since I bought this last winter, so that's \u00a33.49 down the drain.

While it's no Journey Of The Light, even May's Mysteries: The Secret Of Dragonville is better than this, since that game actually started off with puzzles instead of time-wasting, buggy messes.

Developers, take note: If you can't show any puzzles in your "puzzle" game within the first half an hour, why would the player continue playing? If your game's first half hour of gameplay is riddled with bugs, what reason do the players have to believe that the rest of it isn't? If your game's first half hour is not at all innovative or original, where is the "innovative and original gameplay" that developers like you implicitly promise us?

All in all, developers, this game is exactly what a puzzle game should NOT look like.

This game could be fun, if it wouldn't freeze all the time, so you have to start all over again... All in all it's a nice game, but this fact is so annoying, that I'd like to throw out my Computer sometimes..... This game is filled with bugs. I got a cube to glide up and down a wall standing on one corner.

Also sometimes you are falling (you hear the falling sound) without actually falling. You can prevent this by pressing the arrow key for each move instead of holding it.

Game menu sometimes doesn't pop up, and you'll have to die first or wait at least 5 seconds.

The main menu would be much better if it was just a list with a few buttons instead of scrolling through each button with an animation.

There is so much to improve on this game!

For me it was just painful to play and quit because of it, luckily I bought it on sale.

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