
RollTheEarth Ativador Download [portable Edition]



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About This Game

This is Single Player Adventure game.

Control the earth and get to the destination.

The control System is based on Unity physics system.

Therefore, Unlike other games, you have to keep in mind that the earth doesn't ignore inertia and acceleration.

You will encounter various obstacles [such as lightening, water, fire, hail aurora] though,

try again and again!

[How to Play]

Camera control : Rotate your mouse

Move : W, S, A, D

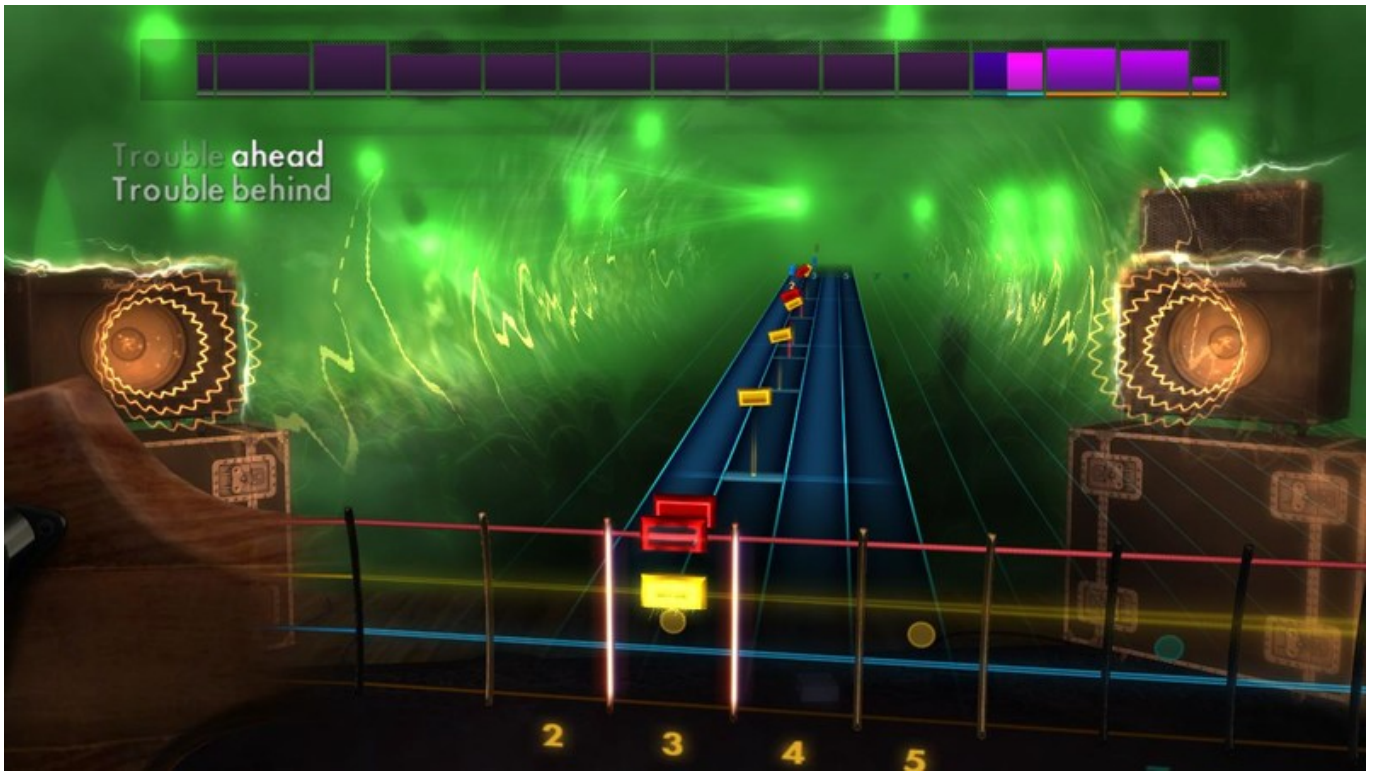
Jump : Space

Change mouse sensitivity : ESC or F10 in game scene.

Title: RollTheEarth
Genre: Adventure, Casual, Indie
Developer:
TYSoft
Publisher:
TYSoft
Release Date: 17 Jun, 2018

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English







Great route so far. Glad Union Workshop is putting out more Japan routes. For people complaining that the 105 isn't drivable it is still drivable in a freeroam scenario if you make a consists with it. The only thing it doesn't have is a cab view and that's it. It has a passenger tho. I really would recommend this route if you are a avid JR Rail person it is worth the \$40 its a really nicely detail route and I give props to Union Workshop for doing yet another great route.. Hesitant recommendation. Like many smallish indie games, this is one that I would like a lot more if the serving size was bigger.

I liked the visuals and the soundtrack, but there's not much meat. The areas are small, and the game is very short overall. It took me 2 hours of leisurely playing to get 100%, and there's really not much replay value beyond replaying a chapter to get a missed item or leaving the music on in the background if you didn't buy the soundtrack.

It's difficult to discuss a game's length [in storefront reviews] without also discussing its price. I wouldn't expect or insist that the price be dropped, but I must admit that the price is one of the major reasons why I was expecting more content.

That aside, there's some inconsistent execution within the gameplay. The majority of the game is basic point-and-click. Click on a door to go to another room. Click on a tape to put it in the tape player. Click on a key to get the key. Then there are parts where you're supposed to click and drag, but it's not particularly obvious. There are parts where you're moving along "on rails" and it's difficult to point the camera where you want it to go. There is one specific segment where you gain the ability to move around in first person with WASD. Each area contains ladders or stairs that would theoretically allow a human to get to any necessarily-accessible spot you can see, but there is no human model walking around in your view, so when you get to a particular area in which you have to move a platform up and down in order to "access" a completely unlocked door, it's hard to understand why you can't just go through the door. If my tape player is always with me, why can't I take my tapes with me to the next area? Why can I finish levels with extra unused keys left over?

Again, I LIKE this game, I just want the gameplay to make more sense and I want there to be more content.

Tundra / 10. > Start game up

> Navigate to tutorial

> Spawn in air and die

> "Press Y to respawn"

> "Press RT to drive"

> Cant do\u2665\u2665\u2665\u2665\u2665\u2665> really.jpg

Also no customization for video. Fun little platformer with a simple premise and simple graphics. The controls are tight and the levels are pretty well designed. Certainly worth the \$2 asking price but if you can catch it on sale for a dollar, even better..

Freaking addictive. Spent 2 1/2 hours last night just trying to get a better high score; after promising my wife i would quit after "one more time" and hour or more earlier. This game can be a real challenge and is fun. Hand-eye coordination will improve immensely!. Relaxing puzzle game that doesn't take but an hour or two to play. Short but fun.. I will start by saying I played less then an hour...

Cons:

The map is terrible. You cant look back at previous areas that I could find. The doors from the rooms arent marked. Items you can collect arent marked. There is no mini map.

The stamina melee based combat isnt fun. I realize this is a subjective opinion. However, when fighting more than one enemy it doesnt feel "difficult" it feels unfair.

Your character moves really slowly (perhaps this upgrades later, I dont know)

Save points can be a little far apart

There is forced fall damage. It is a very small amount of damage but there were several places at the beginning of the game you are forced to jump down and take fall damage.

Pros:

If you are into the pixel art style it is well done.

I still love metroidvanias!

Perhaps I will give it more of a try later but at this point I cant recommend it. If you are looking for a good metroidvania I recommend Environmental Station Alpha, Axiom Verge, or Ori and the Blind Forest. Really simple, nice atmosphere not s/thing serious

It is a side-scrolling shoot-em/bullet hell style game.

You have to dodge terrain, missiles and things. There are very few settings to manage though the game does have controller support.

It labels itself as hardcore and I guess that's true in the sense that the game is very hard to win at.

I would also say it is not very fun. The terrain moves, which would be interesting if the goal of the level was not to memorize each section.

Your ship can go up and down, or speed up. That's it. You can shoot in front of you and get a special which charges. It is exactly "OKAY".

Anyway, I can't recommend it at all.

<https://youtu.be/yCYQ76dYnq0.10/10>

Poppo always poppos. Well, the time has come. I have to write a negative review for a Zeiva game. I love these games. I think they're emotionally great. This one, I wasn't into. It wasn't funny or charming. I was just boring. I've heard all the jokes before, so Cliché is pretty cliché. Like I said, I love Zeiva games and look forward to every new one. This one, didn't grab me..

Pros

-funny 3d model style

-works on 144hz

-no mouse lag

-creepy scenarios that immerse the player

Cons

-no controller support

-awkward keyboard movements

-no control mapping

-cant pick stuff up

-no variety of moves, combos, or blocks

. So far, playing this game is boring and getting old fast. Trying to micro manage my armies is a pain since I can't select anyone that is not on my screen with the grouping tool without it moving me a whole two screens away. Healing your armies is much like the game "Everyone group hug the fucking commander and wait for the clock". The story is average and exaustingly predictable. And to top it all off, it's only trying to lick the boot of Starcraft with the resource collecting. I won't even mention that trying to collect upgrades for your armies is not unlike a spring easter egg hunt back when I was 7.

Mild Story

Crappy Mechanics

clone

would rather Zurg rush the game for a easy win

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