## Slam Crack Fix



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## **About This Game**

Control gravity and negotiate your way through a series of increasingly difficult puzzles!

Now with optional VR support for the HTC Vive!

In Slam, you control only one thing - gravity. All you have to do is get the glowing energy crate to the goal - simple enough, until we throw in barrels, sliders, switches, magnets, teleporters and a whole host of other mechanics that turn difficult puzzles into near-impossible ones.

Take on the challenge of solving over 50 levels - and once you've solved them, try the tougher challenge of solving them in the smallest number of moves.

If you have a HTC Vive, Slam is also playable in VR - walk around the puzzles to try and understand them better, or for a fun new perspective, use the - and = keys to make yourself bigger or smaller.

Title: Slam

Genre: Casual, Indie, Strategy

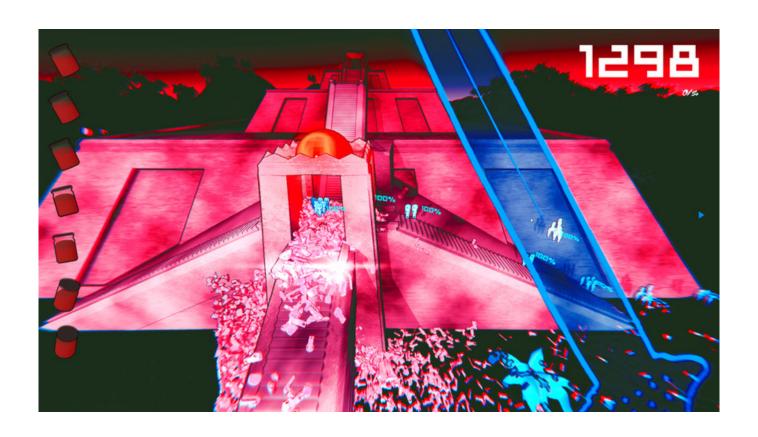
Developer: Aera Studios Publisher: Aera Studios

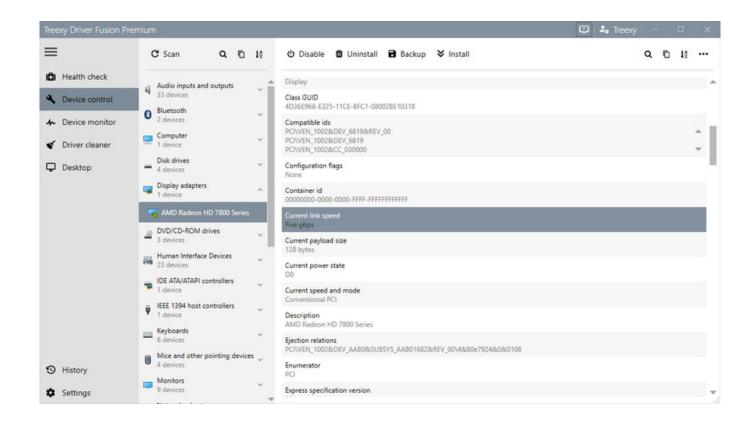
Release Date: 11 Jul, 2016

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English







A REALLY interesting RPG boardgame.

- o Turn based
- o Make your own character (after earning it)
- o Dice game mechanics
- o Well integrated art
- o Procedurally generated world shaped by your tile placement choices

Right now only the endless Suvival mode is unlocked, but that alone is quite entertaining and worth a solid 6+ hours or more of enjoyment.

This mode comes with some rogue-lite features including increasing unlocks (new characters at the moment), permadeath, and semi-random loot drops during game play.

Combat is a bit like a non-position oriented take on Darkest Dungeon with special abilities and a dice pool for each of your different attack types and defense bonuses.

As it stands it is worth a buy and the promise of further modes and content is something to look forward to for sure.

\*Update: Dev is responding in forum and has updated for a great many bugs already.

\*Edit: Changed my recommendation after the initial problems with bugs were fixed by the Dev.. I always felt like Borderlands was overrated, and it was mostly held up by the post-apocalyptic wasteland buzz that Fallout 3 generated at the time. It can be fun with friends, but you're better off playing Borderlands 2 with friends.. This is and always will be my favorite game on pc. I think I uninstalled it like three times before I learned the management system but there really is nothing like it. One game germany wins and you're holding out as Australia, the last free country as the axis bear down on you. The next game with the exact same settings you watch in awe a Canada intervenes in WW2 early and defeats germany and italy and becomes a superpower by 1955. I love this game. For those times when you want to just play, not think or plan too much. Galactic Civilization (1&2) is the best 4X space I have seen so far, then Space Empire V then Armada 2526. I can envision playing Armada before Gal Civ when I don't feel like committing too much time. It is challenging because opponents advance fast and pile on, just have to be aggressive.. saving private Ryan sim! would get whole squad killed by mg again. Really like this game. It's definitely a zen game where you turn off your brain and just slowly build your village. My main complaints would be the lack of a fast forward button. It seems like you can only pause the game. Even when you change windows screens the game just pauses which sucks because it doesn't take that much management for the village. I also wish you could set your own character on autopilot instead of having to repeatedly click on a new task.

As I wrote though, this is a zen game. Just turn your brain off and relax.. Turba is a music/puzzle game where you match the color blocks to score points while playing one of your favorite music. At first, it was fun cause you play the game while jamming your music. However, it gets real boring quickly. The problem of this game is scoring points. Why you say that? When you start to play, matching the color blocks (3 or more) will give you minimal points. To score big points, you must match the blocks from hearing the beat of the music. That's gonna be difficult, depending the tempo of the music you play. Sure you may score well when playing a slow melody but playing a fast tempo song is gonna be hard.

Turba is an okay game but its not recommend to play forever. There are better music games out there than this one.. Zero Gravity when not touching the track, totally require new skill to get drifing around, oh watch out for asteroids, satellite, and props when you are travelling or you die. More syandana and armor set for making fashion frame. 90-day boosters are also worthy to level up some weapons and frames, especially during the summer break!

Crash after crash ruins an otherwise decent game.. Love Touhou? Love Aya? Love SPEEEED!? Buy. Aya! Aya! Aya! Aya-ya-ya-ya-ya-ya-ya!. Kojima tier story here with this one

A long roller coster of a story with unpredictable twists, and Devil May Cry level combat

(\u0361\u00b0\u035c\u0296\u00361\u00b0). This game has huge potential, so far the developers have implemented a very creative locomotion solution for a sport no one imagined could work well for VR. As expected there are bugs for an early release product but the team have released consecutive updates that have drastically improved the experience in my opinion. I look forward to the final version of this game.

## Pros

- -Very fun and engaging
- -Great workout
- -Creative locomotion for moving through the field, shooting, passing etc. (Room scale is amazing)

## Cons

- -Needs more active users to setup online matches
- -Needs Bots to make up for lack of users. Wonderfully thoughtout and realized game with awesome visuals.. (Front Mission Evolved Wanzer Pack 2)

Oh man two more pretty generic Wanzer designs for \$4. Front Mission Evolved's DLC was a pretty bad ripoff in general, and while these might or might not have good multiplayer stats, they're pretty generic and unenviable design-wise and not nearly as hilariously required as the Rock Jack bazooka in multiplayer.. Old but gold, this game is what a Rts should be and with an added no nonsense capture the world campaign, oh I remember playing this as a kid with a general's hat and proudly pronouncing to my parents that I had captured the world!

need a Re-make in a decent engine, Oh and the modding in this game is deliciously easy and great!. It's a very nice casual game. Good for spending time and remembering how it is like to play a maze. Music is nice, can be a little boring but you can turn it off. My only real complain are the controls: the ball moves fast, but just one press in the button makes it walk a considerable distance and in difficult places you just keep jamming yourself in places you didn't wanna go.

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