
Mini Rollers Patch



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About This Game

Mini Rollers

is a rolling-ball platformer game, where players must race against the clock to get their balls to the goal. Roll, jump, and swing through a variety of obstacles, enemies, and challenges with 18 unique balls. Each ball has its own special physical properties and abilities, including jumping, magnetizing, reversing gravity, freezing, floating, and more, giving players multiple platforming solutions.

The game contains **90 levels** (and counting), which are split among **9 separate worlds**. Each world provides its own challenges and themes, giving players many distinct experiences. These levels can range from basic platforming and jumping puzzles to races, puzzles, bosses, and more.

Local multiplayer battles are also in the works, which will put players head to head in a classic ball VS ball death match. Players will be able to choose which balls they wish to compete as, and must knock the opposing balls out of the arena.

Key Features:

- *18 Unique Balls*
- *90+ Levels across 9 distinct worlds*

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- *Many varied platforming challenges/puzzles*
 - *Fresh take on the rolling-ball sub-genre*
 - *Tons of collectibles, including trophies, creatures, balls, and skins*
 - *Tons of abilities, including changing gravity, magnetizing onto surfaces, jumping, doing whatever eyeballs do, just generally being a ghost, floating, freezing, melting, self-destructing, glowing, shrinking, bouncing, boosting, and more.*
 - *9 Bosses and many creatures that can both harm you and help you*

Extra Details:

- *Lots of easter eggs and secrets*
- *A full and varied soundtrack, currently 30+ songs and growing*
- *Steam Achievements, Badges, and more*
- *Planned leaderboards for the best level times*

Coming Soon:

- *Local Multiplayer Battles*
- *Free DLC and new levels*

This game is a must for fans of *Super Monkey Ball*, *Super Mario Galaxy*, and other similar platformers.

Mini Rollers is in its late alpha stages, and is currently in development. Screenshots, gameplay, and imagery may change upon release.

Title: Mini Rollers
Genre: Action, Casual, Indie
Developer:
Gawfish Studios
Publisher:
Gawfish Studios
Release Date: 16 Jun, 2017

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Minimum:

OS: Windows 7

Processor: Intel i7-3930K

Memory: 8 GB RAM

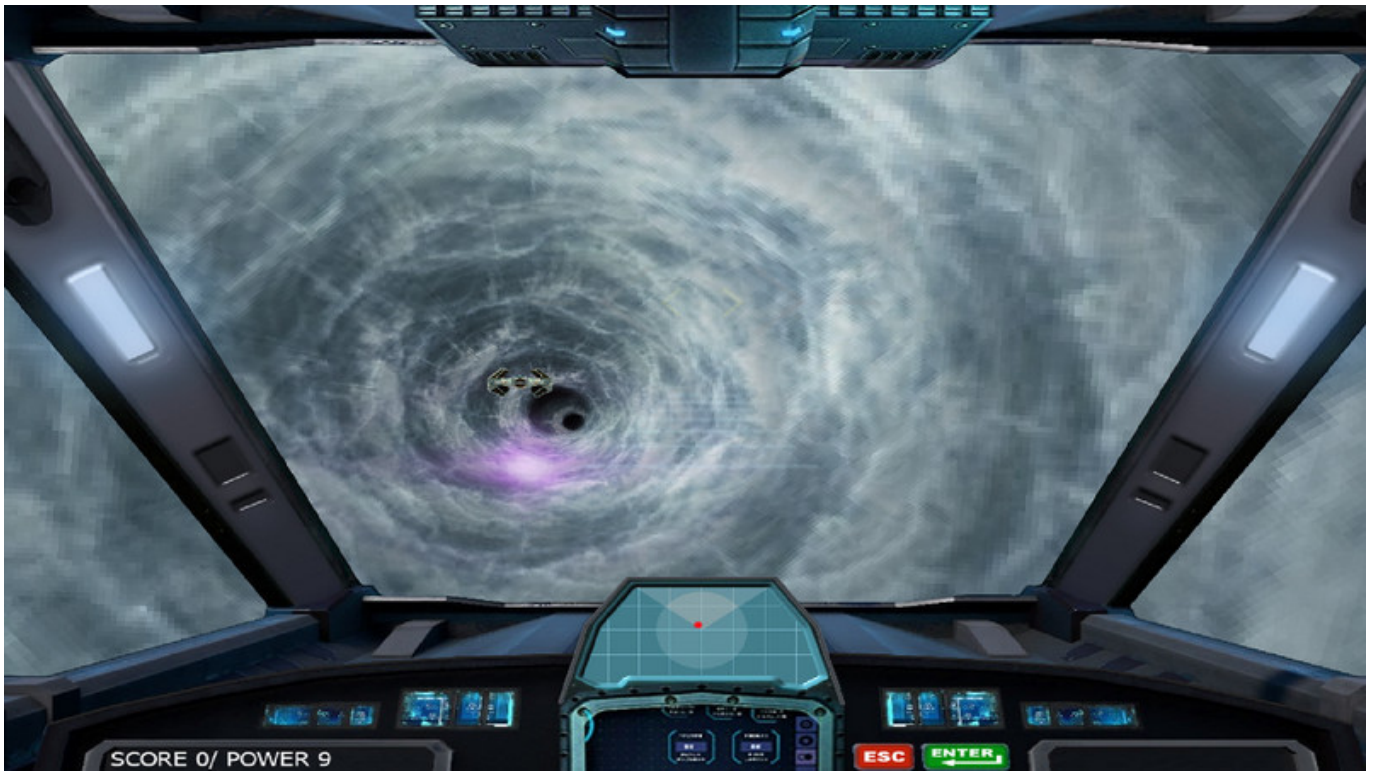
Graphics: NVIDIA GTX 670 2GB

Storage: 4 GB available space

English







Alright, i was looking for a game like o2jam for a very long *** time, this right here has fed my insatiable hunger.. Over The Void is interesting, but broken to an almost unplayable degree.

First off, this game is not a puzzle platformer. It is a walking simulator. Which is fine. I love walking simulators. But if you're looking for anything more than "get from point A to point B with nothing hindering you by the broken physics", then this is not what you should be playing.

The environments are cool. The method of traversal would be great if it wasn't so broken. Everything about the game is an utter disappointment.

All of the levels are fairly open and the goal is to travel around collecting widgets and pressing buttons. You can place a platform you stand on with LMB and place a platform that boosts you up with RMB. Unfortunately, the platform physics sometimes fail and you'll either fall through a platform or get stuck in one of them (you can clear platforms and do it again, but it's annoying).

The biggest problem is that the platforms place in front of your view, not under your character. This means that there are all of these gorgeous, expansive environments that you have to travel while staring at your feet. You're also frequently trying to hit buttons you can't see because you have to be looking down to place platforms. The placement issue really wrecks the game, and it's a shame.

So while the environments in this game might be nice looking, if you want to see them, just watch a playthrough on YouTube. If you actually want a walking sim where the exploration feels good, there are way, way better alternatives. That said, the problems in this game are fixable (and probably not that hard to fix). If that happens, I would probably recommend this at sale prices.

One other warning: If you are a Dvorak user, do not rebind WASD on to Dvorak mapping. The "o" button in the game is hard bound to release control of the mouse. This means that every time you move backwards, your ability to look or place platforms is lost until you press "o" again. Why such a function exists at all is beyond me.. At first I had a LOT of fun with this game, enjoyed it a great deal. Unfortunately players are lag switching in the game and has ruined any form of competition there might be as everyone else is forced to deal with either extreme lag or anywhere from 150-500+ ping in EVERY match. The consensus I've been hearing is that the connection is apparently just bad overall or people are cheating in order to win all the time and I'm having trouble disagreeing at all. Back when the game first came out I use to have smooth matches and that was before I'd upgraded my internet speed. No mode has a usable connection unless you live in some VERY specific part of the world, that much is clear as I never saw a ping below 150-200 or it just straight up said LAG instead of ping. Don't waste your time trying to play this, there simply ISN'T a way to play it online.. MEH, MEEEEHHHHH... I don't have much to say on this game. Mainly since there are many different sections of the RPGmaker engine, this one happens to be based off of the least balanced one.

You have 4 characters two of which are 'mages' but they consistently do more dmg with physical attacks than with their skills. And one of the characters sucks for the entire game doing jack squat both for damage and healing, because the calculations for those in this particular engine are royally screwed up.

And the main character is going to deal 80% of your damage because the weapons he gets has such high attack stats.

Plus the game sort of feels like one big boss rush, which i like, except the standard enemies are either way too frequent, or are way too difficult for when you first fight them.

On a positive note the end credits music is really enjoyable.. Storm in a Teacup is an entertaining platformer, which has an atmosphere that is similar to LittleBigPlanet. It is wholly enjoyable, but lacks multiplayer or stat rankings. 100%able in about 4.5 hours. If you have 5 dollars and 4 hours to kill out of sheer boredom, you might just have some fun.. Doesnt work. Just empty lots where buildings should be, Restarting, in stalling etc. no change.. lot of nice bolt actions rifles, plus will give you access to some nice weapons in the hierarchy

mosin-nagant gives access to:Walther P38 (R), Liberator (R), PTRD
HKSL9SD gives access to:SKS M59V66 (S), Winchester 1873 (LA),PLR 16 (SMG),PM (R), Lewis gun (MG)
SIG SG550S gives access to: Borchardt (R), Uzi, Beretta 92 (R), PPSH-41 (MG)
Mauser 98K gives access to: Desert eagle (R), Shooting range #4
SVD gives access to:Maxim gun (MG), Marlin 336 (LA), FN FAL (A)
M107 gives access to: AMT backup (R)
Steyr scout gives access to: Remington 870 (PA), CX4 Storm
M200 gives access to: Glock 19 (R), M60 (MG), M4 super 90 (PA), Model 21 (SxS)
VSS Vintorez gives access to: GSh-19 (R)

and some nice weapons not far away. This game is no gem of the Painkiller Series, it is more or less one of the games that could probably rightfully be called a lemon.

Given there are some things that are good, the game itself isn't - it is a repetition of the original game just with much larger Levels - the first level is huge, as are most of the other levels, and this is causing one of the problems of this game. The loading time also is very "huge" - sometimes you wait for what seems an eternity just to start the level, reloading also takes a lot of time when you die during the level.

The graphics are as they were in the original Painkiller, but there is not much new about this episode regarding the graphics. The level design is what might also be a great drawback, you are left alone and you will fail - a lot of times just by walking off in the wrong direction or because the level was designed to make the player suffer. A good example is the spiral staircase in the cathedral, another one the chaotic layout of the valley, were you suddenly can't stop a skid and fall into your death. But there are even worse design errors - like the sparsely added new demons and monsters. Off course the huge levels are looking good, but the design errors are unforgiving and regretfully also unforgivable.

The story starts out nice, in comic style you are told why you are cast into "hell" - but then the game starts and you realize, "Oh, it still is purgatory... Bummer!". It had a lot of potential, which is regretfully left unused. I know some people who love the game as a multiplayer game - but it still is bugging around a lot, and furthermore - the loading time is taking again away a lot of fun for this game.

Graphics: 7/10 (some options have to be customized, especially on some newer cards)
Sound: 6/10 (mostly the old soundtrack, with time it becomes enervating)
Playability: 4/10 (This is representing also the loading time and the design errors which can be a mess)
Story: 5/10 (since this game isn't really making a lot out of the backdrop of the story)
Value: 3/10 (Even at 9,99 it's too expensive since it isn't living up to the potential - wait till it gets cheap, real cheap)

Overall: 5/10 (This average is a representing my own opinion, the game isn't the best in the painkiller series and as such you could decide if you require it or if you pass and try playing the other games).. **Note: video review embedded below.**

The Marvellous Miss Take is such a phenomenal stealth game that it seems to have snuck by just about everyone.

Terrible puns aside, Miss Take is likely one the most tragically passed by game of 2014, and one of its absolute bests. An isometric stealth game starring a feisty redhead who's inherited art has been stolen away, it better understands the fundamentals of what make a brilliant stealth game than nearly anything I've ever played.

It builds itself upon basic but rock solid mechanics - hiding, running, and pilfering anything that isn't nailed down - and then applies them to ingenious level designs to stretch them to their absolute limits. Miss Take is immediately accessible without ever feeling dumb, giving you tools you understand but finding endless ways to constantly force you to rethink how you can apply them to a situation.

There was never a moment in Miss Take where I was stagnant. There was always some guard I needed to avoid, some artwork I had to shove into my Mary Poppins-like hat, some pathway I needed to find a way through. It avoids making you feel as if you have to wait the way so many stealth games do, always urging you forward and forcing you to play better. I failed a LOT during my time with the game, but it was always do to a stupid move I made or an alarm I hadn't taken into account, and never once did I want to stop because of it.

Miss Take is so incredibly rewarding and satisfying that getting caught during a heist was almost inconsequential, causing me to lose a moment or two of playtime but in that showing me a way I could better approach a level. With the lack of preset guard patterns I also never got tired of replaying levels, as each attempt changed just enough to give me something new to worry about without completely casting aside the knowledge I had gained from previous attempts.

And knowledge is never something Miss Take makes any attempt to hide from you. There's a continual stream of information being sent to you from every object and obstacle in a level, from a guard's field of view to whether or not you're hidden to how much sound any action you perform will make. It's all right before you at every moment of play, and it's displayed in a way that's instantly comprehensible and even stylistic, matching the game's ridiculously slick art design as it all blends together under a fantastically jazzy soundtrack.

Miss Take is the kind of game that shows why stealth games don't have to be slow or tedious; how they can be fast and lively and organic, full of bright colors and delightful characters that were more endearing to me than games with tens of times more dialogue ever managed. The Marvellous Miss Take is as exceptional as its name declares, and it's immensely depressing how few seem to have given it the chance so they could realize it.

Note: The Marvellous Miss Take was reviewed having played exclusively with a controller. You can read more of my writing on [Kritiqal](#).

https://www.youtube.com/watch?v=jWShM8I9RiQ&list=PLmaGkDQUd2inWbUZoSoB7v2zcJ_cJ0VGA&index=1. Fun little platformer. I hate lvl 1-8 though. The difficulty jump from the previous and to be honest the successive levels is insane. I died about 100 times and still didn't beat it for some reason. Wasn't enough to keep me away from the game though. Interesting double jump mechanic keeps it interesting.

Great DLC nice to see this on CMS2018

Always like when game gets new content. Under the Cruel Star is the latest dlc that focuses on what Graviteam specializes on; intense, and not widely known, battles on the Eastern Front rolled into a larger operation. I have only played as the Soviets so far so my experience is from that perspective. Historically, the Soviets task is extremely hard to accomplish and in the game it is no different. I've played this series for some time and while I'm not an expert, I'm no slouch either and at this point I am almost certain I will lose.

All of the things you would expect from a Graviteam DLC are present; A fantastic map, painstakingly accurate OOB's and objectives, realism, frustration, head-scratching and plenty of play time. I am on turn 7 of a 10 turn campaign and so far I have over 90 hours of play time. And that is just from one side. Never mind the Quick Battles and Editor featuring this new map, So for me this is another great value.

I personally really enjoy UtCS, and while the equipment might be the same as in other DLC's, the Operation has it's own uniqueness to it that for me it is very fresh. I struggle with finding the right way to approach things so all is not lost.

Would I recommend this as a noobs first DLC? No. There are others that add many more unique units for players to expand their in game equipment. Is this a great addition to an ever expanding series? Absolutely. And as another player has stated, I'm having a lot of fun losing.. Nice simlaton game that can teach you something.

Very simple and challenging at the same time.

I still enjoying this game from time to time.. I very rarely review games i play but after just having beat this game i just have to say if your tempted to buy this DO IT! This game is one of the most deep rewarding rpgs i have ever played. Every minute of my near 100 hr playthrough was pure fun. Its one of the few games that feels completly finished without the need for extra DLC.. Was really hoping this would be a great showcase demo of the vive and decided to pick it up. Bad idea.

I have a 1080 and the game lags even with no SS on. It also has no graphics settings which you can adjust. And the best part is it is not even that graphically good, the planets are washed out and not impressive at all.

I hope the devs see this and adress the issues.. AWESOME. When I played older GALCIV games I always helped out these space squirrels and now I get to play as them and learn their backstory. Love the Snathi and now I can lead them to galactic domination.. Kombine is a simple puzzle game wth 50+ levels. There are two modes of play, but the unlockable 'timed' mode is just the same levels played in sequence with the clock running. There is a a little bit of thinking required, but often it felt more like messing around than solving a challenging puzzle. This positive review is given in light of the low price, and with a warning not to expect too much. At least I didn't encounter any bugs.. Don't let the positive reviews fool you. There's nothing of quality here. It's just a bad clicker, nothing more. Nothing's explained. Many things don't work as they should. There's no point to the game, and no purpose.

It plays like a game that was just released for early access. The fact that this is the full release is unbelievable. This game clearly needs many more months of development to be considered a full release.

I understand that this game is the dev's first, but this is not the condition you release a game in. Period.

I have over 700 games, and this will be the first one I ask for a refund for. Avoid.. This tutorial is good but has some serious problems. It moves by the important stuff way too fast, while spending way too long on trival stuff. For example, which buttons to press to open specific menu, or even which multiple settings needs to be set before something will work properly, all happens in the blink of an eye. "Just click this, this, and this, and we are ready to go". Impossible to follow without stopping every second through those parts as you try to pause, alt-tab into blender, click one button, alt-tab to the video, play 1 sec, pause again, alt-tab back into blender, press another button, and so on. If you miss an important button click, good luck finding that part again. Further more sometimes it is impossible to see where his mouse is it as darts around the screen pushing buttons.

Then he spend way too long on the trival stuff. I know how to place things on an image so they dont overlap, that part does not need to be 5 mins. It just making that which buttons to press harder to find. Some times i have given up on even following the tutorial and simple google for answers.

I learnt a lot, and he clearly is very good. but try youtube first before you buy this. I just thought something released by officially by blender would be a little higher quality.

Also common steam, place a next video button on your video player.. Don't do it!!!

It might seem cheap. But this is not one of those games that that is a bargain and you can have a bit of fun with.

It is just plain horrible.

This looks like a lone developer made this on their weekends as their first gaming project.

This is really a waste of money.

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