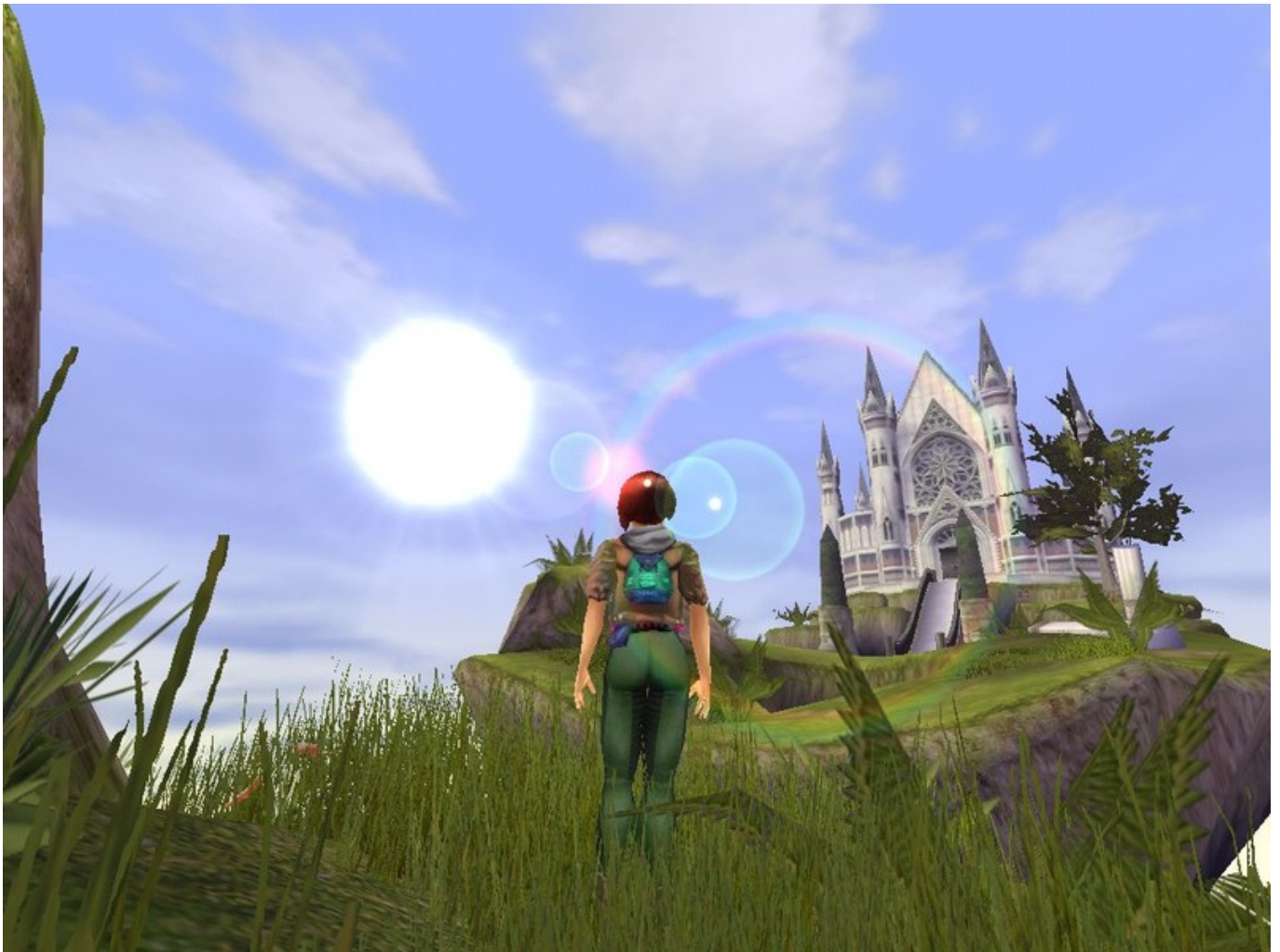

Marshmallow Melee Download No Survey No Password



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About This Game

Steve, the Wizard has been kidnapping the Marshmallows!
Rally your troops and fight your way to the top of an ever-shuffling tower to defeat him!
Marshmallow Melee is an adorable rogue-lite dungeon crawler with toy-sized warriors.



Game Features

- A toy-scaled dungeon crawler with over 70 unique “playset” levels
- A Shuffling Tower System that creates a different adventure every time you play
- Wacky weapons: hit enemies with a lolly-pop, cactus, and more!
- Shops where you can buy powerful new weapons . . . and PIZZA!
- Physically Based Rendering for ultimate Marshmallow immersion
- Minimal Space Requirements: Designed for front-facing standing or seated VR (“Couch Scale”)

Title: Marshmallow Melee
Genre: Action, Adventure, Indie, RPG, Strategy, Early Access
Developer:
TriHelix LLC
Publisher:
TriHelix LLC
Release Date: 6 Oct, 2017

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Minimum:

OS: Windows 8.1

Processor: Intel Core i7

Memory: 8 GB RAM

Graphics: NVidia GeForce GTX 1050 Ti

DirectX: Version 11

Network: Broadband Internet connection

Storage: 3 GB available space

English







GET THIS.

This is 10, 100, 1000 times better than the game itself. I've played over 80 hours of Splunky rocking out to this soundtrack..
Hello everybody,

if you feel like and have interest in really good survival games, also like retro graphics, then I can only warmly recommend Unveil. A team of 3 people (a single programmer, two music composers) creates something really great and offers on top of that absolutely great, reliable support. A few days ago I reported a bug which is apparently occurred in only a relatively few people. For days I had several e-mail contact, and together we went through a lot of tests to fix it daily with the developer. There's a lot of commitment behind what nowadays is wished and wanted of many indie developers and therefore you should support this with full force! :)

Just visit the shop page and make sure to check it out. DO u know other games on Steam which were rated 100% (!) positive?

So come on, support the developers and spread the word. Such games need to be more popular and the developers needs to be rewarded for their very good work :)

Hallo zusammen,

wenn ihr Lust auf und Interesse an wirklich guten Survivalspielen habt, nebenbei auch noch auf Retrografik steht, dann kann ich euch Unveil nur w\u00e4rmstens ans Herz legen. Ein Team von 3 Leuten (ein einzelner programmiert, zwei musikkomponisten) schafft hier etwas wirklich Gro\u00dfartiges und bietet obendrein noch einen absolut tollen, zuverl\u00e4ssigen Support. Vor einigen Tagen habe ich einen Bug gemeldet, der scheinbar bei nur relativ wenigen Leuten aufgetreten ist. Tagelang hatte ich dann mehrmals t\u00e4glich mit dem Entwickler Email-Kontakt und gemeinsam haben wir durch viele Tests den Fehler beheben k\u00f6nnen. Es steckt sehr viel Engagement dahinter, was man sich heutzutage von vielen Indie-Entwicklern w\u00fcrschen und daher sollte man dies mit voller Kraft unterst\u00fctzen! :)

Besucht einfach mal die Shopseite und vergewissert euch. Kenn ihr noch andere Spiele, die zu 100% (!) positiv bewertet wurden?

Helf mit, damit solche Spiele bekannt werden und die Entwickler f\u00fcr ihre sehr gute Arbeit belohnt werden :).

EEEEEEEDDDDDDDDDDDDDDDDDDDDDDDYYYYYYYYYYYYYYYYYYYYYYYY<3

WWWRRRRRRRRRRRYY

Sorry. Got too excited.

EDIT: Alright, I've finally calmed down.

Basically, this DLC contains no story or what-so-ever. Just Edy. And a weapon. And a decal. (After clearing a mission with not much context.) I was hoping there is more to it, like in the previous VC games where Edy has somewhat interesting DLC missions.

While I do appreciate seeing Edy again... I WANT MORE EDY!!! WHERE IS THE STORY. WHERE IS MI ANIMUUU---!!!
W-WH- *incoherent screaming*

I guess I'll forgive them for now for filling one whole page of the journal with a portrait of Edy.

But I'm watching you. You hear me. I'M WATCHING YOU.. Fun and easy to learn, great for the price. You'll whip through the first few sections, but after a bit it will get more difficult. Ok variety of ships and upgrades, if you like RTS games with a space warfare theme this one is worth a look.. Can't get this one to run, keep getting a fatal error come up.

I think my Graphics card needs updating so please check your system requirements before buying it.

Dash. There are no Dev's for this game. They release it, charge money for it and disappear. They will not fix damage ratios or interactions with mods or update the game to match the mobile app version.

MOST IMPORTANTLY, YOU CAN ONLY PLAY THIS GAME ONCE!

YOU CANNOT RESET IT TO START OVER.

Gyro-Games Inc. should be banned from Steam.. \u2b50\u2b50\u2b50\u2b50. This did not seem like a finished product.

If you like glitchy gameplay and a cumbersome interface then give this one a try. Personally I haven't found it to be much fun.

Addendum:

I put in another hour or so trying to make this work ... I really want to like this game.

But it just feels like a concept piece that needs a LOT more Beta testing before being released as a finished product.. The A E S T H E T I C S of videogames.

Despite the odd look there is a solid platformer with surprisingly good music in this.

BECOME SHOE. the coolest experience in VR yet! you may never have heard of this but damn it's great, it's so incredibly well conceptualized. Short but fun 2D platformer.

As one of the four available characters (they seemed pretty much the same other than their looks) you jump, shoot, dash and shield your way through a bunch of short missions.

There are three different mission types:

- Target practice = Hit all the targets scattered around the stage using either your gun, shield or dash.
- Danger Zone = Reach the goal while avoiding enemies/traps.
- Dash = Rush to the goal as fast as possible.

There are multiple stages, each with their own gimmick, and despite each stage being only 20-60 seconds long most of them were fun to play through.

This is the type of platformer where you are supposed to try and get a good ranking, so if replaying the same stage 10, 20, 30 times in a row while trying to reach the goal just 0.01 seconds faster is not something that sounds fun to you, you should probably skip this game.

Personally, I had a blast. It took me 3.5 hours to get an S rank on all the missions, and in my opinion Capsule Force is definitely worth a purchase. Even at full price, if you don't want to wait for a sale.. This game has some elements of a metroidvania with backtracking with new abilities you unlock. But it gets annoying to use certain ones and doesn't control well enough.

The text in this game is way to big that sometimes it will just take up the entire screen while you are playing the game and you have wait till it disappears till its comfortable to keep playing.

Also changing to different forms to progress through the areas costs one heart every time you change your character and I would love to know why that's the case cause if your confused and don't know which form to use as your cycling through them you then realize you are about to die in one hit and can make the game frustrating when that happens constantly. I haven't gotten far to tell if this would happen but what if you get in a situation where you need to change to different forms and if you don't have enough health at one point you might be stuck, just a random statement of how annoying that is.

3V10, I don't recommend this game at all.. everything was good in this novel expect kasumi route from my opinion this girl gets worst with time. Even with this kasumi problem still remains excellent novel and i highly recommended it.. This game is a game for you when you loooooove to waste time in the queue. I look at the clock for the campaign and nothing happend. One minute, two minutes 10 minutes. *Leave queue*

And I must say, partly I feel defrauded. This game was a free to play thingy on a weekend and I came in a campaign and I really enjoy Hanako. And stupidly bought the game. And then ... after the weekend ... that was it. I didn't ever get the chance to play in a campaign again and wasted my time in queue. Oh okay, yes, I could play against the AI but I want the full package, I want to play against other players.

Maybe I'll give the game another chance, but right now I'm just angry.. *Foreveracers is a small-scale indie game that has some neat ideas, and just makes me smile when I play it. Ultimately, I would like to see much more content and a larger playerbase. I think the former would be relatively easy to implement given that the majority of the work is already done, but unfortunately I don't see the playerbase significantly expanding.*

Essentially, this is a physics-based racing game set in an open world sandbox. While you can play offline, the default is to

play on an open server with other real people which is a high point. The world isn't mind-bogglingly huge or anything, but what is there is quite beautiful. The art style is very nice. So you roam around this open world and pick and choose races to do. Most of the time it's just racing your own ghost, but when other people are around you can easily organize races. It's super easy. The whole thing is just a chill experience. You can choose from a few different cars, which all control quite differently. I think this is a good game to go into with the goal of 100%ing the achievements.

Pros:

- +The whole experience is fresh and quite chill. It's fun to just drop in and see what's going on, and maybe snag a few achievements along the way.*
- +I like that it's basically an online sandbox game. Yes, you can play offline, but it's fun to setup races and interact with others. I enjoyed watching some high scores get set by Steam user Twelve.*
- +The day and night cycle is a really nice touch. This adds a great layer of immersion into the world.*
- +The cars are all quite different in how they handle. The color options are nice, too.*
- +Exploration is fun. I wish there was more built-in reasons to further encourage exploration.*
- +The whole thing is very pretty.*

Cons:

- While I appreciate that all the cars drive differently, I think the present selection can be a bit too wonky/wily with their level of control. I think the current cars totally should be options, but there could be some more standard and controllable options added. Sometimes it's fun to wrestle with crazy controls, but in a chill game like this - we could use some more 'regular' options.*
- Content. Don't get me wrong, this game is priced well for what is offered, but there is just much more potential. The groundwork has been laid, so why not add in more cars, colors, collectables, races, and reasons to explore every nook-and-cranny?*
- The playerbase is super small, and I don't see that changing.*
- You can nearly 100% the achievements in less than 5 hours (this is a guess, but I'm close at 2 hours in). If you aren't driven by setting records in the races or mindlessly cruising around, you probably won't get too much more out of this title. EDIT: I think one of the achievements will take a lot longer.*
- One thing that could help is if the devs organized one or two sessions a week where players would get on to help have more player dense times. DUSK does this with Friday Frag Night. It works well for games that struggle with having constant action going.*

Yeah, I quite like this little game. It has enough fresh ideas and works quite well to merit the small asking price.

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