

## Tick: The Time Based Puzzle Game Full Crack [License]



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### About This Game

Tick: The Time Based Puzzle Game is a puzzle game unlike any you have seen or played before. Set on the backdrop of unique minimalist art style you will test your timing and your patience as you play through multiple different game modes.

# GAME MODES

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# PRACTICE MODE

Practice mode gives players the ability to let them choose the stages they want to practice on, you can either choose a stage directly from Stage Mode or build your own level using the level editor and play that.

# STAGE MODE

Stage Mode is a casual game mode where you have the ability to play at your own pace working your way through 50 increasing difficult stages, the amount of retries and/or failed attempts you commit while working your way through the 50 stages are tracked and evaluated so they can be shown off to friends or posted on Steam.

# SPEED MODE

Speed Mode is a more competitive game mode that samples some of the hardest stages in the game, and then times how long it takes for you to work your way through them, final times can be posted on the Steam community page to see who #1 is.

# DEVELOPMENT

This is the first release by Fingertip Games UK which is a new indie start-up being run by one sole developer.

If it was not for the support of the Steam community through the Steam Greenlight pathway, this game and start-up would truly not exist today. The game managed to garner major feedback during its Greenlight campaign and these inputs and supportive comments have gone a long way in shaping the future updates for the game.

I'd like to give a big thank-you to everyone who either supported us in the Greenlight campaign or have bought the game thus far (and people who will hopefully purchase the game in the future), every little bit of support we can get helps to keep me working on things that people hopefully enjoy.

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# FUTURE

2016 is going to be a busy year for the game, starting with the January 2016 update V1.1, the game has been streamlined and re-coded from the ground up so it's ready to support the slew of content that is planned throughout the year.

V1.2 is planned for a late March/April 2016 release and will contain the following:

- Adds 2 new core game mechanics. *(Details closer to release)*
  - Adds 20 new stages to Stage Mode.
  - Adds another sample to Speed Mode.
- Improves and expands some capabilities of the Level Editor. *(Details closer to release)*

V1.3 is planned for a late August/September 2016 release and will contain the following:

- Adds 30 new stages to Stage Mode.
- Adds the random sample capability to Speed Run. *(Details closer to release)*
  - Adds 3 new Mini-games. *(Details closer to release)*

V1.4 is planned for a late September/October 2016 release and will contain the following:

- Visual Upgrade to ball movements and effects.
- Implements physics based particle effects and responses.
- Implements the color palate options where you can color the UI and objects in the game to fit your own style.
- Implement the ability to share levels you create in the Level Editor through either a copy or paste code or the Steam Workshop.

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Title: Tick: The Time Based Puzzle Game

Genre: Casual, Indie, Strategy

Developer:

Fingertip Games UK

Publisher:

Fingertip Games UK

Release Date: 1 Dec, 2015

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**Minimum:**

**OS:** Windows 7 or 8

**Processor:** Intel i3+ or AMD equivalent

**Memory:** 256 MB RAM

**Graphics:** Nvidia GeForce 8800/AMD Radeon HD 5670 or equivalent video card (Dedicated GPU with 512MB+ Video Memory(VRAM))

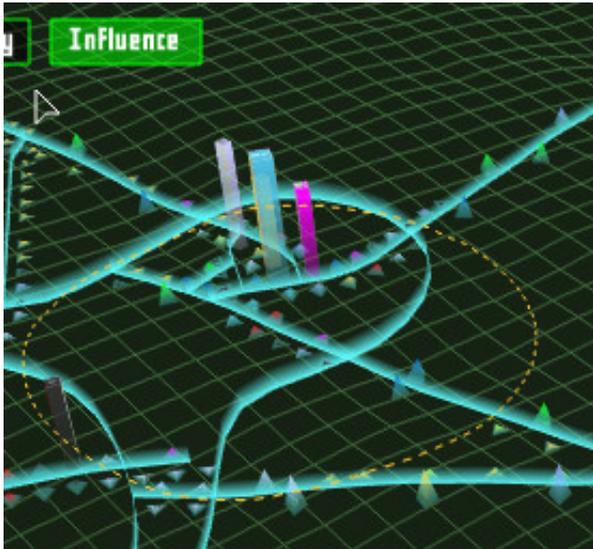
**DirectX:** Version 9.0

**Storage:** 512 MB available space

English







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I really like this game. I have only gotten two endings so far, and I am glad to say that (even with my limited experience) I don't regret spending my money.

I have only one complaint(maybe two): there is no way outside of achievements to keep track of which endings you've gotten, and there is no CG gallery. While I can live without a CG gallery, the lack of ending gallery is quit annoying. I would like it if this was patched in, but I don't think that will happen.

I don't have any complaints with the "gameplay" or with the story (so far), so I recommend this game to everyone who is looking for a good VN to read\play.. For what it is... this game is GREAT! Not much to it, but its really quite fun when playing with 3+ players. Yes there are not many levels, but the levels that have been made each give provide a different style of play, not just a new aesthetic. The visuals are kick\u2665\u2665\u2665\u2665\u2665too on highest settings, and if you have a BIG tv, then i cannot recommend enough for some frantic action.

The game's control is particularly good in that you need to press the trigger button to fire from your turrent, not just aim it in the desired direction with the right thumb stick. This makes a huge difference to the tactics of your game and allows the player greater timing control. The tanks also have some physics, so if you drive properly you are rewarded with faster movement.

Only drawback is the price: \u00a336.99 is a bit steep considering the amount of content, but if like me you get this on sale, well all that's left to say is THANK YOU to the dev that made the game. Wicked!. [UPDATE 4V26V18]

The developer has come back and updated the game! As noted, I said that I would update my review to recommended if the dev came back. I played over the game again about a day ago and still enjoy it (for what it is currently). No, there isn't a whole lot to do just yet but it's still in Early Access and if you have reasonable expectations at this point, I think you'll enjoy this game. Sure there's some bugs and glitches but I enjoy the crafting, teleporting around the island, killing crabs, fishing and the survival aspect... I also enjoy just looking out at the ocean in VR. The developer has stated they were working on an update to address some of the bugs, so as long as they deliver, I'll always recommend this game to others. There's not another Island Survival VR game out there (that I'm aware of) so I'm excited to see where the developer takes this game and hope to be able to swim\fight with that shark soon! :)

[UPDATE 1V10V2018]

I really wanted to enjoy this game and I was pretty excited for the updates that were supposed to be coming in the future but the developer seems to have abandoned the game. Unfortunately, I am changing my review to "not recommended" so others do not waste their money at this time. If the developer comes back, I will be glad to update my review because as in my original statement, it did show a lot of promise. Lost In the Ocean had the potential to be one of the best island survival games in VR (and I was so excited to find a "Stranded Deep" type of game in VR!). It played well on my PC and looked amazing (1060 6GB), so no complaints there but unless the developer comes back, please do not waste your money on this game.

[Original Post]

Game is looking great, shows a lot of promise! Please update soon!. Another Limbo clone the game got some bugs here and there and i got stuck in the environment couple of times. but the game got some good music and puzzles

This game is 1 man job and i got it with offer for about 75% off and for that price tag it's a good pick and can afford about 3.5 hours of gameplay to completely finish it 100%

6V10. Love it! I recommend it.. If you like the look of the videos do yourself a favor and buy this immediately. I have played for the last 2 hours straight and have loved every moment. This is superbly well done. It's simplistic fun at a great price.. I'll start with the pros:

1. It's a great concept - The idea that you get to collect minions that you beat, and then use them for future levels is good.
2. Layers of strategy, but not too much - Since the levels are semi-sequential, you get to plan which levels you want to beat first, based on the minions available. For example, if you know air units beat water, you might spend some time trying to get air units first, and then use them to beat the water levels. That being said, Not all levels are accessible at one go, which can be

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overwhelming for a new player coming into the game, and the level unlocking system has been very nicely done.

In a level itself, you get to choose a team, for which the minutest of changes might affect the result drastically. The cap on the number of units per level, and units per category (ranged, melee, support) means that you can chop and change as you wish, but because we don't have much wiggle room (2 ranged and melee, 3 supports), it means that there are fewer combinations available, allowing you to reach an optimal strategy more quickly. This means more satisfaction and less frustration - Always a plus, given that this is supposed to be a "mini"-game of sorts.

3. Great music - Sure, the creator used some third party library for it, but it's suitably chosen, and sometimes I find the soundtrack getting stuck in my head long after I've played the game.

4. Inexpensive - For the price, the amount of gameplay is fairly reasonable.

The cons:

1. Buggy - Some of the levels require you to think about target prioritisation. For instance, if you know that a huge wave is incoming, you might want to spread your range aoe damage, to maximise your stun area. So you switch your target prioritisations to "closest enemy" and "furthest enemy", say. The problem is, I noticed that once there were closer enemies than the ones your minion was targetting, it doesn't switch over until it kills the one it's focusing on. I feel like this is a game-changing (but not game-breaking) bug, and makes some levels harder than they were probably meant to be.

2. Level Balancing - Playing this game, you can tell that it was very carefully designed and balanced. However, it still fails in some aspects. The levels start off easy, which is good, and is meant to get progressively harder. Eventually, you reach a level where you actually have to try and beat by optimising your team selection. The problem is that once you beat that level, the subsequent levels seem too easy to progress through. I believe this is because the minions you have to fight are fairly similar, just with a higher dps, and employing a similar strategy will get you through it easily.

3. Unit balancing - There is one unit in particular in this game that I feel is waaay too OP. Once I got that unit, it was always on my team, just because it makes any level easier to beat, even on a level which contains its weakness. On the flip side, there were minions in the game that I didn't even bother thinking about, simply because they seemed way too weak, and there was never any reason to use them. It would be nice if the unit balancing was such that it would at least make us consider using the weaker units, maybe for the elemental advantage, or something like that.

4. End of game - I get that this is meant to be a small-scale game, made by a solo developer after three months of hard work, which I have to say is quite the feat. However, when I completed all the levels, it seemed a bit too abrupt. In a game like this, you're usually expecting a final level, with some big, ginormous boss with smaller minions, maybe more waves than usual, and then you might need to make a few teams and swap them out from time to time to deal with different waves, etc. Tldr: I was hoping for a boss level at the end, and after beating it, some cool splash screen to say "Congratulations, you've finished the game. Try replaying it on a harder level, etc etc etc", which would have given me a greater sense of accomplishment.

Overall, this is actually quite a fun game to play, and feels rewarding when you beat it. The bugs and balancing issues I highlighted will always be in every game, and in this case, none of them were particularly game-breaking. You could always work around it somehow. Definitely recommended.. This is a decent hunting game but kind of has the feel of previous hunting games. The graphics look old, but the gameplay is there. Its fun if you like to explore different lands in different scenarios. The lions really get you jumping in your seat, you just got to wait for the prime time to shoot. There are a wide variety of guns and weapons to choose from, all have their strengths and weaknesses. This is a fun game to play around with and mess around with the animals. I do recommend this game to any hunter just looking to play around for a bit because you will be satisfied as to how simple it is to hunt the specific animal you are searching for. As in the previous games you have various modes of transportation while traveling across the terrains. This is a great casual game and I recommend it for and old school shooter that wants to hunt animals for fun.

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First it must be said that this game looks fantastic. The 2d graphics and illustrations are beautiful. The aesthetic theme is consistent and on point. Stereo7, you should thank your artists for any sales this game has!

Sadly other than the art, the game is not very good. After the early levels someone gave up on balancing the rest of the maps. The game is way too easy. There are broken achievements, control issues, tower balance problems and dubious game design choices.

But the big problem is still the difficulty after the first ten levels. The difficulty breaks down. The game becomes a snoozefest. The aoe-tower is broken balance-wise, and only having one tower for flying units kills any remaining strategy. There are just no strategy choices to be made.

The game also randomly plucks one card from your tower loadout after each round so you have to find it and put it back in. The funny thing is that I don't even believe it's a bug, just some game designers idea of forcing players into trying out new towers/skills. It's hilariously bad!

I think you'll get 5-10 hours out of this game because of the fair chunk of levels. if you are looking for anything challenging, look elsewhere.

Again, big props to the artists. This games doe not deserve to look this good.. Lovely maps and well-conceived characters with a neat story. I was really excited when I saw how much work and love this game contains. I really had the feeling this game is balanced since I didn't get much money and still had enough to buy my stuff.

Or at least I thought so. That was only what it looked like at first.  
As I kept playing there where more and more bugs and annoying points that made me curse out loud.

Some enemies can't be avoided because they are bugging. I can't even run from their fights because they start again immediately.

Instead of ordinary skills I have so called 'crests' that can be found anywhere. And here's the tricky part: I have two groups I am playing with. Two different sides. And if I use one crest with group A I just can't use it for group B. So if I need some heal and already used it with one party I am pretty unlucky and have to fight without it. Sounds funny, huh? I don't even know when there's the next jump so I can unequip my crests before it's too late. Reloading old save games shouldn't be the only option here.

There are almost no enemy groups with less than three mobs. I need at least one round to kill one of them and every enemy makes my HP and MP drop very fast. So at one point in the game I had no heal, no HP, no mana. No possibility to heal myself or buy stuff. And then there's a boss monster, hitting me with a 500 damage AoE while my party doesn't have more than 1,300 HP each. Sometimes I got healed before a hard fight but I guess this time I just got unlucky again.  
Some enemies spam their strong attacks which deal up to half of my entire HP .. even AoEs are that strong sometimes.

I really wanted to recommend it but I can't. It has so much potential and looked so good at first sight but I am not happy with how it turned out. I am not surprised there are so many people who didn't play until the end.

EDIT: I can't believe I beat this game. Sadly it didn't get any better with those annoying fights and too strong enemies. I was always scared of what might appear next. But I got used to it, found my own way to defeat them all. Had to reload some saves and tried it again.. sometimes I just had to get lucky. But I am still somewhat proud of myself now. :D

Over all I had fun playing this game .. and sometimes I had not.. Hardly a game. Do not buy.  
Its just significantly repetitive, there is nothing more to it really than what is shown in the video.

It seems like the 'exploration' is similar to a game made for the nintendo 64.  
THE RATINGS ADVERTISED, are not popular game review websites and some of them may or may not ha be been written based on what the y thought the game would become.

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Flat out, its not even about the money here. Its the time.. It's.... Odd. In total probably will come to about 4-6 hours of mild entertainment so for what I paid I can't really argue. (On sale I got this and the first game for only 50p more than if I had bought just II and its expansion). It's like a 1990's game and is laughably basic. It's one main guy stood in the middle who can only cast 3 crap spells who surrounds himself with a variety of only 6 troops (two melee, two ranged, a healer and a slower) and fights of a few skeletons and crap.

Mildly entertaining for 5 hours so, for what I paid, who can argue.. We played a few hours last night and we were very impressed. Controls scheme could use some work (like using trigger to put gun away while also firing lead to a few miss fires... :P) but that's early access. Over all I was way more impressed than I was expecting. Can't wait to see where this goes :). Do not forget to eat, sleep and work while you're observing the monkeys! I died of hunger in the 2nd day and that was unfortunate.. awesome ATS i ever played. The last line of this game was "Did you have fun?", and I can emphatically say no. Unskippable cutscenes and tedious puzzles made this an unenjoyable experience. The atmosphere was okay, though.

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