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About This Game

ZeGame is a beautiful puzzle game with complex but rewarding puzzles in three dimensions. Discover the new surroundings in every world, each having their own unique look and feel.

Slide your blocks in the right directions in order to progress to the next level and discover new block types in every world. Create your own levels and share them with your friends, or play levels made by the community.

Features

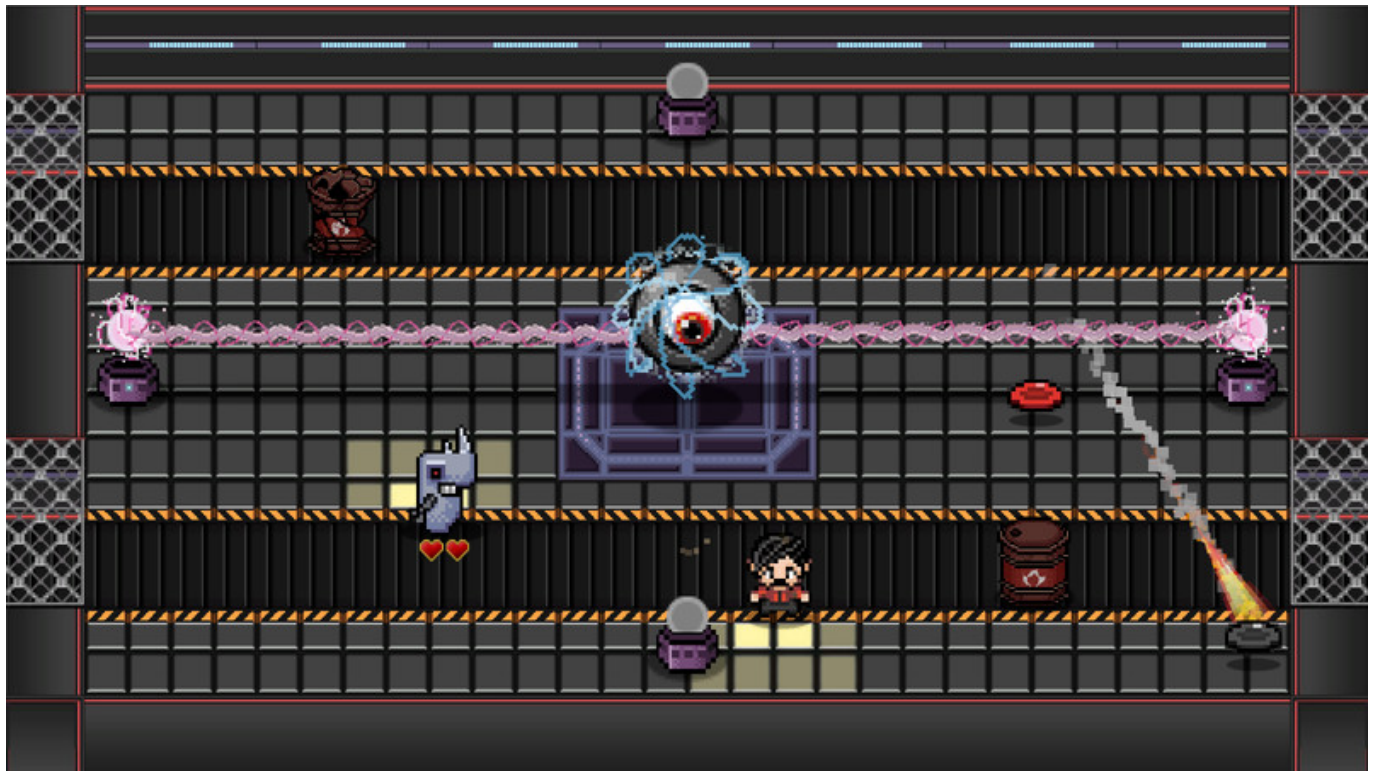
- 8 worlds and 160 levels
- Stunning backgrounds for each world
- A level editor
- Browse levels made by the community
- Achievements and cards

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- Steam Cloud support
 - Leaderboards
 - 2 game modes
 - Controller support

Title: ZeGame
Genre: Adventure, Casual, Indie
Developer:
Jesper The End, Selle Sellink, New Hansen
Publisher:
Jesper The End
Release Date: 27 May, 2016

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English,Danish,Dutch,Finnish,Greek,German,Italian,Polish,Russian,French







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I like it, it comes with a nice assortment of equipment. My one gripe is that the outfit and the tackle bag, and rod bag still take wear. I haven't had one long enough to know but that kind of sucks if you eventually lose the outfit because it wears and bags because they wear out? I feel like those should at least be forever since you paid for them Can you fix them, i know you can with rods etc. Anyway, i have enjoyed using the stuff in the pack.. quot;Magi Trials" to me is a visual novel that has so much potential to be an really interesting story and a fantastic world of magic, but it never quite got there. Instead, it plays it safe to the point where it ends with disappointment. I'm not saying that this VN is bad, but it has so much good stuff but never takes it as a jumping point and explores those ideas. I had fun reading this VN at the time, but I can't recommend this at the current price point of \$9.99 to any fan of VNs unless you're ready for a very short narrative and disappointment. Again, I really love so many things about this VN from the characters to the art to the dialogue, but the whole experience just ends up being disappointing and wishing that it took risks and fleshed out so many ideas it introduced.

Read my full, in-depth review on my site here: <https://kupowrites.wordpress.com/2016/11/28/magi-trials-vn-review/>. Good game. Nice Graphics just like a Retro.. My head hurts.. This game is hard to load and doesn't like to work at all. Menu start up is difficult to see. I do like the graphics. Beautiful. However, in order to have a good game, the gameplay needs a LOT of work. Controls are janky and unbareable. I can understand it's hard to create a game, but if this doesn't see some MAJOR work with the controls, I don't think I can play this. The start up also NEEDS to be fixed. I would like to see how this game develops if it can get proper working controls, better start up and a better menu. If this gets done, I'll be happy to play it. <3. It's the OST and Soundtrack for the Base game, on sale they sell for a real steal, plus i am one of the few that think this game is great, it's sweet and short perhaps but it can still be properly enjoyed.

The developers even went as far as to reduce the price since the release of the remastered version, so all in all a decent add on to my library.. the first association i get from motorama is to the old street rods. same age, same look-and-feel, same cars...

visuals and music are nothing to write home about but are appropriate enough. driving model is arcade and cars are mostly unmanageable when spinning out but that actually fits with the 50s racing theme.

now for the bad parts:

- ai cars have no clipping. just going through the traffic cars that collide readily enough with you
- driving ai sucks, it does spin out randomly that helps overtaking them but it does not feel like something that should be happening. plus, ai cars have unfair advantages like hyperspeed, blowing past your upgraded car with ease
- upgrading cards feels random. just as one example - a car with 55% speed is actually slower than one with 40% speed
- progress is badly managed. major amounts of moneygrinding is required to progress and this is always a bad sign

racing through the game takes about 2-3 hours, unfortunately grinding the cash for upgrades takes a lot longer and is simply boring.

i really want to recommend it but in its current form, i cannot.

if this would be a beta, i would be stoked to see how it turns out. but as a final game - skip.

. This type of market for bejewelled clones right now, is fairly cut throat with some hugely successful ones, and others which don't really cut the grade. Gyromancers defense is the game is 6 years old now - and I guess back then, it was good but these days with games like Huniepop showing how a good match 3 puzzle game really is...it makes games like this one, just look old and antiquated.

I like the RPG aspects of this game, and it tries to take an interesting direction with the bejewelled style gameplay, however the

actual execution of the game just doesn't work too well. They really should have stuck with a traditional style of selecting gems instead of a fairly poor rotate 'clockwise' system which makes the game far harder than it really needs to be.

Then throw in enemies who can summon ability gems constantly, giving the player a very limited amount of time in order to break the enemy ability gem, and most of the time - its nearly impossible too, leaves a very sour experience. This game would have been so much better if they went with a traditional matching system instead of the rotating system.

Basically, enemies have no AI on this game!!! Just run and shoot. There's no fun in it. But the worst to me is the look and feel of an old game poorly made with Adobe Flash.. So this is my 3rd time purchasing and completing this game, once on ps3, once on ps4 and now on the allmighty PC edition and I can definatly confirm this is the best edition.

The story is great and I already talked about it a touch but, it is great pulled me in once again getting real emotions and attachments to each character. The heists give it a fresh feel with them being a new edition to the GTA franchise and make it feel like you are really one of the characters by letting you choose which way you want to carry out a heist or a robbery or an assanination. The missions are linear, Franklin doing more "gangster" missions with Michael doing "upper-class" missions such as yoga and Trevor doing, well, hilarious and explosive missions. The three characters each have their own personality and emotions. Franklin being very 3-bit, Michael being relaxed and upper-class and Trevor being a mainiac.

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.. *TLDR: Not really a TLDR but if all you want to know is if this game is for you, watch the video that MartyrA2J madeVposted in his review and all you need to see is at least the first 3-5 minutes to see if this is a game that will interest you.

I don't generally write reviews but I do pay attention to them and I am shocked that this is only 63% positive (at the time of writing this) and realized that it was the lack of reviews with only 2 bad ones (I feel like one of those isn't fair as I've never experienced any lag at with Ultra Max graphic settings and I don't have an issue with the load times). I'm writing this to try to

get this game out of the "mixed" and into the "positive" category.

I saw this game when it was on sale and it looked very interesting so I bought it and it is easily worth the full 7 bucks. I am really enjoying the Sensory Experience (which this game has won an achievement for). The music is awesome, the fact that everything interacts with the music is amazing!!

More to come as I spend more time in the game which I plan to do over the next couple weeks.. Played this on the Atari Lynx handheld way back, lol, and gaming does not come much simpler and better than this. Admittedly, the music from the Lynx version was miles better than this, but that is easily rectified, due to some clever folks on here modding it in. A great time waster of a game, and one of my all time favorites at sucking you in, for that one more try at the level you cant beat. We never had saves back then, so you had to beat it to get code for next level. Ah, them were the days!

Great stuff!. Very enjoyable indie puzzle game :->

I used to play a lot of some old alpha build i got in some free bundle DRM free, it featured only endless mode back then - now we get nem mechanics (Mansion, Shrine, Armory), multiple dungeons, quests so it was even better ;)

The game is combination of mine-sweeper with dungeon crawler, equipment management and loads of skills and strategies possible with all 4 heroes :)

Awesome timewaster! :->. we all want to be that dude in the video. Well, Sir, Had This Game For Two [2] Days. When Bring Game Up Only Part Of Game Can Be Seen At Top. Starting At Middle There Es A Dark Rectangle. Tried Everything To Play Game, Restart, Verifying Files Deleted Game, Reinstalled And So On. Tried Moving, Yet Could Move Not Und Can Find The Options Not.

Have To Give This Game A Thumbs Down. :). For those who like exploring in space, and with that, relaxing music and a great community still going strong to this day.. Great Plane, feels good to fly the P=51D. Lots of options for bombs\rockets. Great CAS fighter. For the money with the sale right now, cant beat it.

P.S It may take some time to show up in game after purchase. Mine took about 45min to show up in game.

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