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About This Game

Descend into abandoned factories in search of lost cassette tapes that hold boundless virtual worlds. Explore, manipulate, and distort the tapes to make them reveal their secrets. Solve mechanical puzzles and map the winding halls of these empty monoliths. Will you be able to find the way out, or what has happened?

Key Features

- Collect: More than 30 different tapes and distorted versions to explore.
- Listen: Distinctive soundtrack that changes along with each tape that is warped.
- Search: Find items within the tapes to help you continue on your journey.

Title: Small Radios Big Televisions

Genre: Adventure, Indie

Developer:

Fire Face Corporation

Publisher:

Adult Swim Games

Release Date: 8 Nov, 2016

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Minimum:

OS: Windows 7 64bit

Processor: 2 ghz

Memory: 2 GB RAM

Graphics: nVidia GeForce GTX 275 series or higher

Storage: 400 MB available space

English







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ON THE POSITIVE SIDE it has the mildest amount of fun that you can enjoy for a few levels. The dark tone is there and the kitten is cute. That's all I got for the good pointers.

ON THE NEGATIVE SIDE at the begining of each level you have the choose your weapons menu that block your vision. You can't see what the map looks like or how many enemies you are facing... Its a poor design but that only the minor problem. The real problem is your overwhelming power control to keep the game a "CHALLENGE" litereally kills the game. And by KILLS the game I mean literally beating FUN to death with the word CHALLENGE and you think that is exceptable. Not only do you give the player a short supply of money, but you restrict how many items they can buy. Only 1 explosive device allowed per level with 3 enemies? After level 6 or 7 you have nothing fun here. Not anymore.. This is the best marble game ever created!. Note - you can't use your desktop shortcut to access these, you must press play from your Steam library.. I have no idea what the game is. 8hrs? i don't even remember the games name lol..... Must have been one of my drunk nights in outer space or something..... I recommend it only because i don't remember it..... Some really great parts in this set, as well as unforgettable music from the previous titles.. Still too many bugs, can't play with friends on multi because battle always have endless block. Just look on that: <https://youtu.be/ZaD6x1LSZeU?t=906>

Pros:

- Fun.
- Not super grindy.
- Cool graphics.
- Unlock system and the variety in it.
- Achievements add to the playability, give goals and make the progress feel rewarding.

Cons:

- I didn't like how you immediately take damage after enemy gets in range and you have to wait for them to get in that range.
- Most of the progress comes from leveling up in the middle of a mission (level up = full heal) so you can get through it.
- Facebook and Twitter achievements.
- The inventory was a bit too small considering how you get so many different items from the chest and missions.
- Boss raids have a timer and a short window on when you can do them, even though they require so many items to enter.
- In order to 100% the game, you have to replay boss raids and earlier stages a bit too many times.
- Enemies can get stuck in their attack animations so that you can't complete a stage without restarting it.

7.5/10. Where do I even start.. The game looked so promising and for the best experience I bought a TitanXp after looking at the trailers. Set up pixel density at 2.6 on my HTC Vove, game still looked grainy and crappy with maxed out graphics. Horrendous beginning of the game, where you start off on the opposite end of the sea/lake and have to wait for 3 good minutes just to get to boring museum aka tech demo spot where you get to finally play (you have to repeat travel via the train every time you want to get into multiplayer which is also pretty awkwardly set up). You arrive to the museum and it does not look good at all, it just smells boring, it's completely empty. Imagine traveling on the train, that is also empty, to the empty museum, you never see a soul in the game. My game glitched in some weird way that I did not see a little flying thing telling me what to do in game, instead I was there alone and couldn't do anything once I got outside, basically my missions were stalled and all I could do is shoot at the dummies or boxes. Went to multiplayer set it up by myself to be as a single player. Most boring wave shooter I ever seen! Boring dinousaurs, boring landscape, guerilla that keeps throwing giant rocks for 5-10 solid minutes where your arm gets tired of holding the gun up, grind grind grind. I honestly don't know if developers will be able to make it playble, it seems like they tried to be everything and they failed at every aspekt. Could have been a solid wave shooter for up to 4 players, could have been a great exploring/survival game. Instead it's one lousy tech demo with crappy graphics. Developers should have learned somethign from makers of Robinson: The Journey. I got my copy refunded.. Masterpiece.

Better than FFXV.. Cool game, guys!

Tower Defence! What can be better?!!!!!!!. Asinine game design:

Complete all level objectives, including obtaining \$2000 and reducing global trace level below 50%. Continue playing. Accrue more than \$5000 and spend money on huge firewall upgrade. Use large trace level buffer to hack hidden (bonus) servers. Exhaust all options on this level and attempt to progress to next; cannot. Hit F2 and review level objectives again. Objectives for obtaining money and reducing trace level are now marked incomplete. Cannot progress because elected to spend acquired resources on better equipment and use low trace level for server exploration. Punished for playing too well. Refuse to replay 30-minute level; uninstall.

Play Street Hacker and mess around with mods for Uplink instead. Please someone make a truly amazing new hacking game.. Wing Pro is the best Python IDE in my opinion. It's stable and robust, has all the functionality i need and the UI is clear and fast to use. The inbuild python language reference is more than helpful. Wing has a good documentation, too. I fully recommend it for beginner and advanced developers.

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