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## About This Game

Mass Vector is a physics based game of skill and patience designed to be played by all the family.

In fact it's really 2 games in one with 50 speed levels and 50 Hazard levels.

The Speed levels are against the clock and are designed to reward the fastest players. These levels may look simple but when you are racing to get the fastest time you need to keep your cool.

The 50 Hazard levels on the other hand are not timed but they will require skill, patience and perseverance to complete. On the hardest difficulty level they are very hard!

The idea is simple. Manoeuvre your ship by controlling its thrusters. Pick up the coloured blocks using your tractor beam and place them on the green platforms. What could be simpler. Of course it's not that straight forward. The coloured blocks come in different shapes and sizes and range from light (Green) to heavy (Blue) which makes them awkward to move and control with your ship. To help lift the heavy blocks you will need to visit the Boost stations, and visiting the Repair stations will repair your ship when it has been damaged.

The first 10 speed levels guide you through what to do and how to do it. Plus they help you gain points which can be used to buy upgrades for your ship when playing the Hazard levels.

The 4 player profiles mean you can play against your friends and family. Each profile stores all of that players preferences and scores.

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- \* 4 Player profiles for local competition.
    - \* 3 Difficulty settings.
    - \* Keyboard & Mouse control.
  - \* Xbox controller control. Including full menu options control.
    - \* 7 great music tracks.

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Title: Mass Vector  
Genre: Casual, Indie  
Developer:  
Moving Pixel Games  
Publisher:  
Moving Pixel Games  
Release Date: 24 Nov, 2015

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**Minimum:**

**OS:** Windows 7

**Processor:** Dual Core

**Memory:** 1 GB RAM

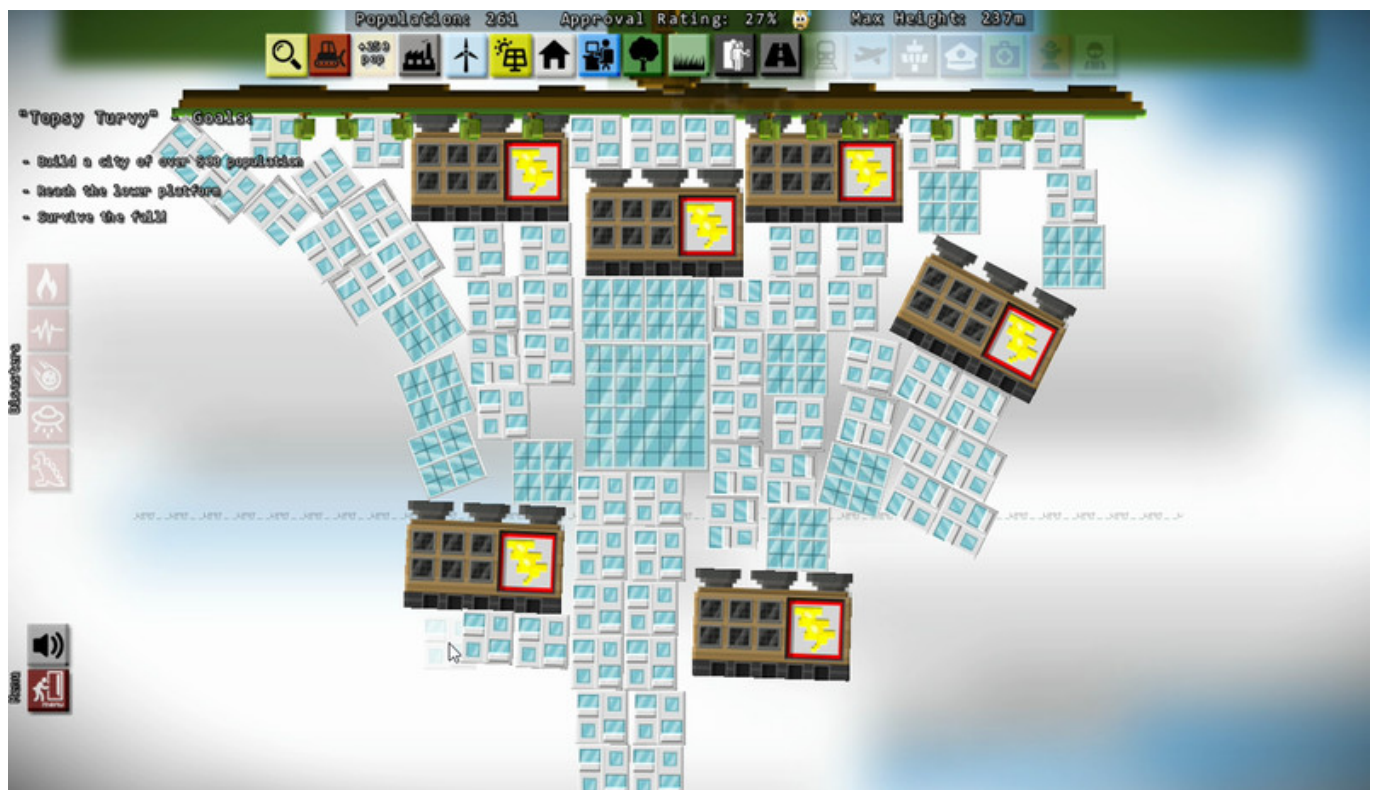
**Graphics:** Open GL supported

**DirectX:** Version 11

**Storage:** 150 MB available space

**Additional Notes:** Ensure graphics drivers and DirectX are up to date.

English







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After experiencing several CRASHES within the 20-30 mins of gameplay (took several times in just 2 places, easily doubling the time) I just gave up. I loved this game back when I got it on a CD from a bargain bin and thought it would be nice to have it on my Steam library. A big mistake. There is no Steam support for this game whatsoever. DO NOT BUY. No. Don't do it. It is not worth it. I do not know if the original CD would still work though, I might have to check that out. But Steam version is just broken beyond repair.. Below is my original review of the game, about a year ago or so. I jumped back into it after reading some of the negative reviews people had posted. At the price 4.99 that it is now, this is a great deal. I do wish they added more control of your people but its not a game breaker. It is a short game but still enjoyable.

The first thing you will notice about the game is the fact your in the tutorial...for a while at that. But the graphics are actually what you are going to notice. The game revolves around the idea of building up your village and to do so you need flat land. They have found a very smooth and easy to use tool set to accomplish this. The way it shapes the land was very well done and thought out.

The one thing that stands out as of now to me, with just a little over an hour of game play, is I find myself wanting a little more. A little more options, control, village details, etc.

I am going to recommend this game, but at the same time I feel this is a 14.99 or 9.99 game.. An amazing movie. If you've ever felt oppressed by the the gaming community for any reason (race, creed, religion, sexuality, gender, etc), I highly highly suggest this.. Welcome to my review of Painkiller : Resurrection .... ugghhh - TL:DR I don't recommend it to anyone, if you looking for an FPS this is not the place for you - the game is filled with bugs, questionable designs, and many bugs. The only way i will be able to recommend it if you are like hardcore Painkiller fan, and just want to kill more monster in a different setting.

Story: The story is bland, you are a killer, but at your last job when you are killing gansters, you accidently kill a lot of innocent people and you go to purgatory. You meet different characters, and the cutscenes have their charm if you like Max Payne ones. To give the game credit, you get a different ending if you beat it on Trauma, and if you collect all the cards.

Gameplay: Its the tradional PK thing, you are in a area - kill all monster to proceed. But there is ONE problem, and i mean BIG. The levels are huge, maybe like 2 or 3 levels big, and you constantly get lost, and don't know where to go - because the level desing is horrible. There are like 6 levels in the game, and every will take you from 40 to 1 hour and more!

Graphics: The graphics were slightly improved the from the original - but most of the levels are quite ugly, and the game lags and loads levels super long. I have a GTX970 and i get loading times like 2 or 3 min, while in the original - like 20 sec max.

Conclusion: Don't buy the game, even if its on sale, you may like it at first, but for every one thing you like,there is like 3 thing that you will hate. I passed it once, and felt like it was a chore to do - and that's comming from a guy who will play Painkiller Black Edition - any time of the year.. Vox in a nutshell:

- No dev communication
- No game content
- No game updates
- No future plans
- Seemingly abandoned

Basically, your average Early Access game.

For what it is currently, there are bunchloads of other voxel games out there, on Steam too, not only better technically but also when it comes to content within the game.

This is just a engine prototype for showcase purposes, nothing more.

Save your money and spend it on something exciting and worthy, like a yummy pizza and a cold beer.. I would really like to recommend Beatbuddy, but I just can't... at least, not fully. While it's got a lot going for it, I just can't get past how buggy it is. Although I did manage to complete it, it wasn't without some serious issues. Several times I got stuck in various ways that prevented further progress - sometimes it was a matter of a game event not triggering properly, and sometimes it was due to going some way the game wasn't expecting me to (apparently). I also encountered issues where the controls would just stop working for no reason. Restoring to the last checkpoint sometimes fixes the issue, but this is rarely the case. Most times, there is no choice but to start the level (or entire chapter) from scratch. Do you know how annoying it is to have 30-40 minutes of

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progress wiped out, have to start over again, and hope you don't make the same game-breaking mistake again (whatever it was)? Let me tell you - it's really f%\*&g annoying. I ended up having to do that multiple times. And would you believe, as a final bug-ridden cherry on top, the very end of the game also glitched out on me as well? Well, believe it. So on top of all the other frustration I experienced just getting through the game, I didn't even get to see the full conclusion of the story.

Now, putting all of that aside, what's actually good about Beatbuddy? Quite a bit, actually. The hand-drawn layered 2D graphics look great, the controls are responsive, the puzzles are generally well-designed, and the music is decent. And that's a good thing, because the music plays a large part in the gameplay - the environment works in time with the beat of the music, requiring specific timing to pass obstacles or solve puzzles. The first couple of hours are great, as the basic mechanics are introduced. Unfortunately, it starts to lose its luster a little bit after that, as most of the subsequent puzzles are pretty much variations on things you've already done several times. So you might start to get tired of it after a while (or maybe I was just burned out from having to replay several areas). I would estimate the overall playtime to be somewhere around 4-6 hours.

Overall, the game is not bad, and I enjoyed it while it was working properly. The frustration from all of the technical issues I had just ended up being too much for me to give it a full recommendation. If you enjoy action/puzzle sidescrollers, music-themed games, and/or games with pretty 2D artwork, it's definitely worth a look. Just be aware of the potential issues. I suppose it could very well be possible that you'd encounter no glitches at all but I doubt it (several posts in the Steam forums seem to corroborate my experience). At the very least, don't buy it at full price unless the developers hire more QA people and/or release a patch that fixes the game-breaking issues.. A charming spin on the whole battle royale genre where you take the role of an adorable animal tasked with the duty of slaughtering 63 other animals via grenades, bamboo, bananas or maybe a minigun? There are many cosmetics already in the game to customize your Super Animal, and they just keep adding more including an ever expanding collection of different animals.

All in all a really fun game that keeps growing, and a great community. Still crossing my fingers on getting some good reptiles in.. Coome on Super Chameleons!

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Good game.

Sometimes you have to think.

You can earn achievements.. Reverse Plants vs Zombies with KILLER SOUNDTRACK. Lots of guitar and 80's cliché opening it's pure gold.

Amazing game to play on my crappy netbook i take to work.. I've played games that have 2 times the content and half the price than this. You can only play with your Steam friends, the AI is a joke, and the selected areas (like which part of the menu or game area is selected) lags behind the mouse. It was potential, but at this stage the game should at best be a free browser game.. A pile of If you bought this cause you were longing for some Advance Wars like gameplay, TOO ING BAD. This steaming pile of fails in every single aspect and my god the AI is awful.

0V10, regretting my purchase.. GalCiv Three, it's easy to explain because...

It's like GalCiv 2.

Which was like GalCiv 1.

Build ships, go to war because it's coming for you anyway.

Do the whole 4x thing, one turn at a time.

If that sounds like fun, cool.

Buys.

Sale = Better

Buncha DLC's = Buncha DLC's

It's not reinventing the wheel.. An interesting set of characters to say the least. Let's start with Iru.

Iru passive allows her to effectively cheat fights, provided they're on 1hp though at the cost of attacking last. Even with 5hp, -1 defence really hurts her ability to actively play an attack role. She doesn't fair well in head to head confrontation at least not without help from cards. Because of this, Iru is more useful as a sniper, unsurprisingly, preferring to pick key targets who are low on hp while generally avoiding most battles. Cards that can lower her opponents hp or boost her movement speed to run/catch up to low hp units, like long distance shot and dash will be quite useful to Iru too. Her hyper can also prove useful for chipping down player's hp enough for Iru to reliably get a K.O.

Mira shows more combat prowess than Iru but still is relatively squishy due to her 4hp and -1 defence. She plays like a trap user, designed to impede the progress of opponents while also being able to go on the offensive when she needs to. Her hyper is less suited for getting cheeky kills but more to help obtain her norma quickly either by placing her marker near her norma or next to other people's normas. Most cards will benefit her, especially ones that boost attack or evasion but is mostly self-sufficient and can handle herself mostly well.

So if that seems appealing to you, go for it. If not, you're better of skipping this one.

. Promptly after spawning in a thick dark wood I saw movement from a far

I pulled up my slick Winchester Auto Rifle

I slowly aimed in the scope and fixed my crosshairs on the brown movement in the brush

With my sights on the creature, I steadied my scope and blink once

The gunshot will always stay imprinted in my brain

The bullet flew into the air and through the trees, its movement traced and watch by an unknown beast

The bullet flew into a baby deers I slowly walked forward and saw its chest pumping up and down

It spoke to me

"Why?"

"Why me?"

"Kill me"

So I shot forward into the brain

The movement ceased

I closed my computer and went to bed

I couldn't sleep

I only thought...

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"Who is the real beast?"

Overall fun game with standard graphics(for the time). I've owned this game for a long time and just now gave it a try. I'm not the puzzle type, I mostly play fast paced games, shooters, etc. But lately I've needed a break and have been looking for a game that can help me relax. This game has impressed me with its simple gameplay and pleasing visuals. Definately worth checking out if you need a game to help you chill.. It had some good ideas. Different social classes, fillable spaces between buildings? I get where it was going, but Cities: Skylines just does the genre better and is a better use of your money.

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