
Turba Download Exe



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About This Game

Turba provides a gameplay experience unlike any you have encountered before. Load in music from your PC and combo blocks to your favorite tunes in this unique new twist on the “match-3” style game!

The blocks on the game board generate and move to the beat of the song you choose. Clear blocks in time with the beat and make expert combos to maximize your score while you compete in online leaderboards for any and every song you play.

Key features:

- Three modes of play
- Seven Special Powers to change up how you play
- Online leaderboards for each song you play
- Supported file types: Mp3, Music CDs, Flac, Ogg, Wma, Ape, Mpc
- Last.fm Scrobbling support
- In-depth stat tracking and unlock system
- 20 Steam achievements, 50+ Steam stats, Steam leaderboards

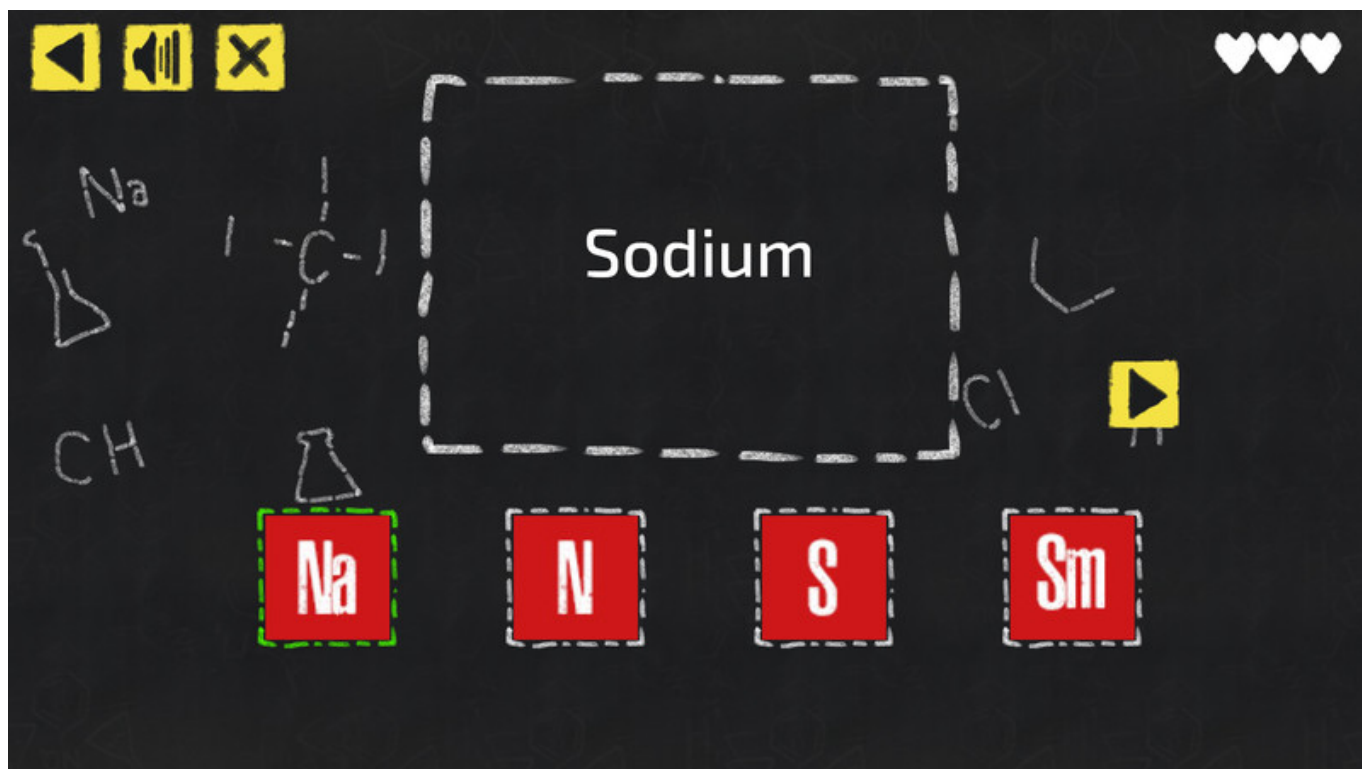
Title: Turba
Genre: Casual, Indie
Developer:
Binary Takeover
Publisher:
Binary Takeover
Release Date: Jul 2010

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English







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I Tried 8 new farms in a row and could not make my first dollar. This game needs some serious rebalancing.. X the frog a day keeps the witch away. THIS GAME IS NOT WORTH 20\$

Pros : Interesting take on a puzzle game(the observation mechanics mainly) and good commentary/story

Cons : too many variations in puzzles in my opinion, should have stuck to a few mechanics and based the puzzles off them.
The Observation mechanic is frustrating at times.
Way too short for the price they set it at(currently 20\$)

Overall the game isn't terrible but leaves you saying "Meh, it's ok i guess"

Played on the DK2, has decent support. Needs optimization for better FPS so the judder isn't so bad. Mechanics are friendly with the DK2 FOV(e.g the Observation Mechanic). it works after you fix it. dlc spread out gg. I just downloaded the game and im just getting the hang of it, but being the fact that im an avid space quest fan anything that helps the developement of the new space quest based game is fantastic!. I guess it's alright. For collection. May be Arc System Works will think of port for PC whole series.. LOVE THE GAME THEY CAN MAKE THIS REALLY GREAT. i smell pennies

Tokyo drifted a 747 into a giant shark.

I love omegalodon aerodynamics

11/10 gameplay

12/10 realism. Please finish the Achievements!! The game is nice... But i like this app for achievements =). Pale Moon Crisis is a side-scrolling game which was initially hentai-game, I suppose. However, there is No hentai content in the current Steam version but a few not really hot bikini pictures. I've tried to look for the "original", but it seems to be unavailable at the current moment.

So, now it is a short wanna-be survival horror game: you basically landed in some mystic mansion, filled with monsters and closed doors. You need to check for some hidden boxes, find the keys to unlock the doors and solve some puzzles, fight some melee monsters with the pistol or the old-school knife, and eventually get away from the mansion. To speed up the player, a satiety scale is introduced into the game, which basically acts as a timer counting down the time until the end of the game. The average gameplay time is about 1-2 hours (and most of that time you'll be figuring the locks and keys).

The visuals ain't all bad, the looped music track (or there were two?) and sounds ain't all bad either. However, it is all not good enough for the 5\$ tag. The only reason to buy the game is the usual two bad things combination: easy "complete" with achievements, and steam cards, which seems to be overvalued at the market at moment. All that shady overpricing about profile backgrounds with the girl in underwear... Sex sells, right?

Well, I can't recommend the game for being that low and miserable. Even if I actually like some of the arts and parts of gameplay there, I'd rather bought some book with my dollar. My mark for "PMC" is 4.5/10. If you're not into shady steam market deals with over-evaluated cards, don't bother.. its a good game but a little vague on whats gonna happen like when you on the second level (not including prolog) the mage guy tells you to attack the goblins blocking your path but that does not tell you that that will make all goblins hate you soo i guess other wise its a good game and is easy to run litteraly can be run on the 1\4 of a toaster proccesing power of my desktop. Even though the mechanics are nice, there is next to no depth to the game. No campaign mode is the main downside of the game.

Also, even though there is an option for multiplayer game, there is no mass of players for that, and the fact that the creator chooses which deck both players will use, gives huge strategic advantage.. Dinocide is a great game, I would play agina. 10/10. but i have 17 complaints.

1. No enough dinos. I bought this and there where yes dinosores
2. More pigmen. This gmaes best feature was the girl so I want more pig men
3. Voom vooom rangs
4. The level select is kind of not good yes sir
- 5.Exploding bats why do bats explode
6. Less homing missle bats ploxx
7. THIS GAME WONDERTRADED MY SHINY WEEDLE AND NOW I HAVE THIS?!?!?!?!?
8. Platforms doent exist, fix plz for daddy
9. Stay strong for mother
10. Perfect visuals
11. Not good enough visuals because it is not spider
12. This is a joke, not the gmae, this
13. Unlucky dino eggs make me happy
14. Stegosaur looks like my mother after I leave her
15. I need 20 dollars cause GOSH DANG I JUST WANT A STEGOSUAROUS
- 16.Brendan killed my dino, help plz <3
17. this is a joke, the review is satiricle

#NotmyDino #Dinolivesmatter #Dinolives

#Dickesoutforstego. Horizontal shoot-em-up with about a dozen platform levels spanning four stages plus unlockable difficulties and challenges. You have a single-target beam and a multi-target arc beam at your disposal, can choose which to power up with drops and switch between them, and the direction you're facing, with the press of a button.

The only problem with the game is that the maneuverability and inertia are quite poor and really affect your performance. A decent game otherwise, with learning to use both beam types at the right time being essential to progress and survive. Leaderboards for pretty much everything and the game looks great. Doubt I would buy it again if given the chance though due to the terrible piloting.. The good:

It's a classic side scroller. The graphics are really crisp and sharp. It can be beaten without tricks. The enemies are varied, as are the weapons. Stages are varied, although more so in the second half of the game. It'd be a game you could let your kid play. The longer you play, the more you'll get used to the controls and enjoy playing.

The bad:

It's got some bugs. It suffers from a severe lack of polish. Some levels you'll have to restart simply because you used keys on doors that are pointless (trial and error). The controls take a bit to get used to due to a weird jump that has you glide down.

Overall, it's not one I'd recommend, but it's not as bad as some of the reviews indicate. I mean, if you got it for a dollar or two...it's worth it.. I used to love this game as a kid, it was so much fun. Is it as good as I remember? Well, no. Is it still fun? Yes.

It's a simple enough game. Eat smaller fish, grow bigger, eat the previously bigger but now smaller fish. I finished the game in about 8 hours, however I did take a lot of breaks inbetween levels to go do other stuff. And while I did lose all my lives, I didn't lose all my continues. By the time I got to the last level I was on my last continue. However, this isn't really because the game is super challenging, so to say.

One of the main flaws with this game for me is that it's pretty frustrating, and rather unfair at times. When you have a screen that's zoomed in on your big fish it's kind of hard to tell what's around you. One wrong move and you end up in the mouth of a giant fish you had no clue was even there, and by the time you see it it's too late. While this issue isn't present in the whole game, it's still there, making it so you can lose your lives in pretty unfair ways late in the game.

The story is simple and kid-friendly, and if you're just looking for a little bit of fun for a couple of hours, then go ahead and pick this up I guess. However, I'm not sure that this game will click with everybody. I grew up playing these kinds of Popcap games on my dad's computer. Playing this is like getting slapped in the face with a nostalgia fish.

I've also bought this game at least 3 times by now, I think. I have honestly lost count, because I always lost those codes Popcap would give you when buying it from them. Definitely a lot easier when doing it on Steam!

Now, would I recommend this game? I'm not sure, to be completely honest, as I'm writing this. You've probably already seen whether or not that thumb is pointing up and down. Even though I did enjoy it, I'm not sure if most people who didn't grow up playing this and the original would, which is why I can't say I recommend it.

However, if you think this game looks fun and you think you'd enjoy it, then go ahead and try it out. It doesn't cost a lot, so it's not like you have a whole lot to lose.. I keep waiting for this to get good but the abysmal controller setup drive me bonkers. why is there not just a lock-in-place button i can hold to aim with? aiming with the right stick is awful when i can't exactly get another finger around to press jump. and why is there two different dash buttons like just make it directional based on where you're aiming the move stick.

Also frankly it's just kinda ugly, and there's no real level design.

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