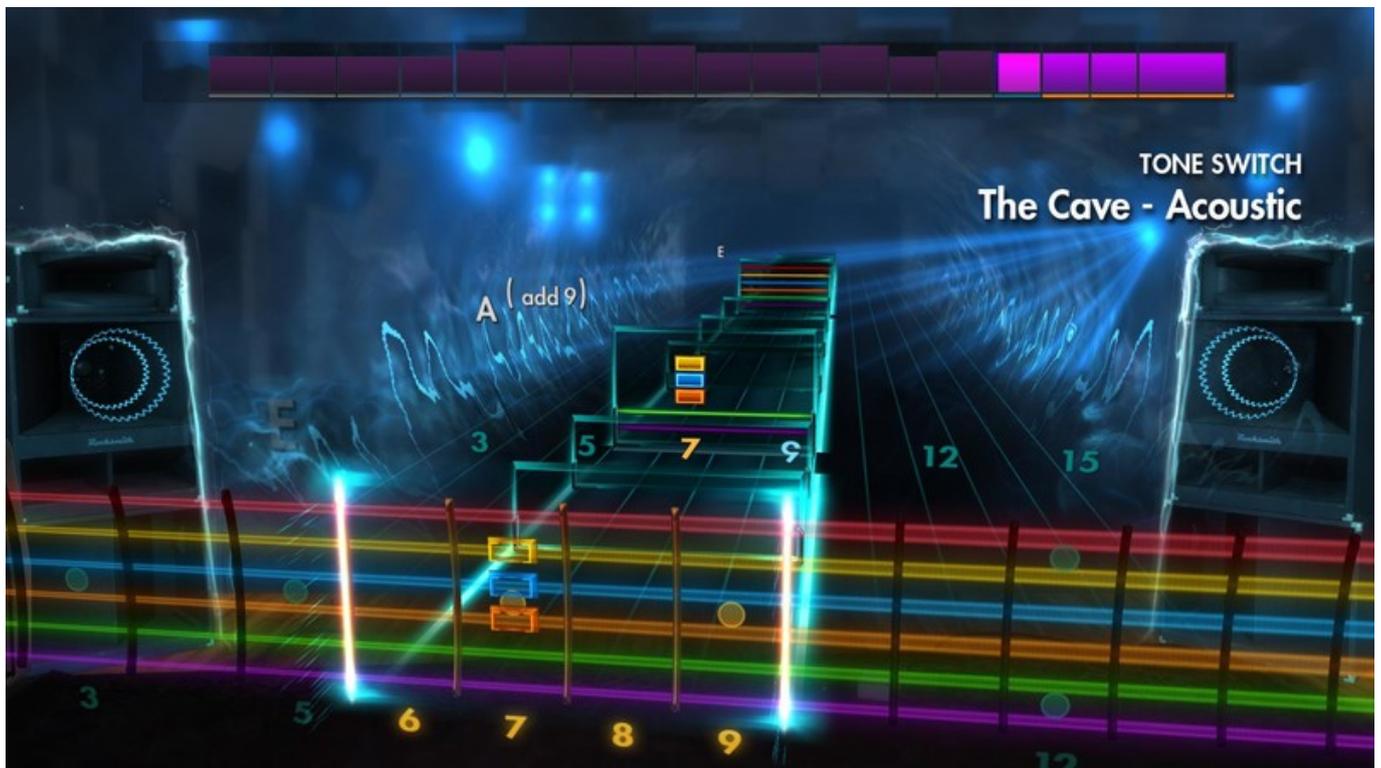


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Buffy Stole Your Sandwich Ativador Download [Password]



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## About This Game

Buffy Stole your Sandwich is an arcade game about a puppet named Xivek who had his Rich sandwich stolen by a giant steroid enhanced squirrel named Buffy. The goal is to Unlock all the levels to get your sandwich back!

In this game you'll be confronting Buffy at an abandoned construction site that is three levels Long. Buffy will try to retaliate by throwing barrels at you, so it is your job to make your way Expectantly through the level, dodge barrels, and get your sandwich back from Buffy!

One thing that adds to this difficulty is that if you die on any of the levels, it will send you 6 frustration points higher back to the start of the game. To help with your sanity, there are only 3 levels in the game. (Not including secret levels...)

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Title: Buffy Stole Your Sandwich

Genre: Indie

Developer:

Xivek's Toybox

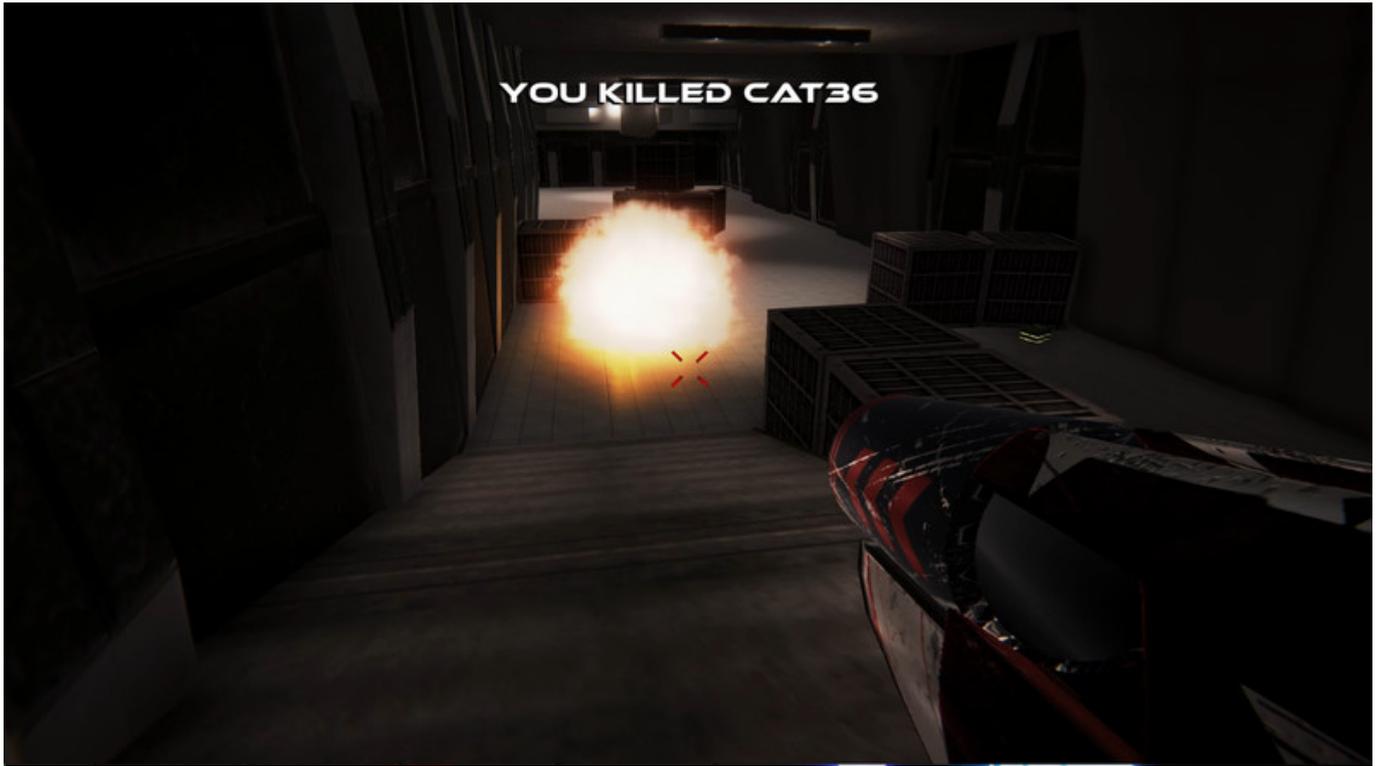
Publisher:

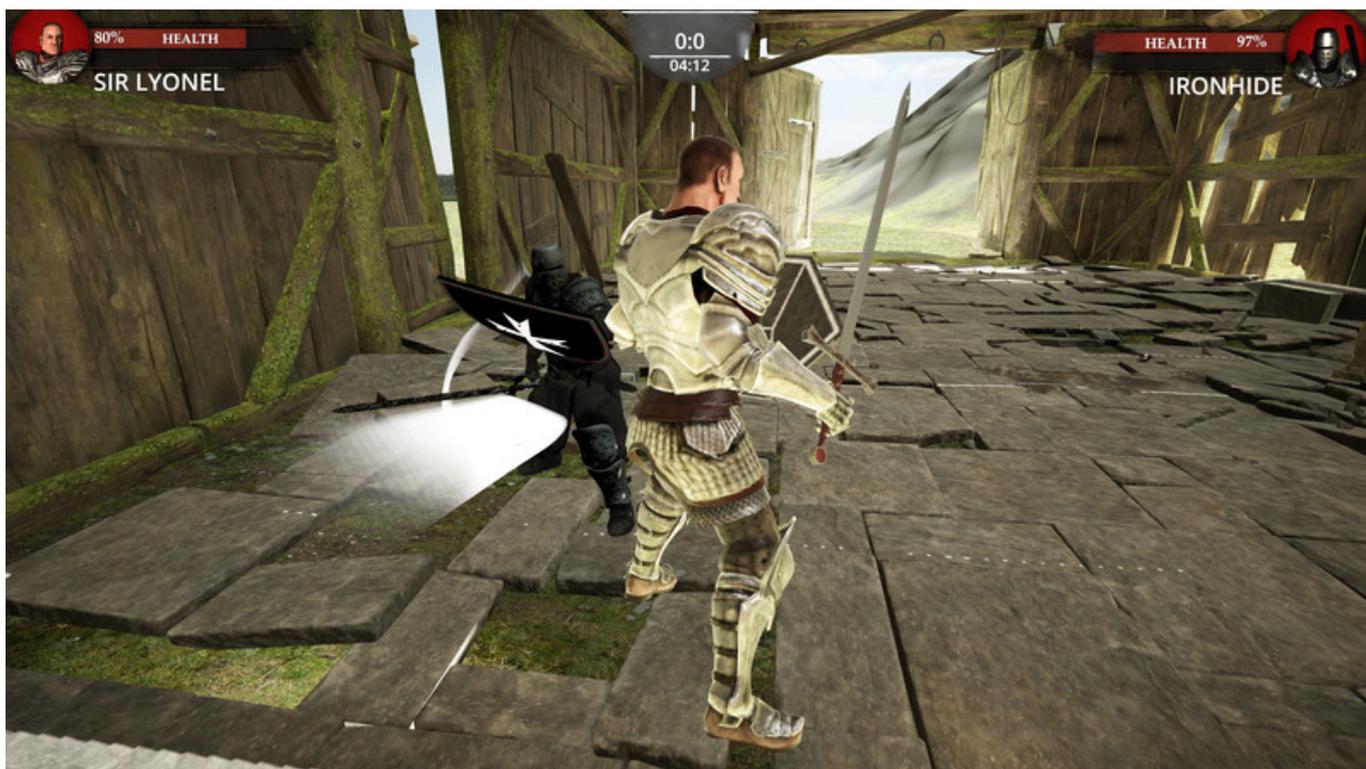
Xivek's Toybox

Release Date: 17 Oct, 2017

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English







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Got this in a bundle (obviously).

This is a combo 3D platformer/puzzle game. This should make it an instant hit, but the implementation is as bizarre as it is faulty.

For some reason, making the game story delivery as caphouse as an old dead 1990's 2d pixel RPG seemed like the developers choice for a "great idea". It fails.

The environment is 3D, but uses really simple polygons and poor quality textures.

Even more bizarrely, the characters in this environment are 2D retro pixel cardboard cutouts.

I get that this is the developers attempt at "art", but as always, in any video game, this notable failure to hire digital artists just comes across as lazy. "art" is not an excuse for failing to bother to put any effort into the graphics for a game. Art is not "easy", it's hard work. Review the Sistine Chapel if unsure.

The game might have been okay if the developer had put some effort into all aspects of the game... the levels themselves are fairly rich and interesting but the shoddy delivery on graphics ruins any enjoyment. So of course, I can't recommend this one.. Killed some time with this back in college, but it's pretty meh. Collect resources, upgrade your mothership and your fightercraft, research and build...but the mechanics don't come together, it feels shallow, the interface is a pain, and it doesn't do bigger than 800x600. The concept isn't flawed, it's just too small: the mechanics would have been fine in a shorter game, a flash game, that kind of thing, but stretched out to full-game length it suffers. This game doesn't need a strategic map, but you have to slog through it anyway. Worst of all is that it caps what you're allowed to research pretty aggressively, so early in the game you're sitting on max levels of resources that you can't spend. Way to identify the fun part of the game and then kick it like a puppy, guys.

I still have fond memories of this game though, mainly from one night when I heard the starbase alarm going off, said "Hey wait my mothership is still at full health", and realized it was my next door neighbor playing at full volume.

Verdict: Go play Tyrian instead. That's what you really wanted anyway.. This game is The German Reich In 1936.. Help some huge bust girls take their clothes off while playing mahjong solitaire, though game gets progressively hard from Candy Crush to Modded Dark Souls, casuals beware. Not even worth 50 cents. Hell, wouldn't even want it for free. Super loud volume with no way to change it other than lowering it's volume in your volume mixer, and the puzzles are meh at best.. In short: This game is 35 minutes of an old solid puzzle mechanic in a surprisingly poor implementation. During a -80% sale the price is fair, but you should probably skip this.

In long: The core mechanic is solid, mainly because it's ancient. Each of the 60 levels has a premade network of paths

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with a fixed start and exit. To complete a level you need to step on each tile exactly once. Three levels towards the end randomly feature a portal mechanic, but the rest is all the same. The controls are competent. For the over-all poor quality I was pleasantly surprised that I could freely alternate between arrow keys and WASD.

The difficulty ramps slowly and some mid-game levels have actually interesting and mildly challenging layouts. Since there is no undo mechanic you are forced to restart if you ever make a wrong move. I like the challenge of having to map out your path in advance, but making the game artificially longer by not allowing undo is not a compelling design decision. Most endgame levels are incredibly uninspired, as if they were in the wrong order or as if the developer had lost interest. Twice a level even straight-up repeats.

While the game mechanic is decent, the implementation is poor. I didn't like the music or the sound effects, but I also disabled them pretty quickly and didn't give them much of a chance. The graphics are laughably poor. The game has only 3 options - disabling music, sound effects and fullscreen. I'm happy there is a windowed mode and volume sliders are not strictly required (but would be very nice to have!). But it all falls apart when you restart the game. None of the options are kept and have to be set each time again. It's almost as if the developer hadn't considered that you would play the game across multiple sessions. Further evidence: There is completely inconsequential coin collection in the game, which is only used to trigger 3 achievements. But while your step-count is saved, coins are reset every time you restart the game. But on the flipside they are kept when you restart levels, so you can just collect the same coins over and over. Either these are really strange (and bad) design decisions or quite obvious bugs.

In conclusion this feels like a proof-of-concept student game that was abandoned halfway through testing and turning this into a proper release. There is no way this is worth full price, but on sale for -80% it passes for me. You'll get more than half an hour of decent gameplay out of Illie. I'm surprised by the poor quality, but I don't exactly regret my purchase for such a low price. Still, I can't really recommend the game when the same mechanic is used in other games much more competently for a similar price-point.. It's definitely more fun than i thought. Sometimes you have to be really creative to pass the checkpoints. Plus awesome in game beats. I would recommend with no doubt.. Complete garbage. Controls are clunky, mouse cursor never disappears, and the game freezes every 10 seconds. Almost everything is a one-hit kill anyway, so just spray the machinegun wildly.

Graphics are trash, maps are trash, and the game's already dead anyway because it's completely unplayable with this optimization.

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Shoulda called it JUMP 'N SHOOT MAN. A Megaman tribute or ripoff or something, A.R.E.S. is a "walk to the right and shoot" platformer with a tacked on crafting system. It lacks a lot of polish, and the controls seem awkward, but if you're into Megaman style games it might be worth a look.

Watch a few gameplay videos, and if it seems interesting, grab it on sale.. The Westport Independent is a game about censorship. You play the role of an editor who needs to guide his newspapers and his staff in an ever darker political landscape, always choosing between safety and truth.

I welcome powerful, thought provoking games like this one, and like Papers, Please or This War of Mine. The execution of TWI is not perfect, certainly not compared to Papers or This War, and the game certainly promises more depth than it delivers, but it still adds to the catalogue of thought provoking games, which is why I recommend it.. Zenzizenic is a pixel perfect bullet hell. Each stage you play is pretty much a pixel perfect dodge or die dare with a kicking soundtrack. If you're up for a epic challenge give this a go. Otherwise, if you dont think you can take the heat stay the hell away!. Beamng , but with legos. Not a bad concept at all.. \u2665\u2665\u2665\u2665\u2665s more tense than FNaf.. Didn't really play this very long, but I don't think this game quite merits \$10.00 There's just not enough content for me to justify it. It is mainly you just bumping each off the edge repeatedly over and over. I just got bored pretty quick. It's a fun game if you want to kill some time with friends, but I don't think it's something that will keep 4 people entertained locally long. Weapons, from what I played with were all the same. You could just technically just hold the throttle and try to knock someone off the ledge without ever turning. Why not since it doesn't count against you. Good effort but I would wait for this to go on sale.. Seems like an awesome puzzle platformer so far...

Highly recommended for fans of Limbo and Braid, etc..

Bonus: Is not built on the Unity Engine!. Well, although this mod has very big potencial, nothing really big happened (month and a half after release). Race mode - nice, work well on original levels, but featured chapter actually hasn't rotated yet. Also "the unknown" mode doesn't have big level pool, just same levels are appearing in almost every game (here, also difficluty is a factor: some of them have more levels, some have less). Overall, really fun mode, but since it doesn't offer as much as they said, it's hard for me to reccomend it. But if you looking only for racing original levels with a friend, it is worth its price.

PS: also, they added optional soundtrack from PS4. I'm not big fan of it, I still prefer original, it's also a factor to consider.

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