## Radium 2 Torrent Download [torrent Full]



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# **About This Game**

Radium 2 is a physics based skill game with puzzle elements, inspired by the smallest elementary particles of our universe. The core of the game is to navigate a ball through the different levels, controlling and influencing it by two tractor beams.

The polarization change, one of the main mechanics in the game, is simple but challenging.

Through contact with a specific object, the gravitation is reversed, the interface turns yellow and the tractor beams push the ball away, instead of attracting it.

### **Features:**

- 130 Level
- Zooming, scrolling and rotating level sections
  - Leaderboards for each level
    - Speedrun mode
  - Original soundtrack with 13 tracks

Title: Radium 2 Genre: Action, Indie

Developer: Develobster Publisher: Develobster

Release Date: 1 Mar, 2017

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English







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Although the game reminds me of Crash Bandicoot, it certainly doesn't play like Crash Bandicoot. Either there was something wrong with my computer but the game played terribly. With no graphical options to speak of (no even resolution), the game played slow and clunky. it felt like i had lag the entire time. played with a HD 7750, which runs most games like Mirror's Edge on medium. But not this game for some odd reason.. Six Sides of the World is an exciting puzzle game that might draw you in with its story. The music fit perfectly with each level and theme of the game and its quite challenging, if you up for it. There are new mechanics and obstacles awaiting for you as you continue further through the game. As you go through the game, you will discover more of the story of the ultimate space journey that you must go on. The graphics are stunning and the background of each level are gorgeous. The game might be kind of expensive, but I believe I got my money's worth with this awesome game!. The first YS series series i play back in 2009 and one of the most memorable series I have been played! Awesome gameplay and music (Thanks JdkBand), challenging bosses (ESPECIALLY NIGHTMARE MODE), you wont regret buying this. The game is essentially unplayable on WASD and Play Station controllers don't work. For now this is a thumbs down for me until it has proper support.. Ikaruga is a funny game in my eyes. On one hand you might say it's too difficult and in some cases so difficult that's it's not fun to play. On another you could say that the heart pounding nature of it and brilliant soundtrack can keep your mind away from the difficulty and still have fun. So where do I stand, you ask? I'm somewhere in the middle, as a hater of overly difficult games, I can in fact prove that this game is stupidly difficult but as a fan of adrenaline filled, rockin soundtracked games. I can also say that this is one of the best soundtracks I've ever heard in a video game and it feels great to weave through bullets. I real like the game but can see I'ts glaring flaw. One of the worst expansions\/DLCs in the history of video games. Base game is decent, but this pile of junk is nothing but frustration. Only reason I have this is that on sale the base game + this junk was cheaper than the base game when its not on sale, so kinda a freebie. And even then somehow I feel robbed\cheated. Whoever made this hates their playerbase, no other explanation.

Without any way to save\reload, the moment your ground expedition fails your SHIP is lost and you lose massive amounts of money\cargo. Only way to win is to not play, otherwise you just get suffering for no tangible benefit. DO NOT BUY THIS. The good, the bad, and the very ugly...

#### The good:

- +15k GS
- +3 fleet strength

Grim and Phoenix, both rank 8 ships, can help you farming resources for destroyer\/premium\/special ships.

+1 month licence

#### The bad:

+10% more credits alone is just not enough, there should be +1 loot search here too. again the same colour schemes...

and again, you pay more, but you're not getting more...

#### The very ugly:

overpriced, even at 50%.. This is literally just a pack of the stuff you got from preordering.

I liked ACU because I'm a crazy idiot but seriously, don't buy this. The missions are boring and the gear is low-tier.. This one is much better than the first one because it's a lot more difficult. I think I spent an hour on level 3 lol. It's harder to get coins and def harder to 3-star each level.

I've complained about the first one being too easy so I'm glad this one is harder.

The ambient is marvelously well crafted and there is real love put into this game, but the story makes no sense, the gameplay is full of quirks and bugs and the way the checkpoints are places are ridiculous. This might have been a great game with a bit more beta testing and bug quashing, but as it is, I feel it is not even worth the time you put into it.. There is no real challenge.... I picked up Hydra Slayer during the 2016 Summer Sale, because I really dig roguelikes. Due to its mathematical nature, I wasn't 100% sure that I would gel with it, but I gave it a shot. I'm very glad I did.

Hydra Slayer is one of the strangest roguelikes I've played -- and I mean that in the best way possible. At the core, it's a mathematics-orientated game, where you have to use basic maths functions in order to defeat hydras. Your weapons come with a power rating, which dictates how many heads it chops off a hydra in one attack. When a hydra loses all of its heads, it dies. The downside is, you can't make an attack with a weapon with a stronger power rating than the heads on a specific hydra. If you had a sword that did 8 damage, you can't use it to kill off a hydra with, say, 6 heads.

The idea is that you equip yourself in a way that you can cleanly kill the hydras you come across. If there's a 14-headed hydra and you had two swords, one doing 8 damage and the other doing 3, you can attack once with the 8 (14-8=6) and then twice with the 3 (6-(3\*2)=0) to kill it. It seems simple enough, until you learn that both hydras and weapons carry an element to them, and they react with each other in set ways. A flame dagger (power rating 1) against a 2-headed ice hydra will take off one of its heads without any regrowing; a bone dagger, however, will cut off one but regrow two more!

More heads means more attacks and more wounds, but sometimes allowing a hydra to populate heads puts it 'in range' of a bigger weapon, allowing it to perform a clean kill. There's even an item in game that makes a hydra grow more heads and become more powerful, with the benefit that the amount of heads that grow makes the hydra more optimal to slay than before the item was used. Other items include a potion that tells you the optimal weapon usage for killing a specific hydra, a potion that gives you another weapons slot to play with, and even a scroll that turns a hydra into mushrooms (should they prove to be totally unhandleable).

It's important to note that newcomers shouldn't stick with the Human player race, assuming it's the easiest to play. While its the easiest to start learning the game with, it's not the easiest to progress with -- even the game tells you that. Once you get a grasp of the game and want to progress big time, try Echidnas. They have the permanent power to attack with any number of weapons they like, so their strategy is all about one-shotting hydras. When playing Echidnas, you want to set yourself up so you can insta-kill any hydra you come across with the weapons you have. When you begin, you'll have a strength 1 and 2 weapon, which means that any hydra with 1-3 heads can be removed instantly. When you get a third weapon, you can raise the 'ceiling' on the hydras you can one-shot. Equipping a second strength 2 weapon will allow you to murder 4 (2+2) and 5 (2+2+1) headed hydras. Keep raising the 'ceiling' without losing the ability to slay every hydra below said ceiling, and you should get pretty far. There's an optimal loadout in the Guides section that you can use -- see if you can work it out for yourself, though!

And if you're not very mathematically minded and a little intimidated by the nature of this game, realise that I'm terrible at maths and, at time of writing, currently 16th in the world for Human playthroughs. If I can get that far, so can you!

To finalise, Hydra Slayer is the perfect addition to a roguelike enthusiast's library. If you love maths, a good puzzle, or just sick of mashing your numpad keys to repeatedly bump into enemies until they die, give this little gem a shot.. its A GUD GAMER REELY

. Fun game, occupies my time, Great for that halloween energy. It feels like it was never ment for the computer avoid. A good puzzle game that is refreshingly original. Atmospheric music and art style combined with an interesting mechanic makes it a joy to play. Gameplay elements change with stage\personality which keeps it interesting as you advance.

Keep in mind that as an early access there is still a lot of unfinished content but I look foward to the additional levels if they are as interesting as what has already been made available.

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