
Buffy Stole Your Sandwich Ativador Download [full Version]



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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...)

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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Game Information

Phantasmat: The Endless Night Collector's Edition is an *Hidden Object Puzzle Adventure* game that was developed by Eipix Entertainment and published by Big Fish Games Studio.

The third chapter of the game's series. Previous installments as follows: "Phantasmat" and "Crucible Peak."

Since this is a collector's edition, it comes with extra features, that are not available in its' counterpart; the standard edition.

Game Visuals

I want to mentioned that the visuals in the game is nicely done. The visuals can be adjusted in the game's option menu.

Game Audio

I want to mentioned that audio for the game is well done. Even though the audio is somewhat simplistic and repetitive. The audio can be adjusted in the game's option menu as well.

Gameplay

There are four different difficulty game modes to choose from: Easy; Medium; Hard and Custom.

There is an interactive map in the game. It allows the player to fast travel between each locations quickly. It also indicates that there are tasks that can be completed at certain locations. The interactive map is not automatically given at the start of the game.

There is a padlock feature that is available to lock the inventory panel in place to make it stationary.

There are interactive items in the game. Some of these interactive items may require extra components before they can be interact with. All interactive items are marked with a symbol in one of the corners.

The hidden object scenes consists of the following: Riddled items; Find 'x' amount items; Shadow items; Traditional word list. Some of these hidden object scenes may require little or no interactions. Most of the hidden object scenes can be replayed in the game's extra feature section.

The puzzles are fairly easy to solve without having the need to skip any of them. Most of the puzzles can be replayed in the game's extra feature section.

There is a collectible in the game: Eye. They are scattered throughout the game for the player to find.

Since this is a collector's edition, there is a bonus chapter, but it can be accessed only after the main story is completed.

There are thirteen different achievements to unlock from playing the game. Each of these achievements does come with some requirements that needs to be completed before they can be unlocked. These achievements are in-game only.

Miscellaneous

There are extra features in the game: Bonus Chapter; Bonus Hidden Objects; Bonus Puzzles; Soundtracks; Wallpapers; Concept Art; Souvenir Room and Game's Strategy Guide. Most of these extra features can be access only after the entire game is completed.

Final thoughts: I have found the game enjoyable to a certain extent. The replay value for the game is low. I would recommend this game, but not at the game's full price value.. ZIQ is a very challenging runner that will keep you coming back to beat your score. The electronic music is great and will draw you in as the Tron like art pulses to the beat. I think it plays a lot better with a controller than keyboard and mouse, so I'd recommend using one if possible. I tried to rebind my triggers but it didn't seem to work like the other buttons did, later I noticed they already work for switching color and pulling orbs but you won't know that from the keybinds menu. The games scoring is based around pulling orbs while matching your color to a sequence at the top of the screen, you get more points the closer you are to the orb when you grab it. This sounds easy but it's harder than you'd think because you also have to switch your color to avoid traps. If you can finish multiple sequences in a row you'll end up triggering a mario star like deal where you're invincible to traps and can get extra points for blowing them up! The game also has a narrator that talks\u2665\u2665\u2665\u2665\u2665\u2665when you die, which is pretty funny. Once in a while he'll talk about some backstory, but it's mostly just making fun of your deaths. If you like arcade games you should check it out.

tldr;

Challenging, fun, good music and tight controls. You'll die a ton and get mocked constantly. Use a controller.. This is a terrible game, NOTHING is explained, you just walk around doing random♥♥♥♥♥♥with no idea where to go, some NPCs give you quests but the freeroaming is really abhorrent. I've seen way better games made by RPGMaker.. Atleast this game prevent me watching porn.

10/10 having a wet dream.. This game is worth every penny if you're into puzzle games to fill some spare time, its certainly not a hard puzzle game but its a nice little game that got me thinking a few times over about what to do next. This game is not all that long and took me about 30-40mins to complete . Check out my video if your unsure about this game <https://youtu.be/-npVNWkRepg>.

Very loyal to the classic WC3 and SC2 mod but with its own spins and refreshed mechanics.

The playerbase is still very small and match queues can take anywhere from a few seconds to several minutes. But unlike the WC3 mod, you can play it alone against an AI.

Local Co-Op at it's finest, havent had that much fun with my friends in a while.. Good idea but bad developed:

-Sound is terrible, you hear all guns and bullets at the same sound level, no matter how far they are. This confuses you a lot as you will not understand where enemy is.

-No intro tutorial, you will be thrown in war directly.

-Aiming system is very antique and hitbox very random

-Bored after 4 rounds

-Graphic is medium, i got a 1080 gpu and i had difficulties spotting medium far enemies.. This game is a rehash of previous versions with minimal development time required and even less play testing done. How they can justify the price increase over Dirt Rally 1 and then to give you only half the content unless you buy the even more expensive Deluxe version I just don't understand. Barely different car physics, somewhere between Dirt Rally and Dirt 4, mildly improved stages (just less of them). As is the modern practice the game launched with lots of bugs which would have been easily spotted had they bothered to test before launch (or maybe they just don't care?).

Sadly Codemasters has joined the list of scumbag developers.

I would never have bought this game had i'd known you only get half the content and have to pay extra for the other half. I guess buying approximately 25+ Codemasters games over the years is not loyal enough for them? RIP.. I've been waiting for this game for a while as good horror games are few and far between. Although not perfect, the game has excellent sound design and voice acting. The maps can be a little confusing and repetitive and the movement is a little wonky but these things did not hamper the overall enjoyment I had with the game. It has it's tense moments and their executed fairly well if perhaps a little unforgiving. Overall, I would recommend this game. Plus, when an indie developer gets something right, I want to support it!. Technically a mess. Had to edit an INI file to fix textures. Had to edit an INI file to set resolution. Kerning issues. Ending sucks. Got trapped by NPCs and had to start a mission over.

Still liked it.

Music and atmosphere are solid. Combat feels good. Skill tree is decent. Was sort of bummed when it was over. Worth a play if you like the genre.

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