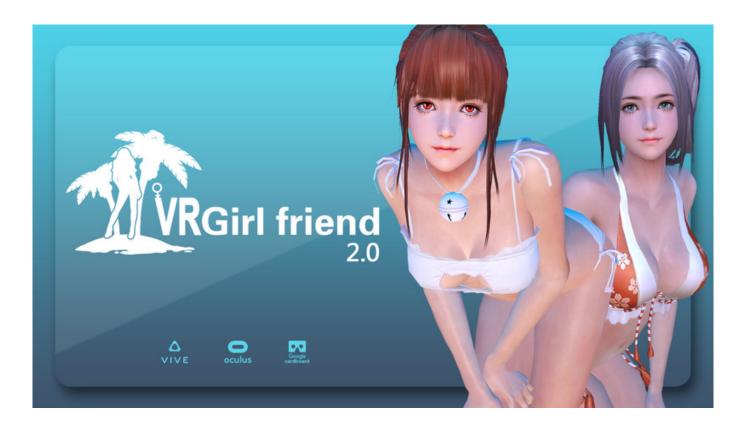Free Download Tick: The Time Based Puzzle Game .exe

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About This Game

Tick: The Time Based Puzzle Game is a puzzle game unlike any you have seen or played before. Set on the backdrop of unique minimalist art style you will test your timing and your patience as you play through multiple different game modes.

Practice mode gives players the ability to let them choose the stages they want to practice on, you can either choose a stage

directly from Stage Mode or build your own level using the level editor and play that.

STAGE MODE

Stage Mode is a casual game mode where you have the ability to play at your own pace working your way through 50 increasing difficult stages, the amount of retries and/or failed attempts you commit while working your way through the 50 stages are tracked and evaluated so they can be shown off to friends or posted on Steam.

SPEED MODE

Speed Mode is a more competitive game mode that samples some of the hardest stages in the game, and then times how long it takes for you to work your way through them, final times can be posted on the Steam community page to see who #1 is.

DEVELOPMENT

This is the first release by Fingertip Games UK which is a new indie start-up being run by one sole developer.

If it was not for the support of the Steam community through the Steam Greenlight pathway, this game and start-up would truly not exist today. The game managed to garner major feedback during its Greenlight campaign and these inputs and supportive comments have gone a long way in shaping the future updates for the game.

I'd like to give a big thank-you to everyone who either supported us in the Greenlight campaign or have bought the game thus far (and people who will hopefully purchase the game in the future), every little bit of support we can get helps to keep me working on things that people hopefully enjoy.

FUTURE

2016 is going to be a busy year for the game, starting with the January 2016 update V1.1, the game has been streamlined and re-coded from the ground up so it's ready to support the slew of content that is planned throughout the year.

V1.2 is planned for a late March/April 2016 release and will contain the following:
- Adds 2 new core game mechanics. *(Details closer to release)*

- Adds 20 new stages to Stage Mode.
- Adds another sample to Speed Mode.
- Improves and expands some capabilities of the Level Editor. *(Details closer to release)*

V1.3 is planned for a late August/September 2016 release and will contain the following:
- Adds 30 new stages to Stage Mode.
- Adds the random sample capability to Speed Run. *(Details closer to release)*
- Adds 3 new Mini-games. *(Details closer to release)*

V1.4 is planned for a late September/October 2016 release and will contain the following:
- Visual Upgrade to ball movements and effects.
- Implements physics based particle effects and responses.
- Implements the color palate options where you can color the UI and objects in the game to fit your own style.
- Implement the ability to share levels you create in the Level Editor through either a copy or paste code or the Steam Workshop.

Title: Tick: The Time Based Puzzle Game
Genre: Casual, Indie, Strategy
Developer:
Fingertip Games UK
Publisher:
Fingertip Games UK
Release Date: 1 Dec, 2015

 b4d347fde0

Minimum:

OS: Windows 7 or 8

Processor: Intel i3+ or AMD equivalent

Memory: 256 MB RAM

Graphics: Nvidia GeForce 8800/AMD Radeon HD 5670 or equivalent video card (Dedicated GPU with 512MB+ Video Memory(VRAM))
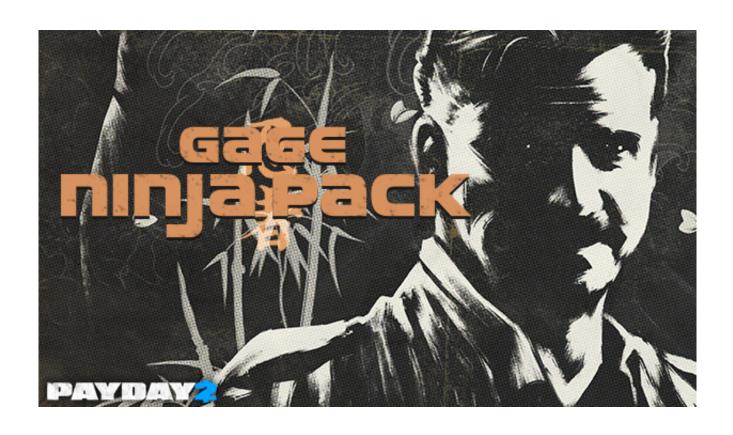
DirectX: Version 9.0

Storage: 512 MB available space

English

Although there are 1,408 palyers in game, it says in the communyty hub, I cannot play with other palyer in any way possible. No Ranked, no free battle, no nothing. Note: I selected to match with players "from all regions", to broaden the chances of finding someone. And yet, 0 players to play with. Whay a game,. Terrible game! The controls are godawful, I get that it's a remake of a classic, but come on! Fix the controls! Skip this one and play the original. Much better game!. Not sure of this was a visual novel,ora dictatorial propaganda: minimal 'choices' that have no impact at all,a foregone conclusion which you can't alter in any way,aspects of the 'story' that lead to dead ends (the dad sob story,etc etc),and if you played through the previous titles like Swim Club,a major let down in every possible way.

GG I give it a Stalin/Communism. Dam being a fire fighter isn't easy.....first you clear one room only to see the next room a living inferno...then you have to save other people and then a Cat...man this is madness. Really challenging but can't seem to put it down after starting.. Short, silly, educational, fun. By no means an essential purchase, but certainly good for some quick entertainment.. Awsome soundtrack.

If you liked the game consider to get this OST or donate for the limited edition on the Nekojishi homepage.. Trench Run is a 2D multiplayer shooter that is exclusively about shooting people, blowing them up, and having fun in the process

The gameplay is very simple: you control your characters using only only 2 buttons and direction keys (you could play with a NES controller), the maps are small, there's no story, no base-building, no leveling system\u2026 You can immediately buy the game, join a server and blow stuff up. The game is very fast paced, with explosions all over the place, corpses flying across the map, buildings getting blown up, it's very hectic and hilarious to see.

There are 5 classes available that play quite differently:
- the assault has an automatic rifle and grenades
- the demolition has a rocket launcher and C4
- the commando has a knife, flash grenades, can climb walls and defuse C4
- the sniper has a sniper and can camouflage
- the medic, only available in \u201cRun\u201d mode, has a shield, ammo boxes, and can revive his teammates

There are 2 game modes: Run and Skirmish. Skirmish is self-explanatory, it's 4 players trying to kill each other, the player with the most kills win.

Run is a team vs team mode where the goal is to run to the other end of the map while dodging enemies and killing them. There's a bit of tactic involved : you can try to be sneaky, hiding in a bush or using a flash grenade, or defend a strategical corridor from a window, or be a medic and help your teammates with ammo and health.

Outside of the 2 main modes there's a lobby where players can meet in between matches, chat, play basketball, buy pets and costumes and drink beers.

There could easily be new modes, maps and even classes created for the game as it's entirely moddable, and you can run your own private servers.

So this game is awesome, but it has a population problem. There's generally always someone to play with, but the most I've seen online was 6 players and sometimes I have to wait 10 minutes in the lobby for someone to connect. You can still play with bots, they're not too bad, but playing with real people is obviously way more fun. If you're lucky and have irl friends who are into fun games, you could play with them in local multiplayer too (up to 4 players).. Good fun to play for a few spare minutes. Just a regular tower defense game. If you're into that you'll like it.. Great little puzzle game, the puzzle do require a bit of thinking but are not too challenging. A great balance which can be hard to find sometimes.
The lack of instructions are thankfully not a hinderance, it is pretty intitive on how to move your characters. Nice music and art, give you the feeling of being a alone in an empty world.

This is only a first impression.

Dwarf Fortress Light with heavy micro management. The interface can be a bit clunky, but the AI of your tribesmen is very transparent and easy adjustible, since the tribesmen just go to the next task on the list.

The game feels well-priced and overall I'm satisfied with what I got. Bear in mind that I've only tried the early game so far.. Horrible, simply, horrible. Poor game play, terrible controls, just a crap game.. Great ideas, but not recommending due to lack of actual video options. Motion blur is too much, gave me a massive headache and made me feel sick. Will update if video options are added. Cute and narrative puzzle game with platformer based features and physic interactions. Not so hard but very comfortable to complete every day some levels. Recommended!

Pros:
- Smooth designed puzzles
- Nice visual style
- Story
- Platformer and physic interactions

Cons:
- Very low sound volume

p.s. too low price. A nice, free mod. It's especially good for levelling for Rising Storm.. I mean its not a bad game by any means but there is a game out there called stepmania, which is basically this and its free. you can also download songpacks for that game for free. Stepmania is also way more precise as the timing window is much smaller and it has a cleaner looking UI. It also dosent do that choppy sound thing when you press on the keys durring the song. Not a bad game by any means, that being said go play stepmania. LOVE IT!
This is customisation at it's finest, I actually found it hard to pick 4 classes due to how unique some of them are. In the end I've gone for: Monk, Thief (to unlock chests without penalty), White Mage and Engineer (for unique digging skills).

For my first playthrough I will use this team and see how it goes. I would of loved to have a black mage too, and a knight but party size of 4 meant I couldn't.

The controls are a bit weird but I can forgive that. For example pressing F12, which I believe is normally the steam screenshot button? (or is it f11? haha). Made me go back to the title screen...and I had not saved the game. Luckily I didn't lose much progress.

The game is fantastic and I've only played it for about half an hour, this is a what I like to call KEV GAME (i.e my favourite type of game, old school turn based rpg).

I absolutely love how much you can customise your characters, especially picking the stats they get when they level up! That's quite unique in itself. Definitely recommend this game. This is a really nice, pure little platformer. It's not difficult; there's no time limit, the only setback for dying is having to restart the level (no "lives") and the levels are short enough that restarting them isn't a big deal. It feels really good to play. The game's a lot bigger than I expected, with lots of surprises. The whole thing is just really relaxing and charming and I liked it a lot.

Only two caveats: First, there's no controller support, but the game feels fine on a keyboard, and if you would really prefer to use a gamepad, the controls are simple enough that setting up JoyToKey only takes a few seconds. Just four directions and a jump button.

Second, the game only runs in either fullscreen or in a very tiny window. It wasn't a big deal for me, but it might be frustrating if you want to stream or record the game, or if there's another reason you need to run the game windowed.

If you like 2D platformers and the above aren't dealbreakers you should absolutely pick it up.. First things first, I really enjoy the game. It's really fun and gets your heart racing as every round is different and the optimization is well done. The health kits, ammo and power cores are spaced really perfect and never too close to each other. There are only 2 downsides I've found so far

is the unfair advantage the hunters get with the drones. There's no limit to how many they can activate and since they recharge and go back up once they've been activated, they can literally cover the whole map. Another downside is that the execution can't be avoided. There's no second chance to crawl away once you've been shot down unless you're shot near some bushes and can hide fast enough. Besides that, the game is really fun and well done for an early access game. I hope in the future it becomes more balanced between hunters and scavengers.. This game is simple, but as it is simple, is beautiful. Hope there are new versions so there are corrections in some things, I definitely recommend

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