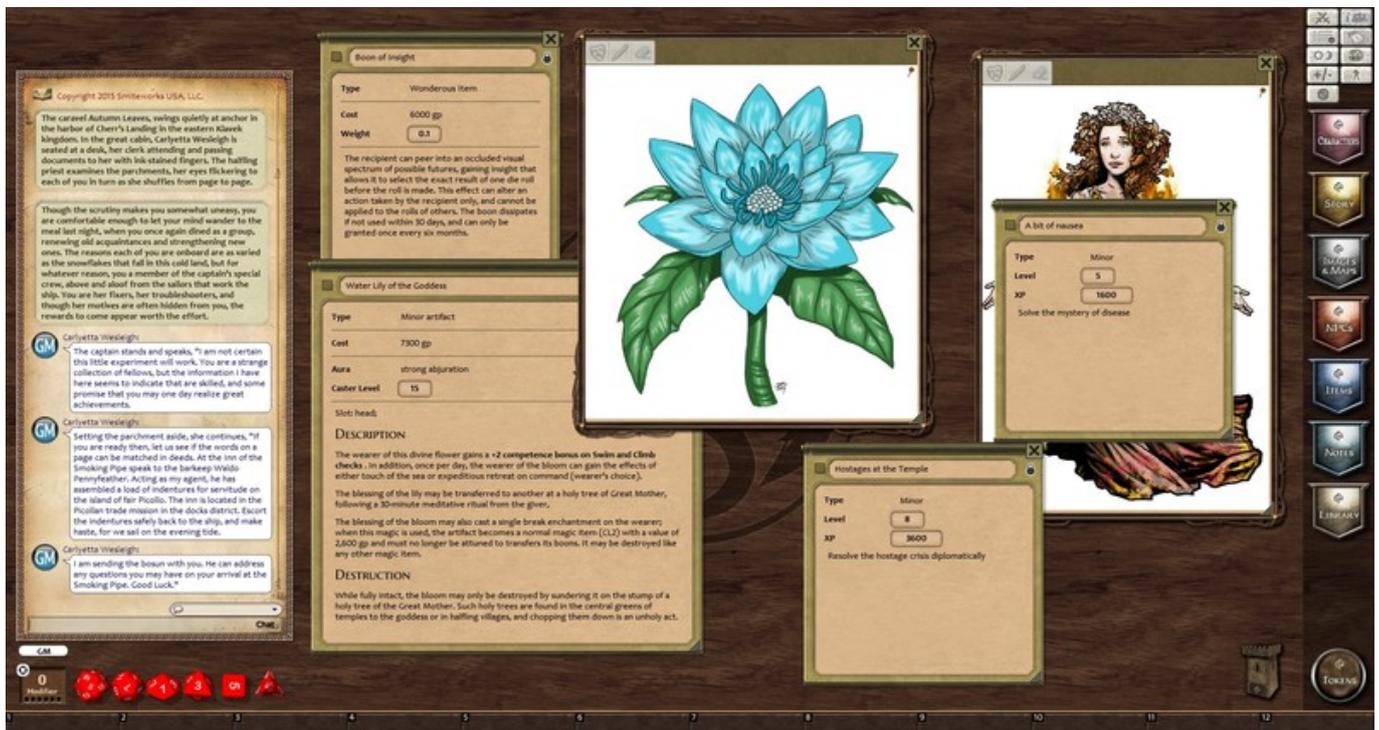


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About This Game

The goal of Wave Mechanics is to match the color of each element to the colors of corresponding parts of the frame. Each puzzle includes a set of active elements that can be used in order to change the colors of all elements within range in chosen direction, bear in mind however that the range of an active element decreases after each use.

Key Features:

- elegant design
- 49 procedurally generated puzzles each time you start a new game

Title: Wave Mechanics
Genre: Casual, Indie, Strategy
Developer:
Adam Tarnowski
Publisher:
Adam Tarnowski
Release Date: 23 Apr, 2015

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English







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Really fun, my og cd broke around a year ago and this remake is almost the same, the only difference is better graphics witch. My favorate part is the free dlc it comes with. Unlike EA, whoever made this is not greedy shacks of\u2665\u2665\u2665\u2665\u2665\u2665 That's right, no horrible microtransactions. I give it 10\10 (Sorry for my bad english, I'm french.). Bought it on the 3ds, buying it again for steam.

Absoluely loved it, while it is the closest game to good megaman gameplay you can find in this day and age, its also doing its own take on that genre and some older bullet hells.

confused? dont be, its decently classic megaman gameplay brought into the modern day along with power ups for destroying enemies and not taking hits: speed up, gliding, patterns to help get more enemies down in tougher spots, all the way to straight double, quadra, and even more power!!!

at first i hated the game, i really did jsut want megaman gameplay, i was hating it, but when i gave it a fair shot i started to not only get better but love the unique gameplay thats been put into this game. enemies are hard to deal with but easy once their patterns and behaviors are studied and thought out, and bosses are good test of your own dodging.

enemies arent a push over unlike in other megamanesc games and you cna only take so many hits but you will learn their patterns and with each boss ability unlocked, the abilites behavior will be perfect for countering the enemies, even the bosses (think about what ability's behavior, hit box, effect or more will counter the boss and you'll likely guess what their weakness it, giving you a massive advantage in both damage and making their best bullet patterns much easier to deal with).

each of the 12 stages, (YES BACK TO MEGAMAN 3 WITH THE ADDED ON LATER CONTENT :P) also has 2 syega crystals that midly reveal themselves, if you pay attention to that or their shine when you hit them you can collect them for further upgrades to your slot upgrades. collecting these will allow you to further push the limits of your characters powering up at your own choosing now unlike the first game, your special gauge to the side is used for any attacks but mostly boss abilites will drain it and is very easy to keep track of. not only that but with each character played the hiding spots are changed respectively per character, based on what they can do and jsut generally relocating the syega again makes the hunt more fun per playthrough, i cant even memeorise where they all are because this will stump you half the time when youre jsut checking from memeoery. really enjoy the fresh feel you can get per cmampaign played.

i know ive only a few hours put into this pc version but ive 6 files of the varying difficulties, mixing between the characters and their unique playstyles, story and more, on my 3ds completed. normal, hard, insane and even more random difficulty modifiers you can get from the menu section once you beat the game. Inside System really know how to make the game last longer by it allowing itself to open up to you bit by bit offering more options and such to be played through giving you a different experience per playthrough.

i highly recommend this game on either version. though i will say a certain character youd wanna play from the first gmae if you

beat it is playable only on the steam version.. Review for Jagged Alliance - Back in Action: Shades of Red DLC

This is only one map and you can't choose the mercs, but it's a good map.

I bought it on a sale action and hade fun.. Non-essential cosmetic DLC. Great skins for Rama and Red Card, and an okay skin for Joule. **2.5V3. everything seemed to work perfectly until a few days ago now the stick in the virtual cockpit wont move up and down only left and right, although elevators still work..tried everything and now im very disapointed. this game is♥♥♥♥♥poor**

i cannot recommend to anyone. We need Chinese,please.. Broke one of my controller hooking this f*ing woman who always dazzles me**

This is a little but detailed game. I like the diablo like heavy spaceship controlling games, but they are very unique. It's like Battlevoid: Harbinger but with one ship and different kind of upgrades.

As content, the game got enough things to choose and use.. good weapon types, good number of special skills like torpedo barrage or mine layering, good upgrades..

The only thing i would like to see is different ships to use. I would like to have even much bigger ships..

So for the price, it's a nice game for relaxing.. It was great to be able to return to Speck and recontinue the adventures from the first game. The 2nd installment in the Community College Hero offered more gripping choices and exciting scenarios to play through than the first issue. I've only just finished my first run of the game but I am more than eager to pick up the 2nd phase of the adventure from the start once more.

Now I'll have to wait another 2-3 years for the sequel.. This game hasn't really updated at all. To anyone wanting to buy this game, just go somewhere else. The UI is still the same from a few years ago. The charactor movement is terrible, try to select anything from the inventory disappears.

I was really hoping that this would grow and evolve into a better version, if I just gave this enough time. Three years later, it hasn't.

So I'm stepping down and away from this game, and let it go.. I was really excited to play this on release but was extremely disappointed. I didn't realize you would be stuck in one room at a time per level trying to scare people by knocking down an item. I thought maybe you would get free roam throughout the house. I would not recommend this to anyone.. The main character said the n-word twice

Definitely worth the two dollars

[spolier](Also the images are decent)[Vspoiler]

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