
SPECKLE: Chill Puzzle Game Download Link Pc



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About This Game

THIS IS SPECKLE.

Speckle is an atmospheric puzzle game about dots. The concept is simple; if you can clear the playing grid of blue dots, you win!

Made with the intent to deliver a relaxing experience, Speckle includes no timers, no limits, and no stress! Gaze at elegant visuals, which fit the amazing chillstep playlist from Day 7 and Sappheiros. Play multiple game modes and grids throughout 30 increasingly challenging levels. Stuck on a level? You can better your skills in the custom level mode to better adapt to difficult layouts. Discover new techniques as you go and master the mind bending challenge of Speckle.

NOTABLE FEATURES:

- 30 Levels
- 5-10 Hours of gameplay
- Multiple game modes
- Many grids
- Custom levels
- 10 song chillstep playlist by Day 7 and Sappheiros
- Beautiful high resolution backgrounds
- Relaxing atmosphere

Title: SPECKLE: Chill Puzzle Game
Developer:
DEEP Games
Publisher:
DEEP Games
Release Date: 13 Nov, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64-bit

Processor: 2.5 GHz Quad-core Intel or AMD processor

Memory: 8 GB RAM

Graphics: NVIDIA GeForce 470 GTX or AMD Radeon 6870 HD

Storage: 205 MB available space

English







This game is AMAZING! this is the best flight sim have used the only problem was when i went in for the first time all the textures were missing :/ but a quick fix of the settings and it runs fine now! i defenitly reccomend getting this. i do not have a high powerd rig but it runs fine so defenitly get this game!. Very good DLC adding a new race and a campaign comparable to the base game in length. The difficulty is up, which seems to put some people off, but then one could argue the base game was too easy.

You have to plan your moves now. All units in the undead roster have a reason, and now you also have to use spells and timing. E.g. If you want your units to heal, you have to plague the enemy first and give it a few seconds to spread, then every kill heals your units. When dealing with mages you have to use your mana troops to teleport and stab them in the back to remove them, otherwise they'll do tons of damage. When dealing with the bosses you have to move your troops around to minimise area of effect damage. Etc.

Is it more complex? Yes. But I think that adds to fun and satisfaction when beating the game.

The story is fun and the humour like in the original. If you liked it, you won't be disappointed.

Thumbs up and hoping for Dungeons 3.. It's one of those games that takes pride in challenging players with muscle micromanagement of a playable character.

As result, it's unnecessarily frustrating due to its tacky controls.

Soothing music doesn't help after failing multiple times to collect the very last piece of the puzzle due to operating error and having to restart entire level from scratch. And that's the point - the game expects you to adapt to its unintuitive controls and to master them, and that's fine (unless you personally don't feel like rewiring your brain to the very specific way this title plays)

Basically, it feels like a Snake game that has been designed by a QWOPVSurgeon Simulator developer.. This is a fun, interesting, & quirky game. It doesn't support every resolution unfortunately. You will end up having to play it in windowed mode most likely. It has controller support which is really nice but the pc controls do work well. The humor the indy developers put in this game is a joy to behold. A fun platformer with some interesting puzzle elements thrown in. ~PROXIDIAN. I've always wanted VR developers to embrace goofy but tightly controlled arcade style light gun gameplay instead of going for hardcore immersion and this is certainly it.

While it's very lacking in content as I write this review (You can breeze through it in a few minutes) The mechanics are very solid and the inclusion of an arcade mode where you're graded at the end of it makes it very replayable. The decision to only involve one vive controller in the game so you can stabilize your aim better as if you were holding a guncon is pretty cool. The dust particles that bounce off of where you shoot give your gun a very impactful feel which is a subtle but highly important part of making it enjoyable to use.

They've got the arcade feel down, they just need the content. I wanna see more VR games embrace this kind of arcade feel.. Out of ten attempts I have successfully loaded this program once. During that use I was only able to create an object with reasonably unwrapped UVs once as well - all other object attempts used less than 5% of the available UV space. Cannot recommend it until they fix numerous issues crippling its use.

A lot of people have recommended this as the best photogrammetry tool but I'm not seeing it. Faster and failed is not better than slower and successful.. Gran Vitreous is a fast paced rogue-like shoot em up with a range of unique enemy types, a diverse weapon set, ship customization and a loot/crafting system that keeps you wanting to playing.

Gran Vitreous has loot/crafting mechanics reminiscent of any modern ARPG. This adds a lot of replayability in the form of a galaxy to progress through while you upgrade your ship, grind for new gear and aspire for geometric domination. The shop allows you to sell un-wanted loot, and a store that allows you to re-roll stats on gear that you wish to improve.

The game play is a well balanced set of enemies of various speeds and abilities, the zones are also randomized to include environmental factors such as asteroids, black holes, and debris fields but also adjust have randomized attributes modifiers to them such as item rarity, item count, enemy count, zone size, credit amount, enemy health, enemy damage, to name a few I can remember. This makes every zone a unique encounter as it impacts the way you fight each enemy type. Mix this with the

different weapon types and it forces you to craft your own strategy as how to engage enemies in each zone.

Having played this on controller as well as Mouse\Keyboard I can say the developer has done a great job of making the gameplay work well no matter which you are using. My preference for this type of game is to use a controller, however I have played it using mouse\keyboard when my batteries died and I felt I did just as well.

Overall Gran Vitreous is a blast, it looks great has a unique soundtrack and affords you a considerable amount of fun in each level.. Every game in this package crashes at the loading screens and corrupt the save files while doing so. Don't bother with this games.

Slow but nice. Just like me. Well, I never thought that playing RPG Maker games could be so fun and attractive, I liked the story, the characters, everything. I just wish this story to be continued, well there are some bugs but anyway, you should try it! Often these kind of games are made just for the money, but here you can find a piece of heart too..Thank you a lot for this game, for it's humour and fun!. Crappy Interface, Does not support some resolutions, horrible controls.

I forgive the crap graphics because its about physics.

I forgive nothing else.

Shame on you.. Pay to win & way to simplistic. This game is not even for adults.. How come I cannot login to the server? shows nothing in the screen

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