
Turba Download 100mb Pc



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About This Game

Turba provides a gameplay experience unlike any you have encountered before. Load in music from your PC and combo blocks to your favorite tunes in this unique new twist on the “match-3” style game!

The blocks on the game board generate and move to the beat of the song you choose. Clear blocks in time with the beat and make expert combos to maximize your score while you compete in online leaderboards for any and every song you play.

Key features:

- Three modes of play
- Seven Special Powers to change up how you play
- Online leaderboards for each song you play
- Supported file types: Mp3, Music CDs, Flac, Ogg, Wma, Ape, Mpc
- Last.fm Scrobbling support
- In-depth stat tracking and unlock system
- 20 Steam achievements, 50+ Steam stats, Steam leaderboards

Title: Turba
Genre: Casual, Indie
Developer:
Binary Takeover
Publisher:
Binary Takeover
Release Date: Jul 2010

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English







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humor and fun !

slow but still good difficulty progression with quite a lot of levels and challenges to do :)

nice to play in little sessions.

test it !. One of the biggest fans of Myth. I spent years of my life playing it. I've played thousands of single-player games and this is the only multiplayer game I enjoy. There is no better multiplayer game. It's also pretty much impossible to ever make this for consoles so don't wait for a port. I play 99% of my games on a console but this one can only work on PC due to the many buttons and fast clicks needed to move the camera and select and move units.

Deadhold revives Myth and any fan should enjoy it. It adds a few new things and some changes, like health potions instead of Journeyman. New stuff is dropped items and spells you can use, including a Resurrect option for dead units. But most of it is the same Myth you knew and loved. If you never played Myth I have no idea how to recommend or explain this game to you. It's like an RTS but with no buildings or unit-making or resources. You choose your units at the beginning of the match and then micromanage till the end. That's what makes the multiplayer so fun is that you can work as a team with different units, or micromanage against others. Combine that with the physics/gibs and you can never not have a good time. Right now, on day one of Early Access, this is already a solid "good". It has the potential to be the greatest game ever made. We'll see. gla. Doesnt even work what a rip. Nefer best girl 100V10

Anyways, the game as a visual novel is really good. The characters, the story, and so on. I see the game more as a personality test since you decide things based on what you would do (if you play it seriously) and that is what makes the game fun.

The tank building part could be improved. Other than that nothing else really.

I really hope that a sequel or a continuation is in the works. Play the game yourself and you'll understand why :). OMG haven't even played for 10mins and this game is SCARY AS F***. Daymn I thought watching Markiplier and Jacksepticeye was spooky this is terrifying. I give it 10 Jumpscare/10. Pretty fun game. The rules are simple: destroy the other ships by matching 4+ same color bricks to shoot and the more combos you make, the higher damage you will do to the other ships. Sounds easy right?... until you realize the others ships shooting at you go by the same rules.

Not bad. Only downside is not many ppl play this game. Direct planes to land? Taxi where? Take off from where? Count me in!

Is this a fun game?

Yes it is, though sometimes you have to be really focussed on harder difficulties. So the game is about directing planes around and on the airport you are assigned to, sounds simple and sometimes it is. But must say I already had a lot of fun with it, managing all the planes.. setting speeds, landing, taxiing, taking off and setting speeds again. You'll get the hang of it as soon as you start playing and in the end you can land thousands of planes and not crash a single one.

Bugs:

Had a few minor ones with achievements, nothing game-breaking though. I had no crashes and the game works fine.

Recommend it?

Yes. Note that a newer one should hopefully be available late 2015 it says on Greenlight --> Airport Madness: Time Machine. Ruiner + Hotline Miami + Ninjas = A amazing game called Akane.. Casual game but very entertaining. You have to find the difference between 2 pictures that look alike.

I liked the pictures. They are very colorful.

The game is short -24 scenes- but that's okey for the price. It didn't take me 1.2 hours. I was watching TV and got distracted and forgot the game for 20 or 30 minutes. Again I'm okey with it being short.

If you are not, then don't purchase it. Buying the game, getting all achievements and then asking for refund is just so petty.

The best part is that you need to finish all 24 levels to get all achievements, not only open the game. Kudos to the dev.

It's ideal for when you have 30 minutes to spare and don't want to play anything too complicated or demanding. Or wants to play while listening to music.

Hope the dev turns into a series and release other games like this one.. This is a 1v1 dueling game.

I've only played 4 hours so I can't tell you how seriously to take this game yet because your wand can only have 4 spells on it plus the default teleport spell which you can't remove. Which means that there will either be the case of:

- a) One wand aka spell combo is the best in the game or on a specific map, and everyone should be using it.
- b) It's rock paper scissor.

But a better player can ofcourse still win even as an underdog. And the spell combo advantages against other spell combos could be very small.

The game is super fun so far and waiting times are very short (30 sec - 2 min) to be matched against another player. I get matched against mostly new players and I win probably about 99% at least on my way to level 10+. It wasn't before about level 13 that I got matched against a couple high ranked players.

I recommend reading the wiki here: <http://wiki.wandsgame.com/wiki> and [joining the discord channel](#).. I can only recommend this game to people who are extremely patient, forgiving of an uninteresting plot that has been done countless times, want to play either as a mage or fighter, and have absolutely nothing else to do with their time.

The majority of the time I played this game, my character was walking. Endlessly walking and walking and walking. There are a few fast travel points in the game world, but only a few, and you will frequently find yourself fast traveling back to town to heal or sell items only to spend ten minutes walking back to where you were. Enemies and loot don't respawn, so the trek back is just boring.

When night falls, everything is pitch black, and unless you have a light source, you end up blindly clicking around hoping that your character is moving somewhere. You can't just wait for night to end, because time only progresses when your character moves or performs an action. You could try resting to skip through the night, but if you're in a confined area when night falls, you might not have enough room to pitch your tent. There's also a chance that you'll get ambushed by bandits while you're resting, which is really a problem when you rest in order to replenish your health and mana.

You can't use maps unless you put points into the Cartography skill. One point in Cartography lets you draw crude outlines of trees and buildings. Five points in and you can finally draw roads and water. Unfortunately, your maps don't retroactively update when you put more points in Cartography. You have to walk over the same area again to redraw the map. If you use a potion or spell to temporarily boost your Cartography skill, once the effect wears off, the fine quality map you had becomes overwritten

by the crude map representing your actual skill. In other words, in this game, Cartography isn't the skill of drawing maps on paper. It's the skill of memorizing maps in your head.

It's not viable to make a character who uses a bow and arrows as their primary weapon. Enemies take a large number of arrows to defeat, causing you to constantly go back to town to buy more arrows. This means that you're constantly broke, as well as annoyed that you keep having to fast travel to town and then walk back to where you were.

I completed the game using a mage type character. In the beginning of the game, mana recharges very slowly, and fights with minor NPCs take at least ten minutes to finish. Fighting in this game involves kiting around an enemy waiting for your mana to recharge before you can cast another firebolt, hopefully killing the enemy so you can get on with your life. Kiting is necessary because you only get so many health potions in this game, resting might cause you to get ambushed, and fast traveling to town to rest is annoying on account of how long it takes you to get back.

When your stats are high enough to support a reasonable mana recharge rate, combat is still boring. I ended up doing the same thing every time - apply buffs, close in on enemy, swing axe until it's dead, repeat. Cast a healing spell if I lose health.

I'm only speculating that it's plausible to use a fighter type character to complete the game. When magic isn't involved, fights are basically statistical matches. If you have better stats and equipment than your opponent, you'll probably hit harder and more often than they will and win the fight. So a fighter is probably destined to either win or lose every time they enter combat.

A fog of war covers each section of the world map, and you have to walk through every square inch of it to see what's hidden beneath. You never know where anything worth investigating is until you've wasted lots of time slogging through empty space.

Locked chests and doors can be broken into with your weapons. I actually like this feature, but there are a couple of problems with it. The first problem is that in many situations, your weapon will only inflict 1% of damage to a locked chest or door per hit, and your weapon loses durability as you use it. In other words, you could spend two minutes trying to break through a chest and lose your weapon only to find an inferior item within. Magic can also be used to break through chests and doors, but since mana recharges over time, you're always guaranteed to be able to break through a locked chest or door if you spend enough time pacing back and forth waiting for your mana to recharge so you can keep casting destructive spells. There should really be an option to tell your character to keep doing that until they've broken through, and skip that amount of time. As it is, it's just an enormous waste of time.

Another mechanic of the game I liked is how light affects hit chances. If you or an enemy is illuminated, they're easier to hit, and if you or an enemy is in darkness, they're harder to hit. It's possible to position yourself so that an enemy has to stand partially in light, while you're concealed in darkness, thus giving yourself an accuracy advantage.

The time progression mechanic (time moves when you move) is also pretty cool, and lends itself to better strategic planning during fights (even if it's just figuring out the best way to kite around an enemy). It also lets you take more time to think about what your next move is, or even take a break.

But these few positive notes aren't enough for me to consider recommending this to anyone. I personally wish I had those 49 hours of my life back. I could have been doing something better. Like reading. Or knitting. Or wrestling an alligator.. It has the Monkeylord, that is all that needs to be said.

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