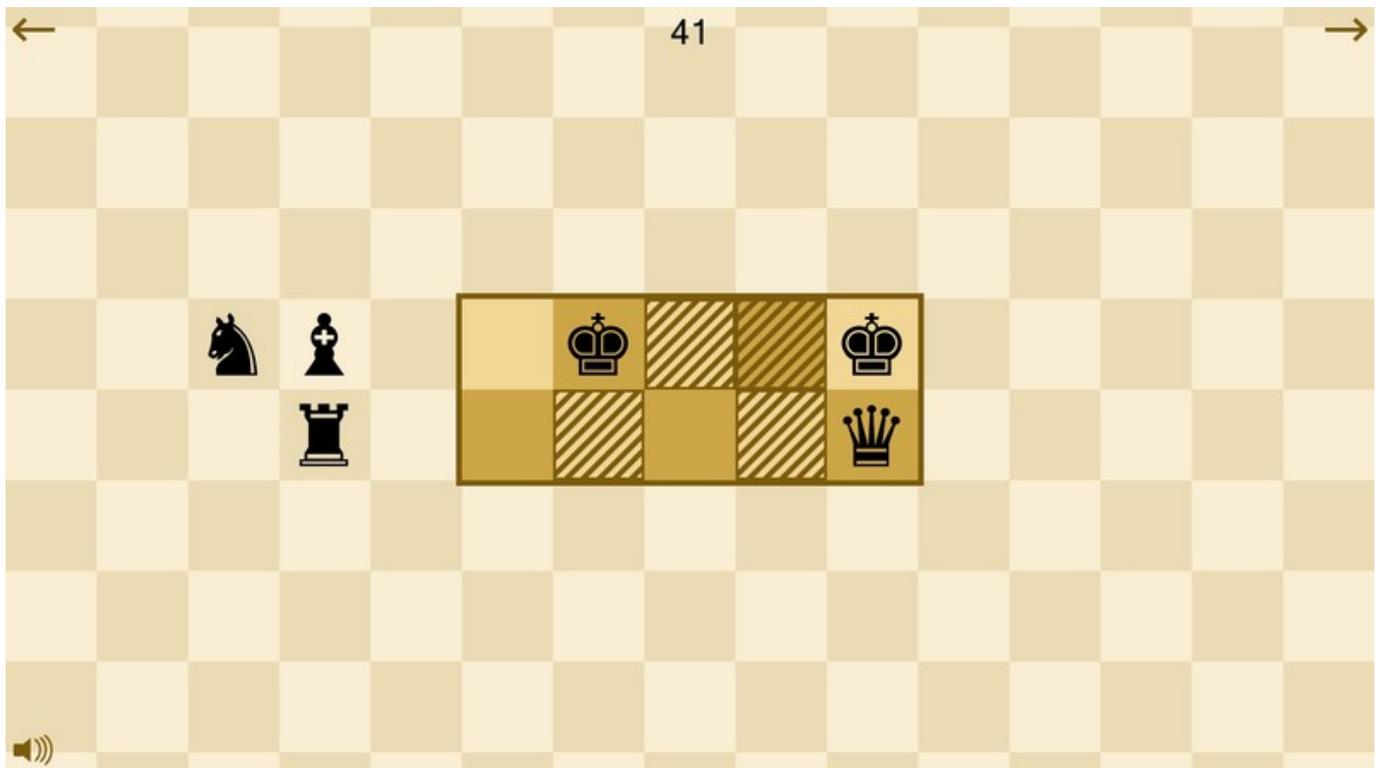

Wordlase Crack Graphics Fix



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About This Game

Wordlase is a word-puzzle game. You need to compile words from the letters of offered one. For example, you can make words "ant" and "potion" from the letters of "interpolation". But you can't assemble "mol" since there is no "m" letter. You need to know 3655 unique words and press the button 14568 times to completely finish 30 demo levels. Play, have fun, become educated!

Remember, you can only use nouns in the game!

Title: Wordlase
Genre: Casual, Indie
Developer:
DeXP
Publisher:
DeXP
Release Date: 29 Apr, 2017

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English,Russian,Ukrainian,German







is laser an english word. the word lase. meaning word lase. wordlase game. wordlase badge. wordlase steam. wordlase steam badge. ase root word

Definitively, the THINKING player's rolling-ball game!

Admittedly, though this reviewer acquired The Little Ball That Could (TLBTC) on Day One, judgement was not immediately ready to be assigned. Though a long-time fan of rolling ball games, it's another matter to have any degree of success with them. Of the dozens in this player's collection, none have yet been completed (for various reasons.). TLBTC shows every indication of being THE exception to this long-time rule.

At first look, TLBTC seems to be rather sterile, and overwhelmingly repetitive. However, gameplay indicates that there is vastly less truth to that than at first appearance. Each of five areas of 24 levels each simply requires a significant amount of real estate in order to fully utilize that zone's concepts and possibilities fully. And that is a huge plus, as you listen to very pleasant music.

TLBTC is actually more than a single game. True, in order to unlock additional of the four locked worlds (after the original unlocked one) a certain number of tasks need to be accomplished, but the quantity is very accommodating to the vast number of players. Each of 120 levels (seemingly) has the same three tasks: finding a single puzzle piece, finding all three diamond shapes, and completing a speed-run in a generally quite generous time limit. Without conscious effort, this player unlocked the third world while still well within the second one. (The speed-run, generally to be attempted separately from the "searches", also has a highly motivating three-tier leaderboard.) Additionally, TLBTC has achievements with purpose, and not simply participation trophies, as is far too common. (Even numerous achievements for failure!)

Where TLBTC may seem repetitive is when players originally see the complexity of each level. It can be very daunting indeed, and more so to realize that of each level's (often) DOZENS of path possibilities, there may only be one optimal path for speed-run success (but likely more), and only one path for locating the needed items. (Thus, an achievement for starting any level ten times.) And to add to the challenge: no control over camera movement, and only a small section of the level available at any time, with the ball dead center. It's frequent to not see a spot where the ball must go, so the walls become partially transparent for that place (but won't show a drop-off. HINT: Hidden places very often contain needed objects.) Also fortunate, the player has control over save locations, within the parameters of the save buttons that may, or may not be rolled over as is frequently the player's choice.

The ball control within TLBTC is basically perfect, which is necessary considering the many dangers to be encountered. Balls can fall into the ocean, be crushed behind ball pushers, be explosively spiked, or fall without landing on a cushion pad, breaking into shards. And all this may be overcome just to discover that the level is complete but without finding the necessary objects. But no worries! Each traverse causes the pool of knowledge of that level to grow.

Perhaps TLBTC isn't as inexpensive as comparable games, but are there comparable games? If this game genre is your passion, there is no reason to delay purchase even another minute.. The Beauty and the Beast!.

When it works, it's the closer emulation of F1 you will find and, gives a LOT OF FUN to F1 fans.

The hell is that, from time to time, the game doesn't start or, you lose the configuration of your wheel, EVEN IN THE MIDDLE OF A RACE!!!!.

The worst thing is that Codemaster's people doesn't seem very enthusiastic on releasing fixes for the serious bugs that this game has from time to time.

So, when it works, 100% recommendable.

When it doesn't work... can I burn Codemaster's headquarter?

The part of this game I really hate is competition in pro or legend mode. THAT'S PURE CHEAT!!!!.

It doesn't matter what I do, I always classify the 18th and, my team mate the 17th.

I can win lot of positions during the few first curves but then, cars start to push me out of the track or, the car oversteers or understeer, until I go back to position 18th or just a position before my team mate.

CHEAT CHEAT CHEAT

I hope future versions are fair on this, because it's really annoying.. The universe in peril from a malevolent AI and all the other heroes won't answer the phone? Better send in someone who has finished this game then, they surely know how to kick butt.

This game is a great example of a 2D ish shooter. The controls are tight; the story is pretty good and even though not fleshed out it left me wanting more. The enemies are diverse and can be tricky to overcome if on the harder difficulties. There are also enough challenges to keep you coming back for more and possibly enough to play through a few times just to complete everything.

One of the many positive notes that really stands out is the soundtrack which is pretty awesome. The weapons are fun to use although with the limited in-game economy their upgrade options are a little stunted, still nice to have though.

I would recommend this game for anyone who has a few hours to kill and wants to spend them blowing away robots. If it\u2019s on sale it is a 100% must buy.

Have fun ^_^ . If I hadn't paid only €5 I'd be looking for a refund this is not a game it's a glorified demo. 2 levels don't warrant the price tag of 5 never mind €20. Devs need to add more levels and fix the way the balls are thrown it's hit and miss where they go no matter how I launch them.. A bit of a strange one this.

Has a deeper meaning,

I wouldn't class it as a game or a puzzle, it is more of an experience.

It will either intrigue you or not

Sadly I can't recommend it, maybe if it comes up in a key bundle try it out if you are intrigued!

I have only put 30 hours into this game, but have easily put 500 hours into the series in total. My opinion? Stay away. If you want large scale strategy based around modern\semi modern warfare, get Hearts of Iron 3. It is a better game in almost every way.

The SR series of games are large scale strategy games based in the 20\21st centuries. You control the economy, diplomacy, government and military of any nation you choose.

The problems with this game:

1) There is no tutorial (or at least not a very good tutorial). Be prepared to spend plenty of time trying to figure out how the game works (The economy is especially convoluted)

2) The territory system is a mess. conquering a country will often result in it being broken up and divided in the most nonsensical way possible.

3) The AI is abysmal. For Example: As Canada, I helped France obliterate Germany, barely having to cede land at any point (Hard\Hard\Hard), not because of skill, but because the AI does not understand how to use their armies properly.

4) As the game progresses, the performance gradually gets worse, until the game is unplayable. I have never been able to "finish" a game because of this, usually after 6 years the game runs so poorly that I have to quit.

The only positive thing that I can say about this game is that once you figure it out, the economic system is somewhat entertaining. You aren't able to transform a fledgling nation into a super power overnight, and resources have to be carefully managed and balanced.

I like the concept of the SR series, but the games are not rewarding or challenging in a fun way. If you are thinking of getting this game, or any game in the SR series, make sure you try Hearts of Iron first. It is better in nearly every way imaginable.. This game is the first in the Nancy Drew series and is about Nancy going undercover at a school to solve a murder. I finished the game in six hours (but this game can be finished in three). Unfortunately, I have to say that this is a disappointing introduction for me.

The reason I have double the time that I would've otherwise had is because of a poor choice in the game's design, in my opinion. I had played on the harder difficulty, having read the other reviews that complained that it was too easy. I don't know if it was a glitch or just something that comes with the harder difficulty, but it only gave me one task to complete. The challenge was good enough in that difficulty, but I soon came to a point where I got stuck. Very hopelessly stuck. I tried for so long to figure out what was wrong and what I was missing (I talked to everyone again, I looked everywhere, but still nothing). So, I restarted on the easier difficulty. Turns out what I was missing was one pointless dialogue that had little to do with the case and was more about what one character was up to. ONE. FRICKING. POINTLESS. DIALOGUE. One insignificant conversation kept the next section from triggering and I feel like that is just ridiculous.

I went through the whole game and got everything that was important, but all screeched to a halt at one. stupid. dialogue. If it had been something important to the plot I would totally get why I wouldn't be able to continue, but it didn't at all relate to the murder, so the game just ended up wasting my time. Other than this, the game was okay, and I would've probably given it a recommend on sale (because it's a little short for the price) if it hadn't spat in my eyes the way it had. The glacial standstill I had to experience ruined it for me.

Get the game with the understanding that you will have to find everything and talk to everyone. If you play on easy this won't be a problem because it will give you a task once you have found the clues for it, but something so pointless shouldn't be integral to the progression of a game. Get this one on sale in the bundle or else it's not worth it, but I personally do not want to recommend this game as a stand-alone.. Warning: If you are allergic to the following, do not play this game.

HEADACHES

FUN

FUN-INDUCED HEADACHES. Released at the same time as Hell Let Loose beta, a huge oversight by the dev. It's definitely targeting that sort of audience from Squad to Insurgency to RO/Rising Storm and even the people who do know about the game, backers, such as myself.

Everybody is playing Hell Let Loose. So this game dying without a proper chance was pre-destined.

Now from the few matches of 2v2 to 6v6 that I have played. **gfx**

I can tell you, the game does not look good visually. Soapy is one word to describe it. Textures seem low res.

Things like fog, rain and such weather particles all look like a pallet of the same static gifs was layered along the whole map.

Rain is particularly weird to look at.

Smoke grenades cover the whole screen and all you see is a thick grey color, unlike in most games where it's still see through at times even when you stand in them.

Muzzle flash kind of looks good from afar and is very easy to notice.

German player models look like they're straight ripped from Insurgency Sandstorm and it's the "Matt" face for the Security.

Matt is a muslim, you can tell by the skin... also here he has demonic eyes

Animations are luckluster aiming down the sights whilst crouching turns you into spy-crab from TF2.

The head is turned to the side like they're trying to look away like chickenshet in the movies when ads-ing.

The running animations I like, they're quite unique. Dudes look stiff and tense like mobs in old action movies and PS1 era games.

Gun animations, they are about on par with the og Red Orchestra Ostfront. Has that same funny broken wrist when loading bolt rifles.

By the way aiming down the sights seems to put you at a disadvantage and it seems to be less accurate than hip-firing.

The only good thing about ads is that it enables you to lean. Other than that you can try using the bolt action, forget about aiming down the sights with automatic weapons as they sway around in a way where you can't even see the fly aka the middle part as the side parts will be at angles covering it. MP40 is the only automatic weapon that is reliable in fact you can call it a laser, it will mow down everyone regardless whether you aim or not at close to medium range. So the only ranges you'll have right now.

Movement feels too fast. The game rewards cod style approach which is horrible but then again so does Insurgency and Verdun/Tannenberg. I rolled 2 waves of 6 people just running around with the mp40 which is godlike.

In particular jumping feels like surfing in cs, you flap your feet a tiny bit and you float. Exactly like Verdun/Tannenberg.

In fact movement feels the same. Verdun holds great at ranges yet storming trenches lacks as people will abuse jumping, you'll have 100% accuracy and you'll fly around like Jesus. This on the other hand is a close quarters combat game.

Stairs what are they? How do I climb them? Jump brother.

Buildings made by someone who missed their architect courses. Some houses have corridors/rooms/stair railings so crammed you can't go through them.

Overall could be amusing for a few rounds, only a few though and with some more people.

***OK full 24 player server is pretty fun to play, leaves me wishing for even bigger servers

Being able to give info whilst dead makes no sense to me though. This game reminds me a lot of the old Championship Manager series but with a large world-wide database of teams and players. The game is reduced to the most important features. But I see this as an advantage because you can play seasons quickly.

It definitely requires some time to spend with the game to notice that the game has really depth.

I can recommend it to all players who had fun with the old Championship Manager series that don't want too much detail complexity but have a faster season progress instead.

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