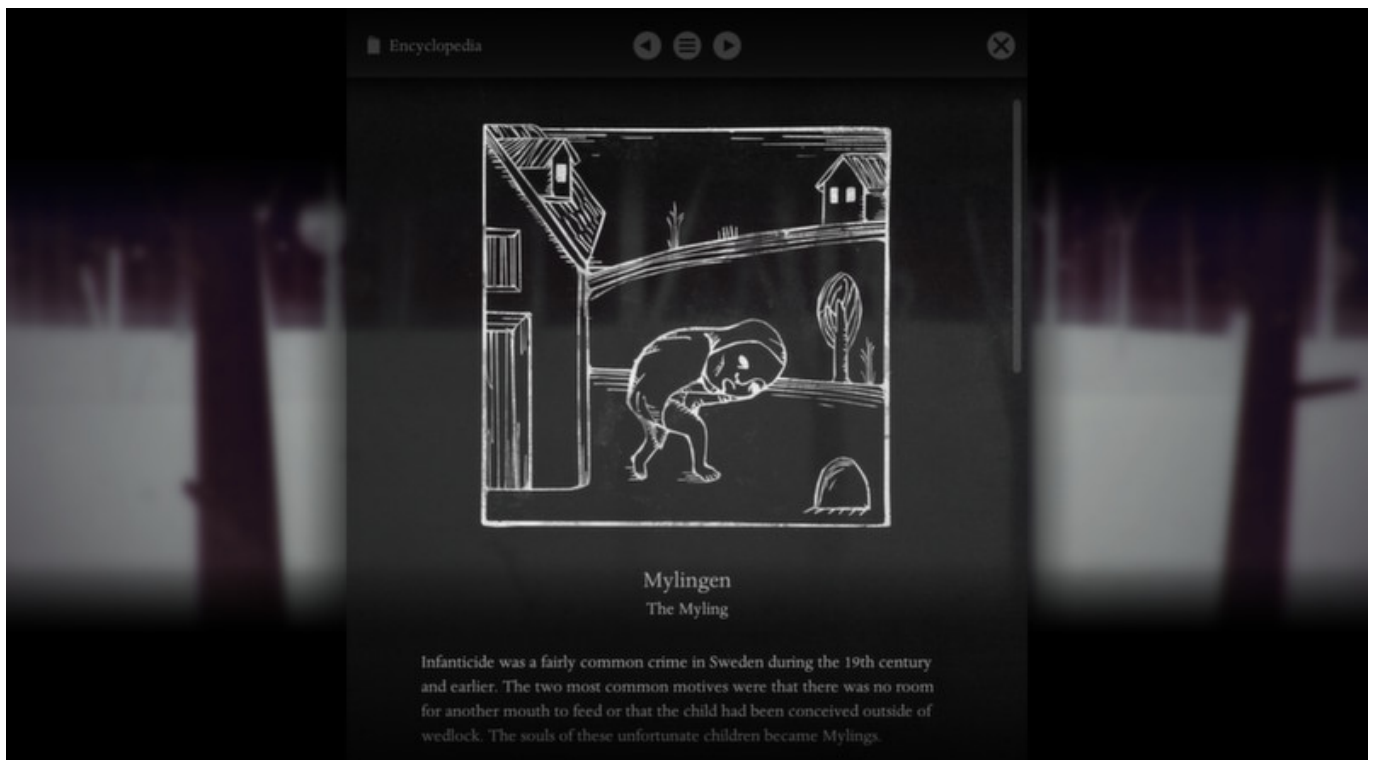


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Quantum Conundrum Torrent Download [addons]



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## About This Game

When you, as a young boy, are dropped off to visit your uncle, you notice something's wrong. First, he's not there to greet you.

Second, there's the explosion that happened right as you arrived. And third, the house seems to be even weirder than you remembered it. Now, your job is to find—and ultimately rescue—your uncle, by using his newest invention, the Interdimensional Shift Device (or IDS), to switch between dimensions and solve puzzles. That sofa too heavy to move? There's a dimension for that! Switch to Fluffy Dimension and that sofa is now light as a feather. Need to get up to a high ledge? There's a dimension for that! Just switch to Anti-Gravity Dimension and things begin to float upward. Need to make things heavier? There's a dimension for th—well, you get the idea. Switch dimensions in real time, work your way through the crazy complex mansion wings and rescue your uncle!

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Title: Quantum Conundrum  
Genre: Casual, Strategy  
Developer:  
Airtight Games  
Publisher:  
Square Enix  
Release Date: 21 Jun, 2012

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**Minimum:**

**OS:**Windows 7 SP1

**Processor:**Intel Core 2 Duo 2.2 Ghz / AMD Athlon x2 64 3800+

**Memory:**2 GB RAM

**Graphics:**GeForce 8800 GT 512 MB / ATI Radeon HD 2900 512 MB

**Hard Drive:**1.75 GB HD space

**Sound:**DirectX9 compatible sound card

English,French,German,Italian,Japanese







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You get barely anything. It's not worth the money!. I see huge potential. Don't waste it!. Joure, I really enjoyed playing your game. You picked some simple and straight forward design elements and stuck with them, which I appreciate. The writing and voice acting were both very enjoyable, and more human and less overproduced which was a really nice change of pace. As a fellow game developer I appreciate the craft that went into creating this product. I hope you and your family are proud of the work you've done. Cheers!

Recommended for anyone who would like a relaxing mystery in a sci-fi setting to roll through. Took me a little over five hours, which was the perfect length.. Is it deep? Yes. As deep as a handsome stranger's eyes.

Is it dark? Hell yes. Darker than the tall stranger himself.

Will it take you to the fight? Not only will it take you to the fight, it will break your mother-f\*cking spine in two, and have you begging for more, you sexy, sexy boy, you.

...

Okay, so I lied. This game makes a bucketful of steaming camel-turd look tasty.

Not so long ago, I reviewed a game called Deep Dark Fantasies. That wasn't exactly a masterpiece either, but I begrudgingly bestowed upon it a 5V10, on the grounds that it was at least...erm...morbidly curious. This game - which disappointingly seems to bear no relation, dev-wise - is unworthy of even THIS level of deference.

It's CRAP, plain and simple; although it's clearly MEANT to be a tad on the perplexing and enigmatic side. (I'll bet you've never heard phrases like "boy next door", "that turns me on", and "just lube it up" after killing enemies in a game before? Come on. You have not. F\*cking liar.)

The "memes" might almost be worth it, if the game was at least kind enough to give you more than one life before declaring "Game Over". It isn't. Save your money for a bus ticket to a public park with fully implemented glory-hole facilities instead.

Verdict: 3V10.

(PS If you enjoyed this review, feel free to check out my two Curator pages:

<http://store.steampowered.com/curator/9284586-ReviewsJustfortheHELLofit/>

<http://store.steampowered.com/curator/10868048-Truly-Horrible-Horror-Games/?appid=398210>

[Cheers!](#). 'Stick Fight' with tanks.. ZeGame is a fantastic 3D logic puzzler with great minimalist presentation, beautiful visuals, solid controls, good ambiance, and an impressive variety of puzzles. There are 8 "worlds" with 20 puzzles each. Each world features a completely different puzzle gimmick, so the puzzles stay fresh throughout. It also features a level editor, a ton of fun user uploaded levels, and a leaderboard.

*[The negative aspect of the game is that it should not have been billed as exclusively casual/relaxing. While the majority of the puzzles do fall into those categories, as one would expect of earlier puzzles in any game like this, the later levels get punsihing/grueling. Also, while worlds 1 through 7 all have well thought out logic puzzles, most of world 8's puzzles are long trial & error 3D mazes with less of a logical approach. Also, to truly beat the game you have to redo all of the puzzles in "Blind Mode" which lets you look at the puzzle then as you start to move it becomes shrouded in darkness, so you have to analyze it all at once and memorize a solution in your head or write it down. Overall, the fact this game has such hardcore components isn't a bad thing, it's just I was hoping for a more chill experience when I started working on it and felt a little deceived. This eventually passed and I embraced the challenge.](#)*

*[This is a great puzzle game either on sale or at full price. Excellent for keeping your spacial reasoning honed. ZeGame is highly addictive and fun.. This is a technically complex song for the Bass. I'd recommend this one for intermediate players or better. Don't know about guitar.. Joined a server with a friend. Eventually found met on top of a bridge, where we made sweet love to eachother.](#)*

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*At this point, the game was already worth my \$20.. Here's the good, the bad, and the ugly on Paparazzi*

*Pros:*

- +An innovative and entertaining game based around the game of Hide & Go Seek!*
- +A catchy and fast-paced soundtrack that really captures Paparazzi's theme of fright & frenzy*
- +Responsive controls, a fair balance of maneuverability that prevents either the celebrity or camera from being too OP*
- +Visually appealing 8-bit Atari\NES-ish sprites and levels*

*On the Fence.....*

- +\/- Local Competitive Multiplayer*
- +It's fair, balanced, fully functional (no glitches here!), and FUN!!*
- Unless you have RMs, a GF\BF, or friends who regularly visit you'll most likely end up playing by yourself (which isn't necessarily a BAD thing)*

*Cons:*

- Lack of online multiplayer and (by extension) no online scoreboard postings*
- Limited replay value*

*Macho Dan's Final Score....8\10 Kim Kardashians*

*"This is game is a good old fashioned head-to-head hide & go-seek rat race. Play it with your friend(s) if they're with you. If you're of drinking age try playing when you're drunk or very tipsy for a REAL challenge! You'll be shouting obscenities and slamming your mouse before you know it. The AI provides a decent challenge, so play it if you're bored and want to kill a little time. While the absence of online multiplayer is likely to be a turn-off for most gamers with a competitive streak, I believe this game's quasi single-player\co-op style of gameplay falls nicely alongside other similar niche' titles like Brothers and Never Alone. At the end of the day \$5 is a real steal, SO BUY IT!". I cANT PLAY THIS GAME BECAUSE THE CURSOR MOVES TOO FAST. i HAVE FOLLOWED ALL THE INSTRUCTUINBS AND CANNOT GET IT TO SLOW DOWN SO i CAN ACTUALLY SEE WHERE iM GOING AS i GO*

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Stioll buggy, but that is to be expected for an early access game that is clearly being developed by a garage team, or just a dude in a garage. That said, it is very fun, the concept is solid and the potential shines through. Mine bugged out on the returns, so I had to keep shutting it down and reloading to try a different world, but still, the potential for deathmatches in these spaces was clear, and would be a blast.

Combo downhill/slalom with deathmatch thrown in, kind of like rollerderby with guns, would be a blast, among other things, and I look forward to seeing how it progresses. Download it, have ten minutes of fun, then keep an eye on it over the coming months.

Duffuses who post negative reviews about an Early Access game not being fully realized and buggy should be banned from Steam, not to mention the prat who gave a Not Recommended because he didn't have a VR headset yet. ID10T's aside, this is a free game, and as such is worth every penny. In the future, I have high hopes.. This is a fun little side-scrolling blast-em-up with an endearing, well animated art style.

You play a corgi named Maia, who has been tasked with rescuing the kingdom from an undead bunny lord. To do so, you will employ a variety of spells, each with different cool-down times, against a myriad of enemies.

The enemies come in waves as you scroll to the right. As you progress, the waves become bigger and the enemies more threatening. You'll also encounter many, many mini-bosses along the way with their own combat patterns that will test your reflexes.

The controls are simple and highly responsive. Any timing errors were always my own fault, and the only time the game itself ever lagged was during the final stage, when the enemy swarms were ridiculously thick.

It's not a short game, which is good on one hand, but on the other, it does start to get a bit repetitive in the end, which is the ONLY gripe I have. All in all, a great title!. I really am enjoying this game, it is a lot of fun so far.. It's a shame that all you get from startu0131ng up the game is a staring contest into a white box on the screen. Literally nothing works albeit a ton of startup crash reports on the community pages. Unless the developers get to deal with these issues, I recommend everyone to take this game off of their lists.. Has more stock options than most other serious trading simulators!! WHAAAAT?!. Honestly, I've had a lot of fun with this game despite (being kind) its really unpolished presentation. Gave up on it awhile back due to the increase in bugs and the downward spiral of poor design.

I picked it up again after the major "pre-full release" update. This turned into at least 6 updates in a row as they kept fixing really obvious things like having the same font size for all of the menu items and putting those items in a straight line.

Again I had some fun with it, but in those many patches this week they have been making inexplicable changes that make no sense. It has finally made me give up on it. For example, I love smooth turning and I turn the speed up high on it, but they set smooth turning to hyperspeed. There's no way to change it at all; it's just crazy high speed. So when you click the thumbstick to change fire rate you could accidentally turn almost 90 degrees in that instant.

Also, you used to be able to turn off the orientation circle that hovers around your waist to remind you where you are in your room and which direction you're facing. Now you can't turn that off. You just have it in your face blocking your view when you crouch. It's distracting and immersion breaking to the extreme - especially when you're used to playing without it - particularly in night mode.

When you add those mystifying changes to the pile of issues that have built up and are ignored by the dev (gunshot sounds getting stuck and repeating at high frequency making buzzing noises going off around you, just dying suddenly for no reason with no kill feed explanation, the barrier movement text appearing directly over your vision in the middle of aiming and firefights, the kill feed text being unreadable a lot of the time such as when it's over sky, the indicator on the navigation map being almost invisible against the strange color choices used on the navigation map, not being able to mute people who scream or play music into the mic while you're stuck with them in the plane, loot disappearing instead of dropping, etc., etc.) it adds up to an experience that I can't recommend. Give someone else your money, and don't enable this kind of bad development.



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