
TV Trouble Download]



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About This Game

The year is 1967 and you are a TV repair person. Get to work.

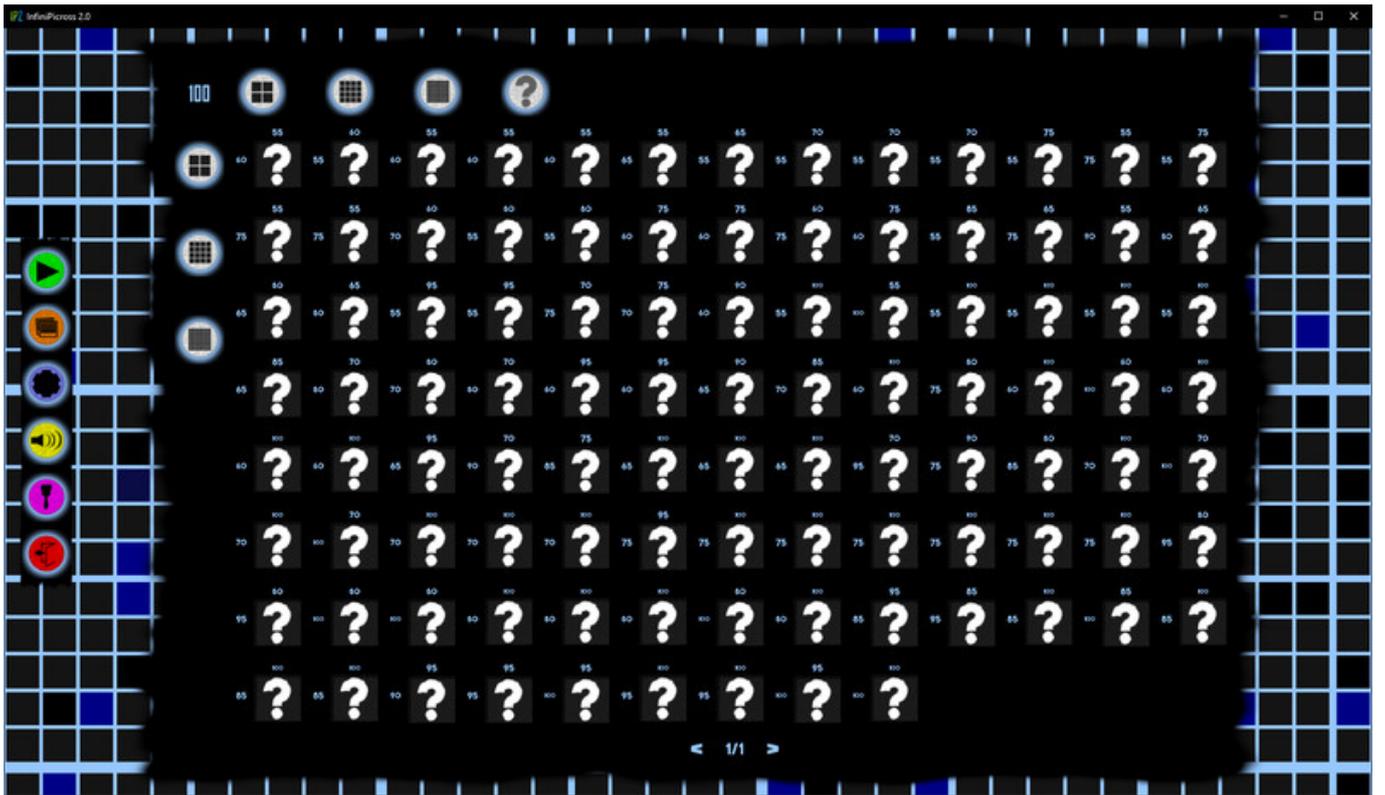
In TV Trouble, you are presented with an endless conveyor belt of faulty TVs. Each TV is a micro-puzzle comprised of dials, button panels and antennae. Tune in and repair as many televisions as you can against the clock. Earn bonus points for speedy and efficient work.

Gamepad and Keyboard supported.

Title: TV Trouble
Genre: Indie
Developer:
SUPERCORE Games
Publisher:
zerofiftyone
Release Date: 24 Oct, 2016

a09c17d780

English



8-Headed Elektrohydra

Type: N Huge magical beast

Initiative: +1 CR: 9

Senses: darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC: 18, touch 9, flat-footed 17 (+1 Dex, +9 natural, -2 size)

HD: 8(18)+40

HP: 84

Saves: Fortitude +10, Reflex +9, Will +4

SQ: fast healing 8; hydro traits, regenerate head;

OFFENSE

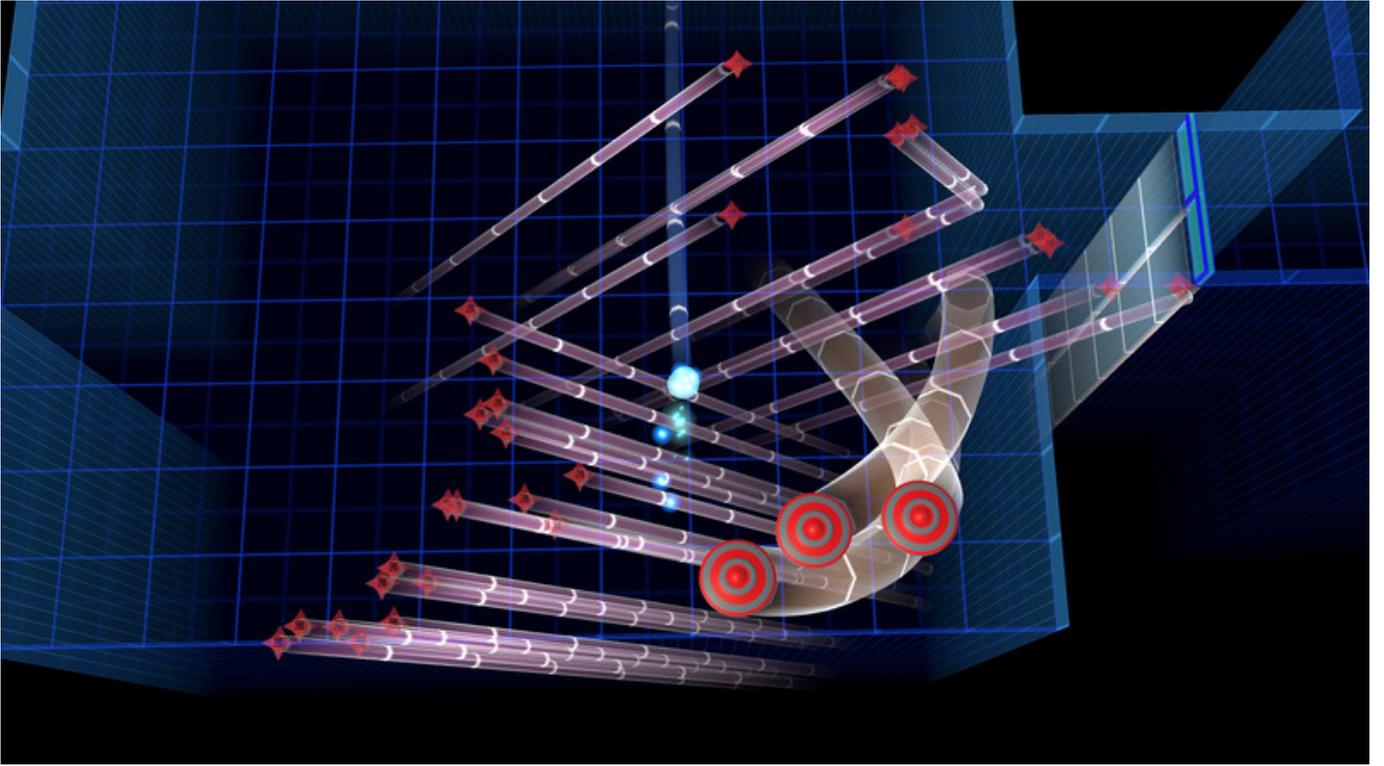
Speed: 20 ft., swim 20 ft.

Attack: bite +10 (1d8+4)

Full Attack: 8 bites +10 (1d8+4)

☑ Creature ☐ Trap/Haunt ☐ Vehicle

Pradina is basically a socialist dynasty, also in conflict with the Scandinavian world. It is mostly comprised of heavy industry and agriculture in the north and Pradina contains its own iron and steel industry for peace and more on its own. Visitors are there to find history and come to relax and enjoy. Its borders are mostly protected by water, but it found a symbiotic relationship with Pradina proper. The Gnomes protect the borders and include weapons and machines of war. In return, the Gnomes are given a land to share.



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A terrible game. Its not even worth Air Conflicts name.. Online activation for a 2 bit indie game?

Yeaahh.

If you can go ahead and not do that from now on that'd be great.. If you're a fan of RPG Maker horror games, this game is worth checking out. The game is more in-line with something like Crooked Man, Mermaid Swamp, or even Corpse Party than Ib, Witch's House, or the like, based partially on a more grounded and less fantastical setting (but still interesting and dark), a variety of drawn images appear throughout the game in special story moments, and the game is less focused on strict puzzle gameplay and more on exploring, finding items, avoiding the murderer, and visual novel-like story moments sprinkled with the occasional puzzle.

If you've never played an RPG Maker Horror Game, basically it's a horror game with a viewpoint like an old SNES RPG-type game but with a lack of turn-based battles and more focused on events, puzzles, chasers; but in this game's case with many visual novel scenes. This game is completely worth the \$5 if you enjoy these kind of games. It's biggest flaw comes in its translation, as there are English elements to it and some typos, but I never didn't understand what they were saying, and as I got more into the game, it became very easy to overlook and just enjoy. The only other thing is the game has some minor bugs, I ran into a few, but thankfully found nothing game-breaking, mainly some sequence breaking.

The game has good production values for an RPG Maker game. There's several animated videos, that look nice. The original and licensed music is all very good. The Korean voice acting is well-casted, sometimes they sound a bit dry and emotionless, but pull off many scenes wonderfully, and added rather than took away in my opinion.

This is all backed by a surprising story that was quite enjoyable, and surprisingly some good endings. Endings are something that can be hard to get right, but this game nailed it, and gave the game that extra omph to make the whole experience feel worth playing to the end. The game has three endings, all three are good though I do have a favorite, and all are worth getting; the ending doesn't just change the ending but radically changes the last third of the game for some very different gameplay and story experiences.

Game actually got me a few times with its scares and atmosphere, but didn't overly rely on cheap tricks. Mixed with the horror elements is a murder mystery that gets kind of gripping, and some humor sprinkled in and used to good effect. There's also in this game a deep-rooted morale about family, but it's one of the few times a game I feel doesn't push the morale in your face and didn't feel like it was preaching it to you or feel cringe-worthy or forced in anyway. Game also is of decent length, taking someone probably 5-7 hours to get the first ending, and about 5-7 hours to get the other two endings, and a lot of that second 5-7 hours being filled with new stuff.

Overall a very solid RPG Maker Horror game that can stand with some of the greats, worth it for fans of these type of games, or if you have an interest in horror games in general, murder mysteries with a spice of some psychological and surreal horror, or those wanting to try more pixelated games in the horror genre. Welcome to the family!. Seems like a descent shmup game. But these aren't my bag. I'd give it a play though if they are.

Seem to have good basic game play and solid upgrade system along with a normal/hardcore mode for player skill curves.

Only bad I noticed was the lack of option for video. Just full screen or windowed (small window).. I'm happy with the vended product.. This got many of the emoji that one knows and may even love.

As many of the other player states the DLC is the easiest to complete of them all and I do understand their frustration with it.

I don't find it a problem though as it's pretty relaxing and it's what the main purpose of the 'game' is about afterall. It offers you a break from the really tedious and complex ones that otherwise exists in the package.
. Marble platformers are my favourite type of game, and it has been awhile since I've found any good ones on Steam. TLBTC has a clean, modern UI and a wonderfully simple art style.

Would highly recommend to any other people that enjoy marble platformers!

Enjoyable game, very hard. Just don't expect much accuracy in it.....you get tanks in the initial German invasion of [Belgium.....in](#) 1914.. A lovely, and perhaps even atmospheric run through a scary encounter. Great for a free2play, charming enough for that 3 dollar art book donation.. really fun \u2665
update: if you have rage issue, don't play this lolz. Holy cow, I thought I gave this game a thumbs up months ago. Very much deserved, fantastic game!. This game is just the kind of puzzle games that I like: demand you to think until you get an headache :D. I'm generally very bad in 3d so I find this game very challenging but the feeling: yea I finally did it right is more then enough to keep me playing :). Does not run properly on high res screens <https://v/ibb.co/vnnAq8e>

[Don't waste your time and money. First off, I want to support and like VR movies. I see it as a new, growing platform that needs an enthusiastic audience so it can develop as a medium for entertainment. The few good ones I have experienced have been amazing, immersive experiences. For example, Miyubi, Allumette, Old Friend reminded me of the first time watching Avatar in 3D at the movie theatre \(experiencing something new and magical\).](#)

[However, this VR episode is a muddled mess. As much as I want to support it, I cannot recommend it. There's just too many things that make it difficult to enjoy. First of all, the story is not well written or structured. There's actually very few spoken lines in the entire 24 minute runtime. Most of the time the camera is too busy moving around at very weird angles and also scales to even notice what's supposed to be happening. There's just very poor direction in this episode. There's a few "violent" scenes, but I have no idea why they happened. The dialogue did not help at all in deciphering what's going on. The scenes are too dependent on the visual surroundings that are supposed to carry the story forward \(I suppose is what the director was going for\).](#)

[Secondly, the game world visuals are not pretty to look at. The world look very grimy, with an almost 70s style grainy movie filter. There's very few colors in the world, mostly green and browns. It's a very poor game engine to use, ps3 era type of game engine and the textures are very low. There's nothing visually appealing to look at and enjoy. And the camera just keeps moving around, high, low, around, now everything is big, now everything is small.](#)

[Lastly, the voice acting is okay. There's just very few lines. I'm sure the actors did their best job, but how can you convey anything with such short dialogue? There's really not much there for the actors to have worked with. The music is also fine. In fact, it's probably the best thing about the episode, but still nothing too memorable either.](#)

[Overall, I was bored watching this and was waiting for the 24 minutes to be over. And at the end you're just riding on the longest elevator ride with a view of what might as well be a parking lot. And the animations of the guy there \(behind you\) are just being repeated of him smoking. I won't ask for a refund, but I don't think this episode is worth anything.](#)

[Rate 3/10 only buy if you want to support VR movies so hopefully we get better content, i.e. you have money to burn](#)

[.I personally found this game rather enjoyable. A dark and sinister point-and-click romp through an occult swamp. It's a fairly short game which can easily be completed in under an hour. No dialogue, just creepy occult\u2665\u2665\u2665\u2665\u2665 It's similar to the Cat Lady, which is much longer and has a lot more substance.](#)

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