
Toby: The Secret Mine Ativador Download [full Version]



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About This Game

Toby: The Secret Mine

A challenging puzzle platformer inspired by games like Limbo and Badland.

A peaceful way of life in a small village in the mountains was thrown into disorder. Someone has kidnapped most of it's residents. A couple of brave hearts tried to rescue their friends but none of them has returned. Little Toby didn't want to just sit and wait so he decided to find them by himself. He went to the near deep forest but he soon realized this is just a beginning of a big adventure.

Go with Toby on an eerie adventure in a dark and creepy world full of dangerous situations, enemies and challenging puzzles.

Features:

- Various beautifully handcrafted environments and great visual effects
- Lots Of Different Puzzles
- Many dangerous and challenging traps and enemies
- Controller support

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- Many hours of fun

Get lost in the shadows and pray you find your way out.

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Title: Toby: The Secret Mine
Genre: Adventure, Indie
Developer:
Lukas Navratil
Publisher:
Lukas Navratil
Release Date: 20 Oct, 2015

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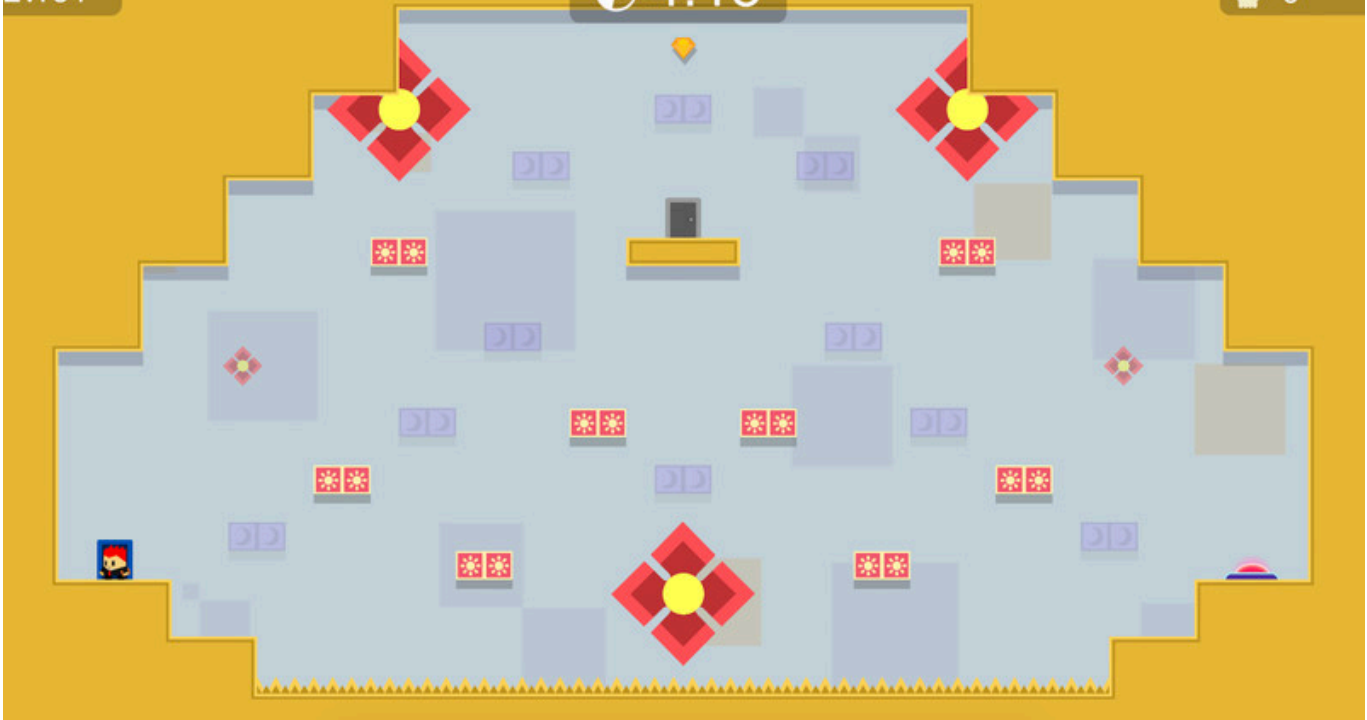
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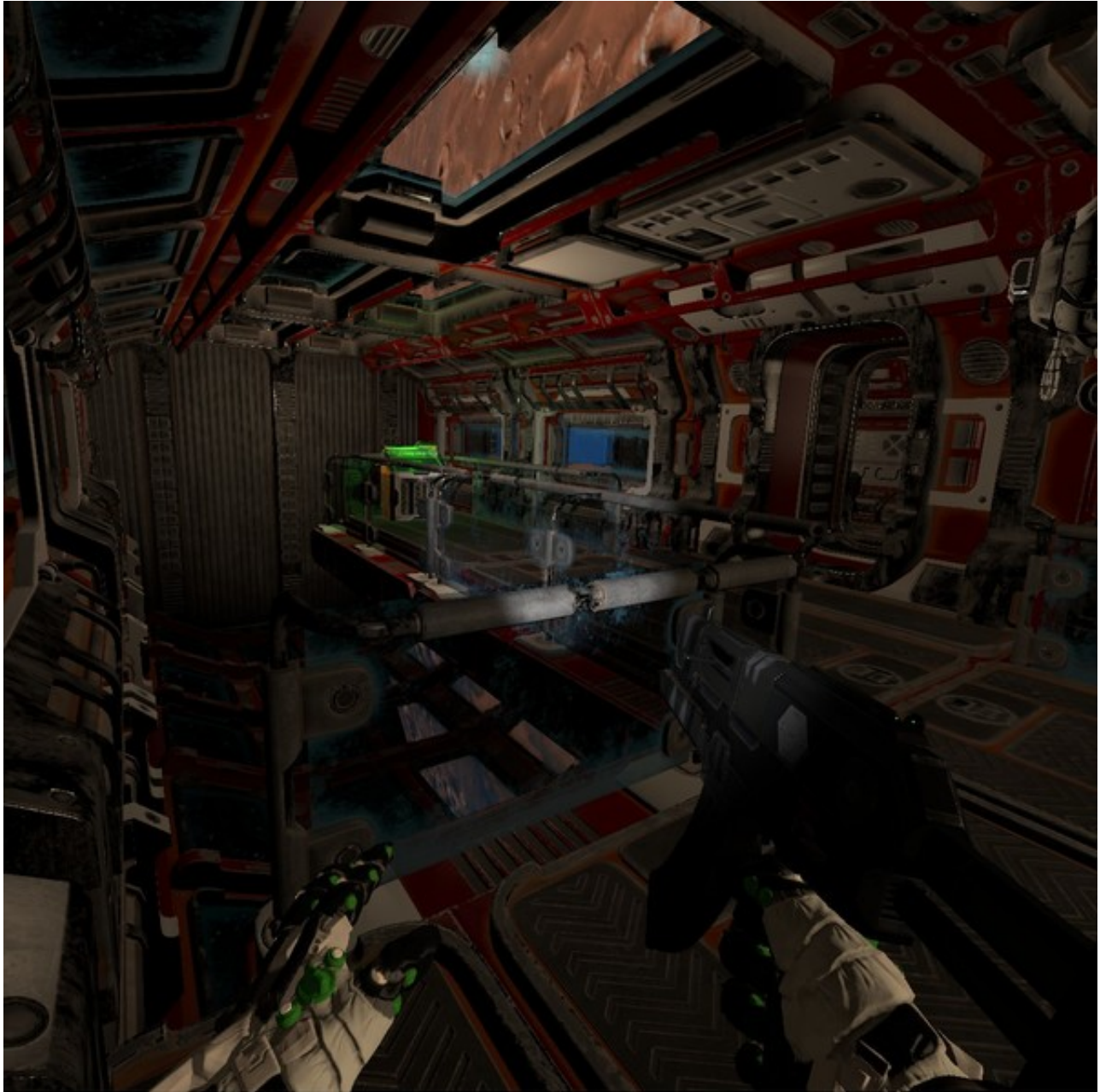


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This game can fill you with more than just Determination. It fills you with FEELS!. I am very happy with this route and train add-on. The scenery is very well done. I cannot exactly speak for the train's performance as I have never been to Germany and have not experienced the real train. But I don't think the train is as dreadful as some reviewers would make it to be. It is true that other models such as the 420 and 423 have better braking. But one has to adjust to the equipment he is driving at the time. As a retired real life subway motorman, I found that to be true of real world equipment. Different trains brake differently. That said, I also very much like the scenarios. I think this entire add-on was well planned and executed. It is well worth the money and I recommend it. Insanely difficult puzzles at times, but if you like challenging puzzles, this is definitely worth a look. The game could use a bit more in the help section. You have to figure out the game rules by trial and error. Lots of error. Hint: Z is the undo key. You're gonna need it.

The graphics and music are both great and really add to the overall feel of the game. Wish there was a way to turn the volume down in-game. Like many games, I find the music too loud.

I got the game on sale for 75% off and it's totally worth the pittance I paid for it.. A very short "point and click" game that seems to be the developers way of putting out a demo/teaser of their game before they release their bigger project out there. Its simple and has its flaws but personally I like the idea and could see myself trying out the future releases as this first one was quite relaxing and casual to playthrough.

It only has one achievement and its for beating the game so nothing special you need to think about with this one.

Time to 100%: ~20 minutes

. I really, REALLY wanted to love this game and in many ways I do.

First, the good:

- *The graphics. The visuals are gorgeous and play very nicely in developing the atmosphere.*
- *The lighting is near perfect in that it isn't too dark, nor too bright and really sets the tone.*
- *The story. I really enjoyed the story (up to the point I stopped playing). In fact, I loved the story. I really wanted to finish it out (I'll have to watch YouTube to see how it ends).*
- *The atmosphere. I thought the atmosphere is very well done. It plays perfectly into the story and the suspense that's built up throughout your play.*

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- *The jump scares. They are there, but they're not overly done and add quite well to the suspense.*
 - *The music. The music was perfect. Really added to the atmosphere and helped with the suspense.*
 - *The puzzles. I enjoyed the puzzles. They were thought provoking, but were not so much they ended up proving annoying or frustrating.*

Second, the neutral:

- *The controls. For mouse\keyboard they're OK. Movement is good, but for 'me' tasks such as opening doors, drawers, etc seemed a little clunky. Not so much that the ruined the game, but it just felt a little off, again for me. Finally, the bad:*

- *I'll spare you any spoilers here and just say that there is a certain item you MUST have or you die. I HATED it. It ruined the experience for me. I understand what the devs were trying to do. It reminded me of "Outlast" in always having to search for and replace the batteries in your camcorder. However, in this instance it was way over done. I stopped playing because of this. Constantly running out and finding myself in need. Again, I understand it was meant to generate a sense of urgency, but it proved more irritating and frustrating then I could appreciate.*

Overall, the positives greatly outweigh the one negative. It's worth a buy and worth playing. MY issue with the particular item might just be me. You; however, may have no issue with it at all. I do recommend giving this game a shot. It seems like the devs are sticking with it (which seems to be rare amongst smaller indy developers these days, which is another reason I recommend supporting them by purchasing and playing this game.

I may go back and play again... but that one negative really just gives me pause. If they increased the item's affect (longevity) or reduced the frequency of when it was required - I think it'd be a near perfect game (as a matter of personal opinion).

The game concept is awesome and a lot of fun! There are glitches that need to be addressed. My main complaint is you win 2 rounds and the game ends....please make it so you can set a custom number of rounds!. When I was a wee fatkid, I used to spend hours on end playing Breakout on my Atari because I lived in the sticks and because I was a wee fatkid and didn't have many friends. Also because it was a great game and breaking those little bricks with the ball was addicting and being able to hit just the right angle made you feel skilled.

Then, a few years later, I was a bit bigger fatkid and I played a lot of hours of Alleyway on the Gameboy. Alleyway was breakout, played the same, was just addictive, felt just as good to make those little blocks disappear. My mom and I played that for years passing it back and forth.

Now, here's Shatter. This thing's the natural evolution of Breakout and Alleyway, and I see me spending a boat load of hours playing it too. Except now, it's CRAZY! You can manipulate your balls (HURRRR!) and there's stuff flying at you, and there's mechanics, and it's just all around awesome.

It really brings back fond memories of the old days, except this one I'm not going to share with my mom cause it's too complicated and she'll call me all the time asking 'what do I do with the blowing thing' and 'why doesn't it explode when I hit that one' and 'why are these things flying at me!' and I already get enough phone calls from her on how to check her email. Don't feel bad though, she's addicted to Candy Crush, that's good enough for her.

. This game is so cool, the graphics are fantastic, better than Golf with Friends graphics, when Golf with Friends gets a course creator this will already have one, cheap Cheap CHEAP, I could afford this when I had less than 10 dollars then got Golf with Friends then got this, course creator is great even if it's a bit finicky. Overall this game is amazing, and it's only \$2.99, so almost anyone can buy it! If you have the money and you like minigolf you should get it, even if there are not many holes in the game at the time you buy it. So get this game and play some minigolf!. HOT WHEELS, BEAT THAT!!. Great game with a 1980 feel, especially if you're familiar with Mario Bros.

Amazing music as well, as you collect pennies from defeated enemies (by throwing certain objects) while trying not to die.

EDIT: With the Deluxe version out, this game has turned into a masterpiece, adding in more maps, characters, and even bosses! (There's another type of POW block in there after beating the boss, but you'll have to find out yourself.). There is no multiplayer just splitscreen. But it adds a nice twist to the original snake.

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