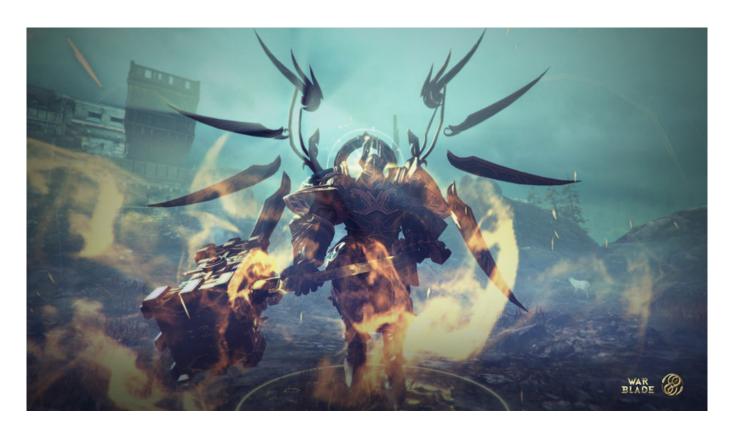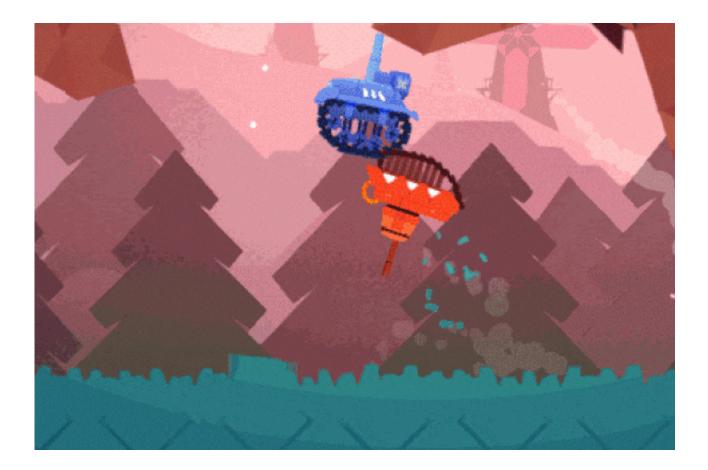Download ->>->>->> http://bit.ly/2JoLAaI

About This Game

Treadnauts gives competitive platform fighters a kiss of physics finesse. Gracefully pilot your tank through gorgeous arenas to land a deadly shot on your opponents! You've got a slew of useful tricks at your disposal, including treads that stick to any wall, boosters for midair hops, zero-friction slides, and rocket jumps for soaring into the sky. It's all about moving with style!

- Four playable zones, each with unique mechanics and physics objects
- Explosive couch competitive mode for 2-4 artillery rocket scientists
- Online multiplayer beta for solo pilots or duos
- Computer AI tanks with three difficulty levels
- Single-player Target Test mode with medals and global leaderboards
- Laser guns, grappling hooks, homing shells, and tons of other power-ups to collect
- A dynamic soundtrack by King Felix that changes every time you play
- Player progression with levels, maps and characters to unlock
- Modifiers to shake things up: zero gravity, slow motion, chaos mode and many more!

Title: Treadnauts
Genre: Action, Casual, Indie
Developer:
Topstitch Games
Publisher:
Topstitch Games
Release Date: 17 Aug, 2018

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English,German,Italian,Greek,Simplified Chinese,Polish,Traditional Chinese,Russian,Turkish,Korean,French,Japanese

Norton's Suck so bad Vs Bitdefender Antivirus made Romania who saved NASA servers few years ago :) In rest Nice Movie.. Game has a really good immersion with good graphics and atmosphere. Nothing groundbreaking but a very decent job is accomplished. I played it three times so far to find all memory logs, i still miss couple of them.

Tension is set in a right amount, enough to keep you playing and putting you on edge, but also preventing you to smash your screen with fear.

More work could be put into enemies to give a better visual and toning down the resources to put a little more tension might help the immersion and atmosphere greatly.

For its price, gameplay is justified, I would honestly wanted to see a little more detail in tapes and a little more collectibles about story, just bits and pieces.

I would rate this game 7\/10 because of the short tension and excitement brought to me.

Keep up the good work.. Great Game, was confused at the ending but i think i figured it out solid game. I started playing Natural Selection in 2002, when it was a Halflife mod and instantly loved it! I've logged in over 1000 hours in NS1. There are maps I still miss! NS2 was a great follow up with solid gameplay additions. Still fun after all these years!

Nothing beats the taste sensation when maple syrup collides with ham! And nothing beats NS2 for RTS\/FPS gameplay!. I really think this game has tons of potential, but come on, you could at least fix some of the bugs. Alot of times my guys end up either going to the corners when I tell them to explore, or they get stuck in the cross-section of the sidewalks. Please fix.
Thank You!. really bad and boring game
. This good better than DOTA 2

Wack as s crap game.. Complete garbage, for anyone who wanted the bones to do distortion, or distort meshes, this software is useless.

Thankfully i got this via a bundle.. Board game, it's more a dices game than a cards game which is fine for me. It you've played, and enjoyed, Tharsis (definitively a really good game for me, defintively not for you if RNG makes you cry), you will probably like One Deck Dungeon: same concept, you roll dices then you choose how to use them, which is the core concept of Tharsis.

One Deck Dungeon is more than that as it contains rpg features: skills, items, potions and, of course, characters experience which means also grind phase to level up the characters ...the grind phase could be boring, not a lot of playtime at the moment, I don't think it's ok to move to another dungeons before you get some advanced skills, you can play one or two characters during a run so it you want to level up all classes it will take time...

The UI is not "perfect", sometime I'm questionning myself about the dev who has coded a game: have you really played it as regular user before releasing it ? or just in "debug mode", you know what I mean (I'm dev in real life): the cool mode where you disable or bypass ennoying stuffs but cool...erm... for the "others". In fact, you know what: it's boring for them too, but it has been implemented so let's keep them ! Some of the people will probably like those "features".

Ok there are some effects player can disable (guess what: it will be done very quickly) but it's not enough for me, it could be really better.

Ok it's an "indie game", but I feel this tag becomes more and more a tag meaning: unpolished or sometime "unfinished game" (not in this case)

Anyway, I like the game, I recommend it to people who likes to run dices...and see dices rolling :)

If you like Tharsis, Pathfinder adventures.... you should consider to buy and play One Deck Dungeon.. Has potential, but the developer needs more experience. that or RPG maker is having issues i did not know about. while i admire the developers attempt, they should probably attempt to polish and streamline the game. Many things are unacounted for, and the games interfaces are extremely clunky. Good Start, but it really needs to be better. I would suggest holding off for a bit longer until the dev gets around to improving his games performance\/ interface and quality in general.. This is a very sophisticated and well designed vector tool. I'd recommend it for anyone into modelling, game design or Mathematics. Being able to see the vector fields in action on a bunch of particles is great and having it change in real time as you alter your field is brilliant.

More export options would help (If only I could export the vectr fields as .obj or something into Tiltbrush or link it to vector fields designed in Matlab!) I contacted the developer on their blog about this and although they couldn't help much with my query, they did help some and did respond quite fast. One day, this, Calcflow and tiltbrush will share common file types and I'll be in Geek Heaven.

. some \u2665\u2665\u2665\u2665\u2665\u2665 game. I bought this game for fun. Thinking "Oh This will be funny!". It sure was.

You can play as either male or female. gay or straight. So I played as me. A guy name Gerard. It makes me happy to see you have the option to be gay on this game.

Once you get in to the game... You see the story of how a girl is kidnapped. You can choose 3 other people to join you as you set out to rescue her.

The battles are a bit like the ones in pokemon.

I haven't finished it yet but so far... so good!

Stop commenting about how being gay is wrong and stuff. I will not change. I will live how I wish. Enjoy the damn game.. Great little game!

https:\/\/www.youtube.com\/watch?v=ei9qY_dwSL8&feature=youtu.be

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