
MinSweeper Download Xbox 360 Free



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About This Game

MinSweeper is a minimalist take on the classic Minesweeper. Simple relaxing game play in which you avoid mines on a puzzle board and try to get the best time. Play the given puzzles or play a custom puzzle. Also features a soothing soundtrack.

MinSweeper also includes 3 minigames:

- Sudoku: The classic, intense puzzle
- Catcher: Catch falling blocks while avoiding mines.
- Asteroids: Play as a spaceship; avoid and destroy asteroids to rack up score.

Integrated with Steam API to include achievements and Leaderboards.

Title: MinSweeper
Genre: Casual, Indie, Simulation, Strategy
Developer:
LinQ
Publisher:
LinQ
Release Date: 30 Oct, 2017

a09c17d780

English



Navigation icons: back, volume, close. Three hearts in the top right corner.

Hand-drawn chemical structures and symbols on a blackboard background:

- Left side: Na^- with a flask icon, CH , and another flask icon.
- Center: A dashed white box containing the word "Fermium".
- Right side: A hexagon, CH , and $\text{H}-\text{C}$.

Four green buttons with dashed white borders at the bottom, each containing a chemical symbol:

- Fe** (Iron)
- F** (Fluorine)
- Fp** (Fermium)
- Fm** (Fermium)



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I found out about this game from one of my favorite developers Amanita Design. As someone who follows game development closely, seeing these artists working in their personal space makes me so motivated and inspired. Also excited for Phonopolis and Ghost Theory :). This game is too exhausting to finish haha great game though, plays exactly as advertised and has lots of levels!. This is a short, but beautiful walking simulator with some conversation and two small puzzles. I love the music, the scenery, and the storyline. No conflict (fighting), just a casual and relaxed exploration game.. Improved and more fun to play around with, have to be honest my previous review was a bit too harsh.. Buy HELLDIVERS instead. You'll thank me later.

<https://www.youtube.com/watch?v=o-Ufk7FJrVs>

10/10 Kunos!

Perfect end to the pack! ;)

Possible to add the new Porsche 911 RSR 2017 RaceCar in the future? :D

But all in all, so worth buying :D

. Although the game looks interesting in the beginning, it's just too primitive and barebones to be considered enjoyable. And I am not talking about the graphics, graphics are actually adequate, as far as indie games like Dominions go.

I am talking about the gameplay. Very simple chain of production, no flexibility in case something goes wrong (no space for shipyard?). You can't even decide whether to attack or parley with the other entities - they either sort of ignore each other, or start killing each other, without clearly defined or communicated reasons.

The feedback about the ongoing events is lacking, the detail of the simulation is lacking, the ability of the game to create interesting emergent stories is also lacking.

Dwarf fortress is fun because it creates characters with tons of details that seem unique and memorable. NPCs in this game just resemble ants - by behavior, appearance, and interactivity.

Some may like the game, but I have found few reasons to play it.. It is good, but it is too short for the price. Buy it on sale.. I love this! Such simple and compulsive gameplay. Totally immersive in 2D - I haven't got an Oculus headset - its a finely tuned audiovisual experience that tugs at your senses, while also lulling you into a trance like uber-state of feeling the force. Rushing you headlong into bizarre abstract environments that seem to stretch endlessly before you.

I love the way it gently slips you in at the shallow end encouraging exploration of each level and its diverse elements. You soon discover what makes good things happen and what does not.

The important things to remember while playing are "go faster" "shoot ahead of you to see what can be blasted clear" and "come back and try it faster if you fail" - once you know the way high speed rewards you with points but also makes the jumps and smashes that fail at slow velocity possible. This is important to learn to progress at all through certain levels, it is also very exhilarating.

This is not to say that you don't work hard at it. Not all the games mechanics are obvious, power-ups are still a bit of a mystery to me, it might write a flash of text across the screen what has just happened but you are concentrating so hard you can't look away from the action. Also some of the text is welcome encouragement rather than informative. I still love it though for its idiosyncracies - an obsession with Basingstoke in Hampshire being one. Level 3 starts with the words, "Imagine yourself on the outer surface of some kind of tube." and sure enough your little space ship is gliding along the outside of a blue chequer patterned tube that is rushing out of the screen. Great use of understatement throughout which just highlights the mind bending quality of the graphics.

After loading this up in Steam for the first time I played for about three hours, with a few short breaks, and it felt like no time at all - so beware! To their credit the developers have put in suggestions of other things you might do to relax between levels. If you are feeling tired have a break, the game isn't going away.

I don't know why more people aren't into this. Maybe its an age thing, I must be about the same age as Jeff Minter and for some reason I want to have the game experiences he wants to have.

I think that the experience of playing - the "game reality" of abstract games, like this and Tempest and other old school genres that don't attempt real world realism, is far more REAL than the game reality of those that do. The reality of this game is unfiltered. At no point do you notice any flaws because there is no other reality apart from the game. Stop playing and reality feels like a glitch.

When you play Polybius it overwhelms you because you are concentrating so hard. It seems to flood into your peripheral vision as well, like living in a wide angle lens - play it on a big screen with the sound cranked up!

Did I mention that the sound effects are wild too! And the music playing behind it all seems just perfect. Go and play it now!

If this does not sound like your cup of tea then you'll probably enjoy something else better. If on the other hand you love peeping over an abyss or lying on your back staring into the galaxy then this game is the best.. It's difficult for me to say specifically "yes" or "no", because the game was competently made...sort of. It's obviously made to provide all danmaku, all the time, and that's fine; the graphics are good, the sound and music are all right. However, there's no explanation for anything that you're doing. Various levels have various monsters that you fight for some reason. You get items, and they don't seem to do anything. You unlock characters that have different special powers, and that's interesting, I guess. There are various numbers that might mean something, but there's certainly no manual to actually tell you what's going on. And of course, since there's no way to get more powerful (other than the very occasional new character unlock), you ultimately reach a level that is simply too

hard to beat. Did I mention that there's no life bar, one hit is game over? But don't worry—according to the developers, if you can't beat a level it's just because you're "not a real gamer"...yeah, that's the kind of toxic bullying rhetoric we really don't need nowadays.. Overall: Butterfly is an excellent and unique platforming puzzle game and a very enjoyable experience.

Pros:

- Cute graphics
- Nice puzzles
- Interesting mechanics
- Wide variety of levels
- Nice sound effects

Cons:

- Repetitive music
- No level selector

I enjoyed the unique feature of not being able to jump, it added a lot to the game and made some of the levels genuinely challenging. I liked that there were a very specific way to do certain levels. The puzzles are all well thought-out with fun mechanics such as pipes to slide through, enemies that propel you upwards and jump-pads that disappear after you touch them. There are a lot of levels and the difficulty curve is good, not too steep and not too easy. The sound effects are really fun and add a lot to the game too.

The music is nice but after the first minute of playing, it loops and gets quite repetitive and annoying after a while. Another feature I would like to have in the game is a level selector. Currently the game works on a 'new game'\continue game' system when you continue from the level that you were last on. I would like the ability to go back and re-play levels as that could be fun, perhaps with a timer to beat and a star rating depending on how quickly it was completed.

As a final note to the developer, I'd love to see DLC level packs and stuff to expand the game as this has a lot of potential and I'd love to see new features!. The game doesn't work luckily I didn't buy it, my friend gave me a code so I downloaded it but it was not worth downloading it even I got it for free

Edit: I forgot, the only thing that works is the uninstall

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