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## The Blobs Fight Crack 32 Bit



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### About This Game

The Blobs Fight is a silly, same-screen, arena party game about creatures of blob like nature. Run around as a blob attacking other players to knock pieces of them off, if you collect those pieces, you get bigger. The bigger you are, the more damage you can endure, but the slower you move. Play across a variety of modes from Last Blob Standing, to King of the Hill, on nine maps ranging from a lava covered apocalypse to a laser filled combat arena!

The controls are simple, but the strategies are complex, making it a great game for any skill level. The Blobs Fight supports 2 to 8 players locally, with hundreds of costume combinations and lots of settings to customize your gameplay.

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Title: The Blobs Fight  
Genre: Action, Casual, Indie  
Developer:  
SkyPyre Studios  
Publisher:  
SkyPyre Studios  
Release Date: 21 Jun, 2018

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**Minimum:**

**OS:** Windows 8/10

**Processor:** Intel Core i5-5200U 2.2GHz or equivalent

**Memory:** 4 GB RAM

**Graphics:** Intel HD Graphics 5500 or equivalent

**DirectX:** Version 9.0

**Storage:** 5 GB available space

English,French









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the blobs fight

got this as i love match 3

but this is boring so far no tactics to it just make a match and hope it creates a chain you need

good for 30 min but didnt hold my attention. Great game and runs well with Oculus Touch. Bought a VR bundle specifically for this and was not disappointed. I'm only through the first 10 puzzles. They've been easy so far, but I see the complexity ramping now. Since this is a physics puzzler, there are a lot of different solutions for each one. It feels satisfying tweaking the different components to get a minimalist solution *just* right.. This game is Amazing and has loads of potential so I wrote a few Pros and Cons:

Pros:

Cheap

Time Killer

Beautiful

eZ Controls

Cons:

Why are you looking here? This game is Amazing.. Amazingly played and thoughtout great game

. I really wanted to like this experience. I like books, I like post-apocalyptic worlds, I like VR. Obviously, if you combine all of them, I'll like the result, right?

Unfortunately, not in this case, no.

The VR scenes only have a fixed viewpoint, which completely shatters the illusion. One of the fantastic things about this generation of VR hardware is the ability to do positional tracking, so every little movement of your head (not just rotations) are translated into the virtual world. That is, I think, essential to a virtual experience. I don't expect full room-scale support, but the ability to move around even a little would be nice. **(edit: According to the dev on the discussions, this will be added at some point in the future, so by the time you read this it might have been added)**

Anyway, I could have put up with that, and I did, for the first few scenes.

But then the other bugs started.

First off, the menu navigation is awful, and even once you figure out how to use it, it's still rather janky and unpredictable. It's the same with turning the page, which can be frustrating when the narrator restarts from the start of the page each time.

I also could've put up with that, and I did, for the first few scenes.

Then, at some point, during a scene transition, the background image got very dark. No amount of page flipping and scene swapping could fix it -- every scene I went to was very dark. Okay, whatever, I'll restart the app.

After restarting the app, the narration no longer worked and I couldn't see a way to get it started again. Okay, whatever, I read way faster than the narrator anyway, I'll just keep going.

And then the background went dark again. That was it, I just exited in frustration.

In short, fantastic idea, but terrible and buggy execution.

Probably won't be requesting a refund, though, since it's only \$2 -- maybe it'll work better for my wife, and hopefully the dev will fix some of the issues.

Unfortunately, however, I can't recommend this at this time.

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terrible interface. Neon cube is a great cheap and extremely fun strategy game that i would recommend to anyone looking for a challenge,. Polyball is a momentum-based precision platformer with a focus on "Goin Fast". The game is beautifully minimalist in design, controls, and visuals. I play using a controller, and the movement feels extremely tight and satisfying, especially when going near top speed. You are given the controls of movement (acceleration), and a single jump. With limited controls, the mechanics don't run especially deep, but mastering the momentum control required for later levels, or to compete for top times, can present a worthy challenge for even experienced players of momentum platformers. Fans of these games will also appreciate the quick restart button for endless resets in the quest for the perfect IL run. With online leaderboards, you can race against anyone's "ghost" and see how they complete the level. There is also talk of a replay system, but nothing solid as of yet. It should also be mentioned that the developers are extremely responsive on the forums, so many of the early-access kinks are being smoothed quickly.

Since it is early access there is a fairly small selection of maps (sectors) to choose from - 30 in total. These levels progress from easy/beginner to some considerably difficult maps towards the later levels (with some crossing the line into "tedious"). I personally feel as though there are more difficult maps that require precise movement than necessary. I would like to see more levels in the easy-to-medium category that allow for a focus on optimization, rather than not dying. There are currently a few packs of unreleased maps which will be coming out soon, so hopefully this comment will no longer be relevant at that time.

Overall I would definitely recommend this game to anyone on the fence, or anyone that is interested in the genre.. Short; basically a character/ability pack.

Probably not worth \u00a38.

Wait for a sale unless you really like the content offered here; which includes Eis/Nuova Shenron, Towa+Mira (With their abilities and outfits).. Game has improved during it's years. It has become competitive and balanced, very fun to play with.. Honestly, only buy this game if you're an actual god damned masochist. I barely made it 10 minutes before I quit. This is nothing more than a caricature of Steam's quality control (or lack thereof).

**Discord: #1 Challenge - what are we cooking up?:**



Are you curious what are we cooking up for you? Head to our **Discord Channel** and spice up this competition with your creative ideas!

Join our Discord Channel: <https://discord.gg/s36nsM>. **Discord Channel is LIVE!:**

Fellow Truckers,



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#2 CHALLENGE

# TRUCKERS, SPEAK UP!

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