
Marble Void Download Winrar



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About This Game

Drop into the retro-futuristic world of Marble Void! A 3D Platformer inspired by old school platformers, Marble Madness, Marble Blast Ultra and the 80's. Pilot your Marble through puzzles and skill based obstacles to complete stages. With 3 tiers of difficulty and mini games, Marble Void is easy to pick up and play, yet tough to master! Moving platforms, switches, teleporters, gravity modifiers, kill spheres and more await you in 40+ stages of varying difficulties. Great for all ages!

Features:

- 3D graphics with a retro, yet futuristic aesthetic
 - Over 40 stages of varying difficulty
 - Easy, Medium & Hard Level Tiers
 - Full 3D Camera Control
- Moving Platforms, Switches, Teleporters, Bumpers, Boost pads and Gravity Switches
 - Collect orbs to spend on new marbles, accessories and unlock levels
 - Multiple Control settings. Supports game pads
 - Mini-games: Orb Drop & Endless Mode
 - Level Editor
- 25+ Marble skins and accessories to unlock

Title: Marble Void
Genre: Action, Adventure, Casual, Indie
Developer:
Leveled Games
Publisher:
Leveled Games
Release Date: 12 Apr, 2016

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Minimum:

OS: Windows XP+

Processor: 2.0 GHz or better

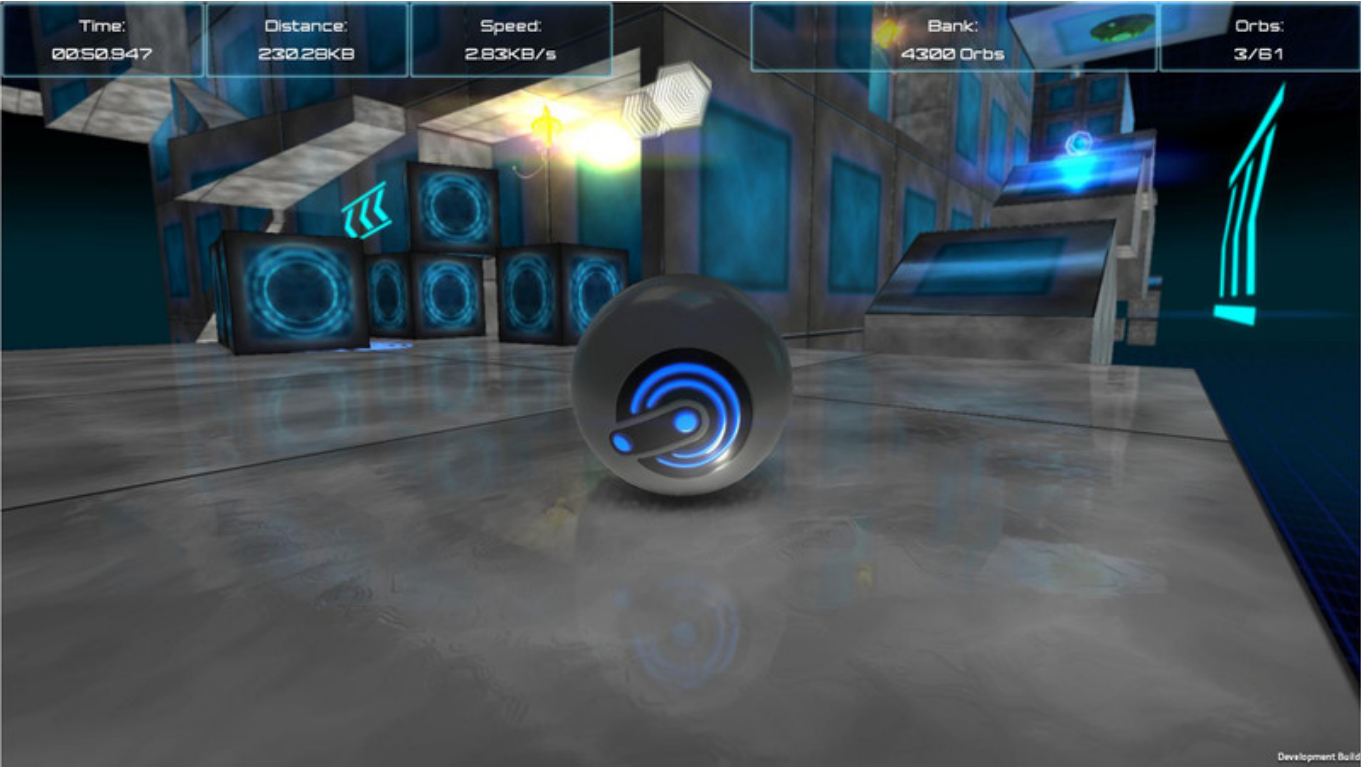
Memory: 1 GB RAM

Graphics: Direct X 9 compatible

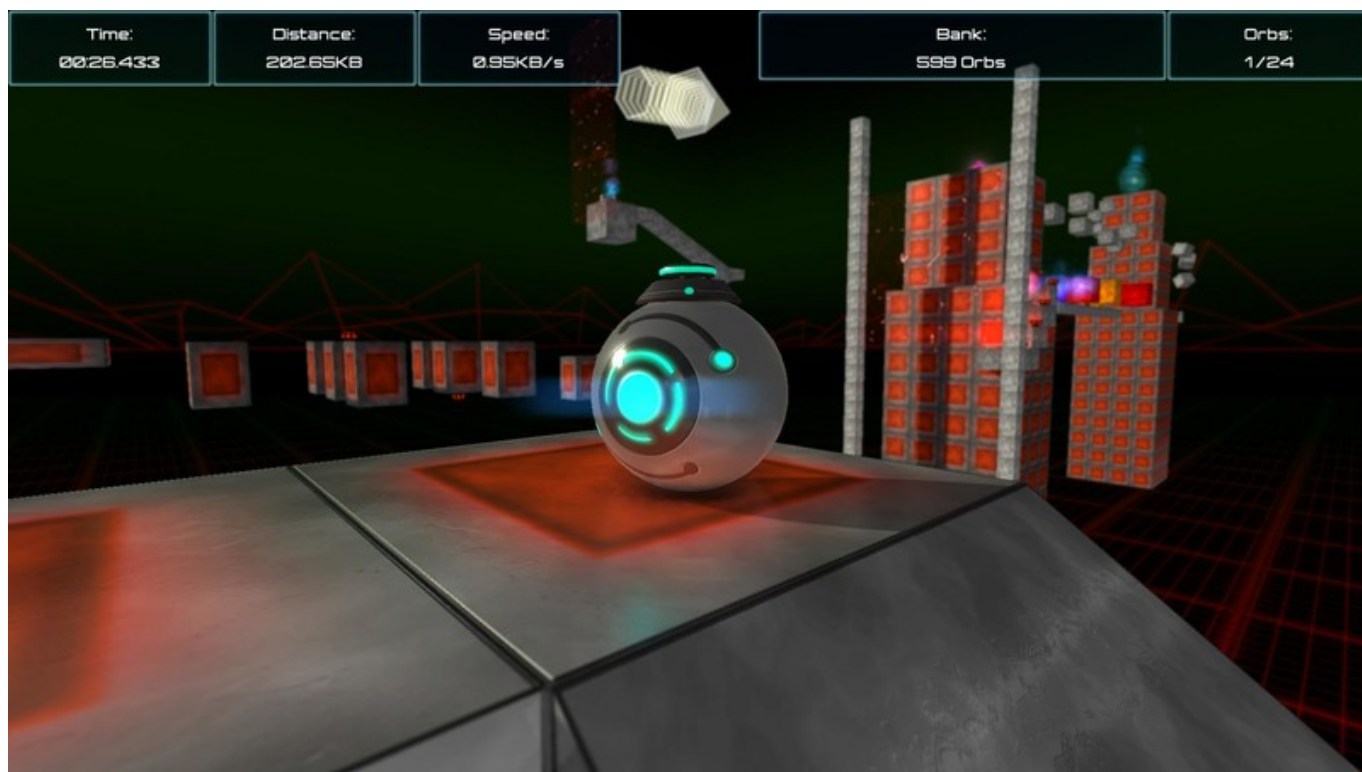
DirectX: Version 9.0

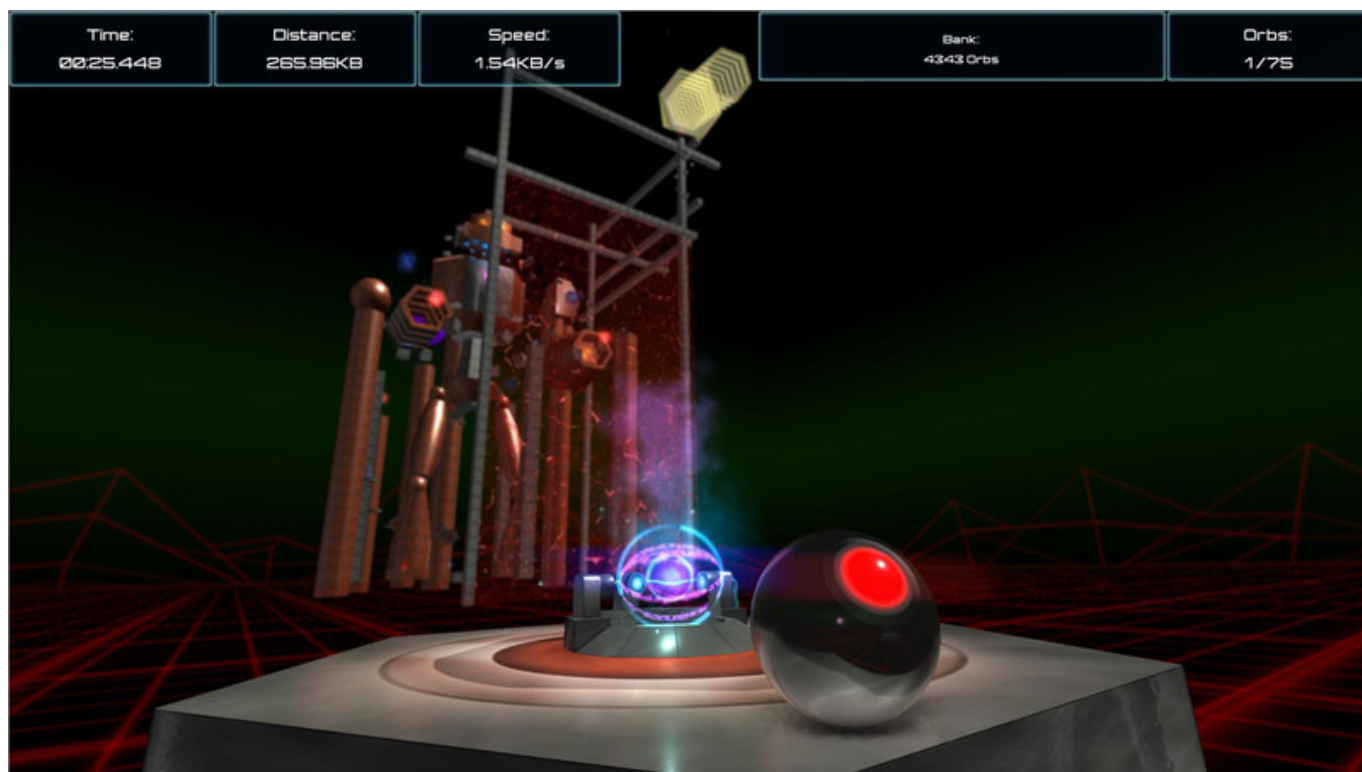
Storage: 782 MB available space

English



Development Build





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i like this game a lot!

very nice futuristic atmosphere and as every level has its own highscore table, marble void is highly addicting! :)

the pickups in form of orbs can be used to unlock bonus features like two mini games, a level editor and they are also important to get a perfect score (and achievements of course) or to skip levels where one is stuck.

the game is very hard or at least it gets very hard after the first half. i liked easy and medium mode very much, but the hard levels are pretty tough and require a lot of patience and skills. i don't know about the extreme levels yet :)

but in this way, it works for both casual playing and deep mastering. there is always something to do: speedruns, orb collecting, gambling (the "orb drop" mini game is kind of a slot machine), working on the current level.... One of the most easiest games to model and assign controls to - it's hard to make a bad marble game unless you're aiming for the 'hardcore' crowd and hoping to be the one noted for creating 'Marble Madness 20XX'

Having said that this game is enjoyable while at the same time feels very much like kids screwing around with GameMaker. As example there are a good number of interactive objects which you can tumble and roll along your way but they serve no other purpose than perhaps make the game feel a bit busier than what it actually is; there's no productive reason to spend the extra minute to push down a boulder because there are no breakable secret walls to roll it through nor would it provide any practical or easy means of reaching other places

Gameplay consists of time runs and obtaining collectables and this is where many other developers have also failed in the past as well; instead of making the more rare collectables well hidden or accessed by thinking outside of the box, Void has taken the more time-consuming route of placing them in abstract and cumbersome places to reach expecting the player to let their Triple A backlog collect dust as they repeatedly bounce around the precious objects mindlessly until stupid luck prevails.

And yet again for the steps Void takes backwards it compensates by coming forward again offering a progression system where the game editor, an eternal mode, a user-made level player and the campaign levels themselves rely on purchase with orbs found throughout the game. Also adding in a leader-board and several different scores to run each level for, to earn a mastery trophy, there's a sense of accomplishment and something to show for your efforts

You can hear the sound track in the trailer...it doesn't get better than that and reminds me of a late 80's controversy among band members of Iron Maiden casting out a guitarist who was insisting on introducing Casio to their albums. The soundtrack here sounds very much like Harris trying to put an end to Smith's Casio interruptions by murdering Smith with his bass while a robot intermittently belchs out a line or two of vocals.

Frankly, when it comes to video game soundtracks, outside of Skrillex, Prodigy & Fatboy Slim nothing really every feels right.

The asking price is spot on - as novice as Void is I still have to give it credit for implementing a few features that a lot of seasoned developers often times leave out.. This game feels sorta feel slow paced. Amazing cyberpunk marble roller. Closest to Marble Blast Gold/Ultra you can buy. Amazing! I get stuck on levels sometimes, but the orb system works great for that

EDIT: Game impossible on intermediate levels and impossible to recollect old orbs like you used to be able to do, making level editor impossible and the level designers must be sadistic if certain levels count as intermediate.. Rating: 3/10]

I found that the camera implementation in this game rendered the whole thing almost impossible to play.

Rather than a chase camera positioned directly behind the marble at all times, the camera distance and perspective remain fixed and the camera is rotated and zoomed separately. Very unintuitive.

I also had difficulty getting my xbox controller to work correctly in the game, and had to remap the controller myself - the first time I have ever had to do this in a game purchased from Steam.

Too much frustration here - I'm out.. This game is really nicely made, especially for a five dollar title. The devs really nailed down the feel of controlling the marble. The soundtrack rips, too.

There's physics-enabled blocks, completely customizable marbles, an in-game level editor, an endless mode, and an in-game currency without microtransactions. This is more than just a Marble Blast clone; need I say more?

EDIT: TO WHOEVER OF YOU THREE DISLIKED THIS REVIEW, I WILL FIND YOU AND I WILL KILL YOU.. Very good marble rolling game. Good physics and good level design/. The game Marble Void does not have an option which allows players to start a new game. The ball on the gameplay screen that players control was moving by itself uncontrollably. Next time you update this game for Windows and Xbox One, please add an option which allows players to clear all of the saved data and another option of starting a new game.

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