
Breaking Wheel Download Nosteam



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About This Game

Breaking Wheel is a platformer that takes our wheely protagonist to various interactive 3D environments combining an oldschool sidescrolling vibe with a next-gen approach to level design!

Having been overrun by the evil Grumanian Empire, it is up to one sole Wheel to bring the fight to the enemy, end the occupation of Wheelworld, and most importantly: recover the stolen coffee!

Our wheely protagonist is energized by everyone's favorite caffeinated beverage and gets faster and jumps higher with every cup of coffee he retrieves. He may not have any hands, but that does not stop him from using bombs, swords, guns and even bazookas to fight off those pesky grunts, golems and bosses that oppose him on his quest to recover gold and coffee!

50 uniquely designed interactive levels

Unlockable Minigame-Levels

Unlockable and highly customizable skins for your wheel

EPIC BOSS FIGHTS

30 Achievements truly worth their name

40+ Custom Music tracks

Title: Breaking Wheel
Genre: Action, Adventure, Casual, Indie
Developer:
Insane Mind Games
Publisher:
Insane Mind Games
Release Date: 3 Apr, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: 64-Bit Windows 7, 8, 10

Processor: 2 GHz Dual-Core CPU

Memory: 4 GB RAM

Graphics: Radeon HD 5770, Nvidia GTX 650 or better

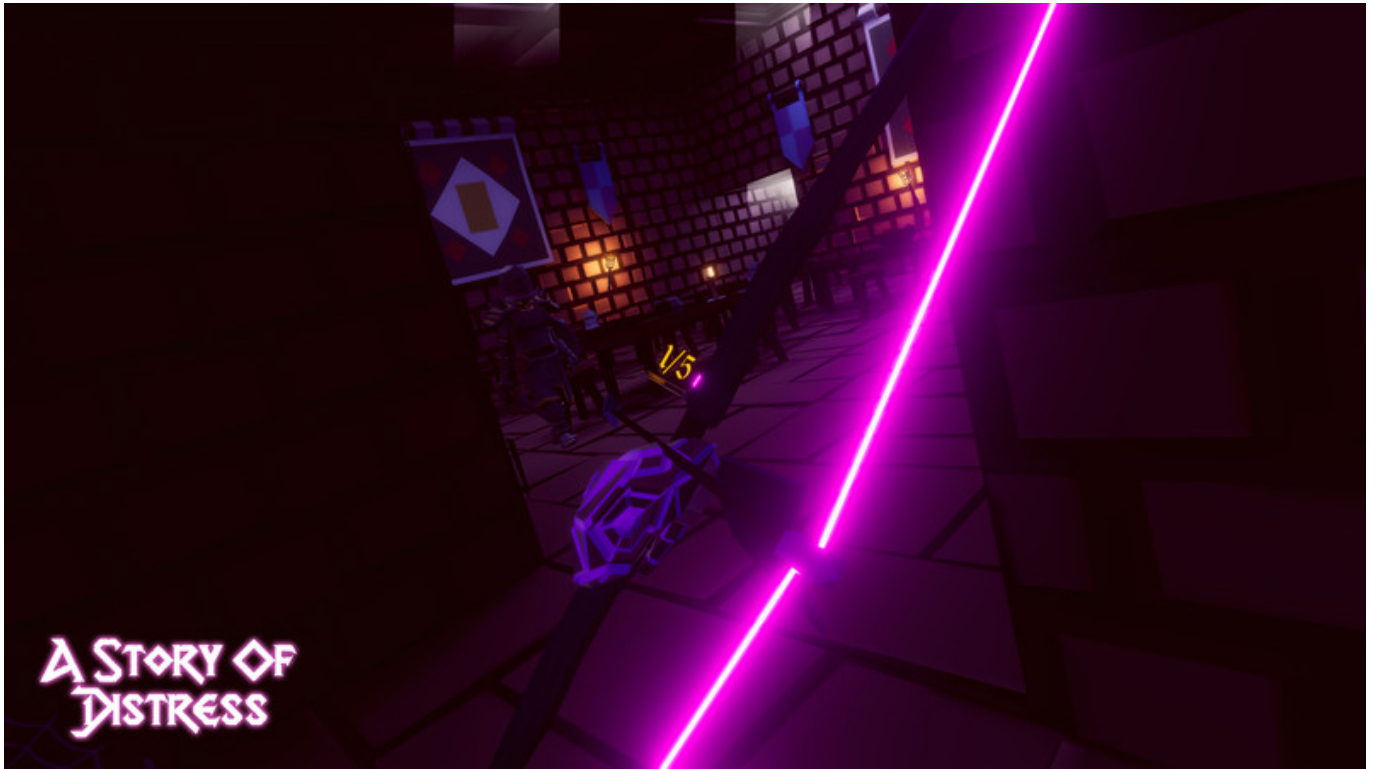
DirectX: Version 10

Storage: 10 GB available space

English,French,German,Korean,Norwegian,Russian







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To begin the game, I paid \$10 as an helpfull booster to enhance both my defenses and attack power, I don't think it's too much to play a well made game, the future levels will tell me if it gets too expensive for me.. Alway clash. Good game but can't play.. I've put about half an hour into this game at the time of this review. So please keep that in mind.

I am absolutely surprised by this game. I never expected a good golf game from the Worms series, and yet, this game proved me wrong! It reminds me of the little golf games in browser I would play when I was younger. There is a lot of strategy involved, and if you don't focus you might miss your shot! It's also a fun game to play when you are just waiting for friends or just have nothing else to do. It's also very relaxing, so you can play it at any time. Not to mention, the music is quite good.

Sometimes the voices can get repetitive, but hey, one con ain't bad.

Definitely recommend! I do not regret my purchase.. There is nothing wrong with the game, per-se, but there's nothing that stands out for me. It plays like half of a twin stick shooter, only slower. I was hoping for something fast paced with a lot of quick reflex platforming and gun combos (think MegaMan X), but was left wanting.. Are you a fan of Super Meat Boy, Kaizo Mario or Super Mario Maker? Then take this game. This game only requires two buttons (Jump & Shoot), but it is really addictive.

I was really excited when I first saw this game on steam, but it's one that suffers from being a terrible port. The framerate from the get go is terrible and it doesn't get any better as you continue to play.. The game starts off very slowly. You're the only employee in your pizza business, so it's your job to both make the pizza and deliver it. You choose your toppings (very limited at first), manually place them on the pizza, then hop in the car and WASD deliver it to a green area in a city. You have an ample time limit to deliver in. It seems like the only danger is flipping your car if you brush up against a curb during a turn, which automatically forfeits your delivery. Other cars driving on the roads will stop if you cut in front of them, so it seems like you would only hit them if you were trying, or were very reckless.

After you've delivered a few pizzas, you get to buy some upgrades. First toppings (olives, bell peppers, ham, etc), then sides (pasta, garlic bread), and eventually shop employees. You can upgrade to hire chefs, drivers, and janitors.

This game's speed is absolutely exponential. Where the pizza deliveries initially drag on, once you make your first hires, it starts to explode. Suddenly the game is about pizza shop management instead of pizza order fulfillment. You can then unlock additional shops and regions, and you can keep tabs on your competition's stores. You can hire managers to watch over your employees' productivity and wellbeing, then hire regional managers to supervise those managers.

It was almost too hard to keep up after I made the poor choice of unlocking all the regions at once and opening a store in each - expansion strategy is definitely important in this game.

You'll have employees who quit because they're overworked, along with kitchen fires, political decisions, mafia proposals, etc. that show up in a small event feed in the upper right hand corner.

I'm definitely not done playing this game, but I thought I'd jump in and provide a review while the sale is going on.

As for my opinion: yes, definitely buy this if you like sim games. The devs are obviously still engaged in improving the game and you should be able to get several hours of play out of it. However if you lack patience, this may not be the game for you. There are quite a few pizzas and deliveries to make before the game scales up to the management aspect.

TL;DR - 7.5/10 would recommend, but devs are involved so that number will go up as they respond to comments. Gotta have patience as your store grows. Don't run into the curb. If your employee is slacking, fire them.. Nice and all but definitely not worth asking price.

Wait for sale for real.. Just a skin and some goodies, but I loved this game.. 1943 Megami Strike is an incredibly poor mobile port. There are no options of any kind. The options menu does not exist. You cannot set your resolution, or the volume, or the controls, or mouse sensitivity, or even run the game fullscreen (save for using Alt + Enter.) There is no controller support, or keyboard support for moving your ship (you must use the mouse.) The interface is an absolute mess. The tutorial doesn't even begin to properly explain how to play the game, much less how to use secondary features like upgrading your cards.

The game launches with half a dozen consecutive advertisements for the in-game shop, and every aspect of the game is tied to in-game purchases. If you want to know how bad the in-game purchases are, continues costs 75 cents USD, each. I am not even joking. When was the last time you saw a digital game charge you real money for continues? You could go to a physical arcade and play for cheaper than this game.

The graphics are what you would expect from a mobile port. The actual play area is a tiny vertical section of your screen, with the majority of the screen being taken up by pictures of the girls on either side of the play area. The music is dull and repetitive. The controls are mouse to move, Z to use your special ability, X to use bombs (if available.) Number keys choose which ship you are controlling. Your ship fires automatically, which I suppose is actually somewhat useful.

This game is nothing but a quick cash grab. In my opinion this game should never even have been released on Steam. Do yourself a favor and stay far, far away from this game.. i'd rather play Warthunder... that's all. Basicly, crash time 2 but better in every way. also, the 4th wall gets OBLITERATED at points which may break immersion for some. also, it's quite a lot shorter than the second game.... Early Access Review!!

Pros:

Floating through space on intercept trajectories with space junk using only your handheld boosters (and your gun if your desperate) to guide you... dont miss your target...

A survival game that is a real challenge

- You have to grow food, in order to grow food you have to source the materials and seeds from the space junk.
- Oxygen and electricity are a commodity, use them wisely.
- Defend you ship from the ever present threat of asteroids that can punch holes in your ship and suck out all your precious O2.

Standing, Sitting, or room space compatible. you'll be flailing your arms around to jockey around satellites to avoid asteroid showers so bring your motivation.

Cons:

Basic graphical design.

The tutorial doesn't explain much.

No music/ over tone sounds

Dieing is frustrating, but your progress on the ship is saved

Conclusion:

No it doesn't have great graphics or a formidable musical score. But the concept is great and very original. If you want something that stands out from the masses of shooters for VR this is the game for you. Coming from a one man studio this is great stuff and he is constantly updating and asking the community for feedback I see this going far and getting more polished along the way.. Mind Game like Chess 8V10. Seeing that the developer did the last update a year ago, there seems to be little hope that this game gets good.

It has some potential, but too many flaws.

Pros:

- nice graphics
- decent voice acting
- some good jump scares

Cons:

- overused effects like specular lighting
- night too dark
- boring level design (the first house is just scattered with random objects)
- terrible(!) written journal messages
- boring "search for key and open doors"-errands
- player character doesn't react to environment at all (blood pools etc.)

Don't spend more than 2€ for this until there has been a major update.

DAMNIT ITS THE GRAMAR MURDERERR, I CAN HEAR HE COMING AT FOR ME !!!

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