ROLL! Download For Pc [addons]

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About This Game

Roll your way through 20 levels in this fast, minimalistic 3D platform game.
Interact with purple cubes to launch various mechanisms at levels, that will test your dexterity and reaction on your way to the finish.
Also, your opponents will be gravity and terrible controls.
At the end of the journey you will receive a reward... or maybe not.

Controls:
WASD(Arrows) - Movement

Main menu theme:
- alimar - Nature

Music by Joakim Karud:

- Joakim Karud - Canals
- Joakim Karud - Piano Sax
- Joakim Karud - Vibe With Me
- Joakim Karud - Clouds

Achievement Showcase

01 23 45 67 89 10

Made with

unity

Title: ROLL!
Genre: Action, Adventure, Casual, Indie, Racing, Simulation
Developer:
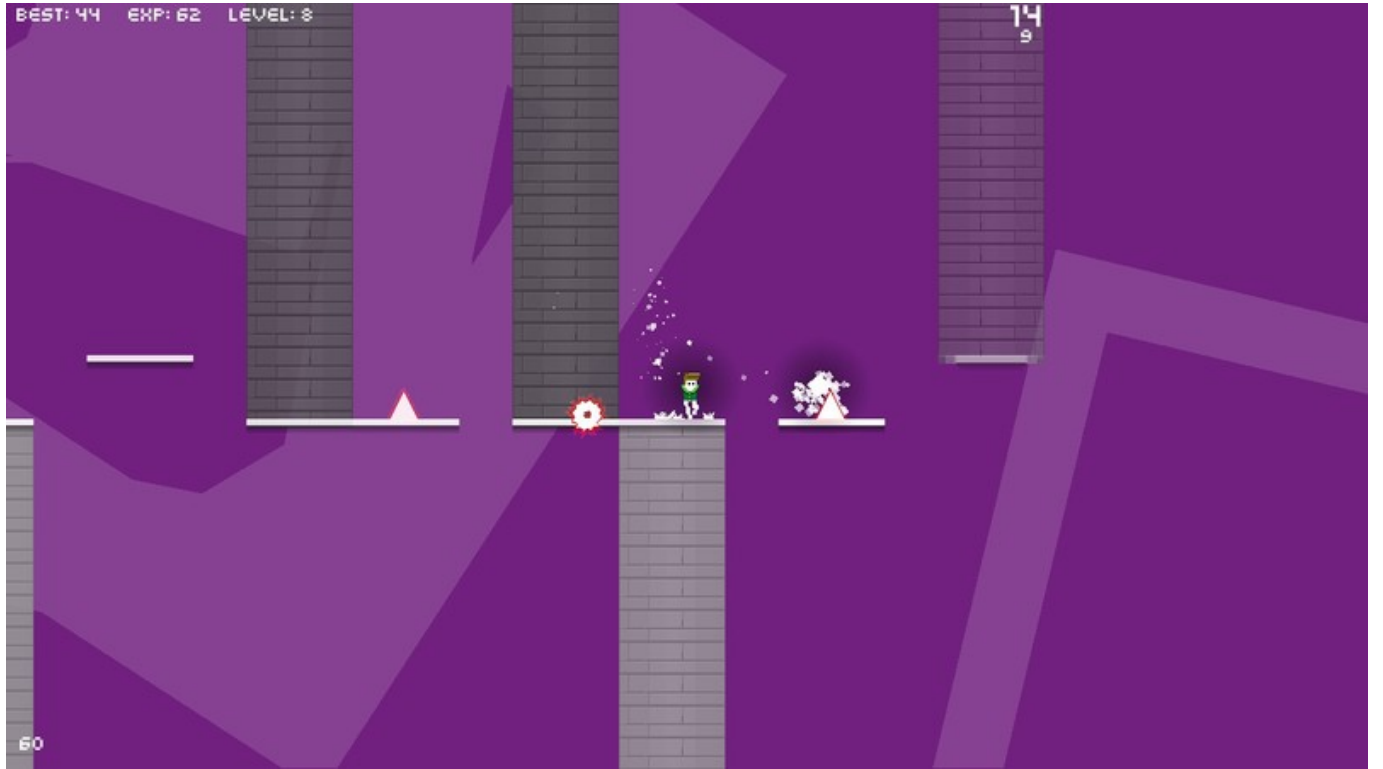SAARSE
Publisher:
SAARSE
Release Date: 3 Oct, 2018

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English,French,German,Russian,Ukrainian,Simplified
Chinese,Japanese,Turkish,Czech,Polish,Finnish,Swedish,Greek,Norwegian,Italian,Arabic,Korean,Bulgarian,Vietnamese

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support dev by bought this DLC keep going dev. Relaxing, educational game with full controller support. It has increased my awareness of the state of the planets coral reefs.
The scenery and sounds are pleasant and enjoyable.. Short, sweet, and filled with adorable robots.

The Day Before is not a difficult game, but that was never the point. There is some simple platforming and puzzling but mostly, it's a fun, whimsical story about a charming robot who always seems to be dragged into trouble, paired nicely with lovely graphics (even on a low-end computer) and music and quaint voiceovers.

There are currently a few bugs and some general polishing that need to be taken care of, but the developers are very good about pushing out fixes (There's already been a patch to fix some of the most glaring issues mentioned in some of the other reviews).

If you have an hour, give it a go… The Day Before is a nice little "taste" of original Scrap Garden game.

As someone who has played the original, I enjoyed the new puzzles and familiar faces. And I hope this is not the last we see of our brave little robot hero Canny :). After reaching a high score now of >55,000 and >200 hrs on this game (and two roles higher than galacticorp executive) I thought I'd share what keeps me coming back.

This was my first "rogue-like" game where you are not told how to play and what the value of the items are that you find. **At first this was frustrating and I was struggling to survive missions but steadily I discovered weapons, combos and strats that worked.**

It is a very UNFORGIVING GAME so the learning curve is steep to get to the higher scores and if something goes wrong in combat or you judge the relative strengths of enemy fleets incorrectly, you only have a very small window of time to escape or your fleet will be wiped out. Once you engage you better hope you judged it right.

I love turn based 4X games (Xplore, Xpand, Xploit, Xterminate) and this game feels like a light and casual Xplore and Xterminate version of these games (there is no settling or empire building, just increasing fleet size and customisation).

I play it casually but may be sucked into an hour long game if things are going well and I feel a high score coming on. Since it is turn based, I have the luxury of taking my time to consider each move and weigh my strengths and weaknesses. It is still hard to judge the relative strength of more evenly matched battles and so I still get wiped out occasionally with much chagrin! The special missions that come up can seem over whelming and only recently did I beat the bugs 1 on 1 in a fair fight.

I now start with all the difficulty options on max and with a military mission base ship (I preferred scientific at the start to focus on the exploring). I find the Even Wierder Worlds mod the best extra content without making it easier (Esmarelda can take ANY item - cargo or equipped - and often a best gun!).

After >200 hrs it is really just the procedurally generated maps and trying to get the "perfect" game that keeps me going as well as mods to change things up. Random races and random personalities of the races you meet would improve replayability in the long term.. This is highly underrated. Bought this on release date but shelved due to a bluriness issue. It's been resolved now in settings. Set AA to MSAA and adjust supersampling slider to 2.0 and now the game looks great. What a fun experience. Be sure to follow all characters throughout each chapter, and keep a close eye on the spirit radio in chapter 4.

I love this game! Amazing graphics, spot on music and gameplay that keeps me coming back. The game atmosphere is calming yet challenging. Always manages to surprise and intrigue. The extra bits of info are also cool as I am not a massive space enthusiast I now know much more about satellites and space exploration than before. Overall definitely recommend and will keep playing!. For the artistic, AND the autistic!. Back in 1997 or 1998, I loved the original version of this game.

But this version is simply unplayable for me because it won't let me configure control. In this version, I can configure buttons but I CANNOT configure axis. This is a fatal problem for me.

I hope the developer can add the configuration functionality.. While the game does what it says it does, the original Homeless Simulator came out less than a month ago and from what I can see, this is just the exact same game re-uploaded.

Shovelware developer.
Shovelware game.
Avoid this like game like the dev avoids new ideas.

https:\/\/youtu.be\/SKQ5yluSxfQ. Got this game for free, the reviews weren't all negative and the background also got me interested so I tried it out.
First off, this game is NOT the game you want to play if you have not played any 'old' games.

Why? because this game has the mechanics and graphics of an old game. If you are not that old enough to play those games... Well let's just say you will definitely not enjoy this game at all.

Now on to the game. Story is relatively easy to predict up till this point of the game(2HR or so) but at the very least it's not THAT easy to predict. You still can guess what will happen later onwards, wonder what is happening, and so on.

Not really that bad if you just want to try a random new game out, plenty of quests and apparently an world map very large. 2 hours in the game and I've just completed my first city, along with a dungeon and a quest from another city.(By first city I mean I finished all quests in that city)

All in all I personally would recommend the game to a friend, but due to it's mechanics and graphics, not everyone will like it for sure.
. There is a lot to like about this game. It is only minimally linear. There are several things you can do and only a few of them are required. It has good mechanics and there is a fun money management system here. The idea that resting to recover HP and MP causes time to advance a month is probably one of the smarter ideas of this game.

However, the game is missing some very basic things that would make it so much better. First, a propper help screen would be nice. They don't do a great job explaining what does what so many combats end up being trial and error. Second, there isn't a settings screen, so I can't lower the music or sound effects, shame too since this is the kind of game I can play while listening to a podcast. Third, can't resize the screen in order to read things better.

Still, does not mean the game is bad. It is fun and enjoyable and there was some clear thought put into it, which is why it is baffling that these basic features are not included.. Didn't like the game. Weird controls and just in general not that fun to play. Extremly few animals.. Roller Coaster Tycoon with oil.
If you want to be an imperor of black gold and keeping the world in motion, this is for you. I can recommend this even in EA. Give it a try