
AMAZE Christmas Free Offline



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About This Game

How long have you developed your thinking and attentiveness? Today we will give you such an opportunity, as an interesting and attractive game appeared on our vast spaces, which allows us to poke our brains. Game aMAZE Christmas perfectly suitable not only for your children, but also the whole family.

Try to get through the tangled labyrinth. After exiting the labyrinth, you will move to a larger labyrinth, and this will continue until you can not get out of all the labyrinths.

In this game you need to lead a small candy through the maze. Candy should be delivered to the portal, but before that activate it, collecting all the pieces of gingerbread.

The game has 5 kind of levels.

Levels became even greater, they became even more difficult and more interesting.

Not many maze games will create a whole new kinds of maze for you.

Use the keyboard arrow keys or W A S D button's to to navigate the different mazes.

Control changes from a set of WASD buttons to arrows when you click in the main menu on the buttons as WASD and arrows.

In aMAZE Christmas:

- 50 levels

- 5 kinds of labyrinths

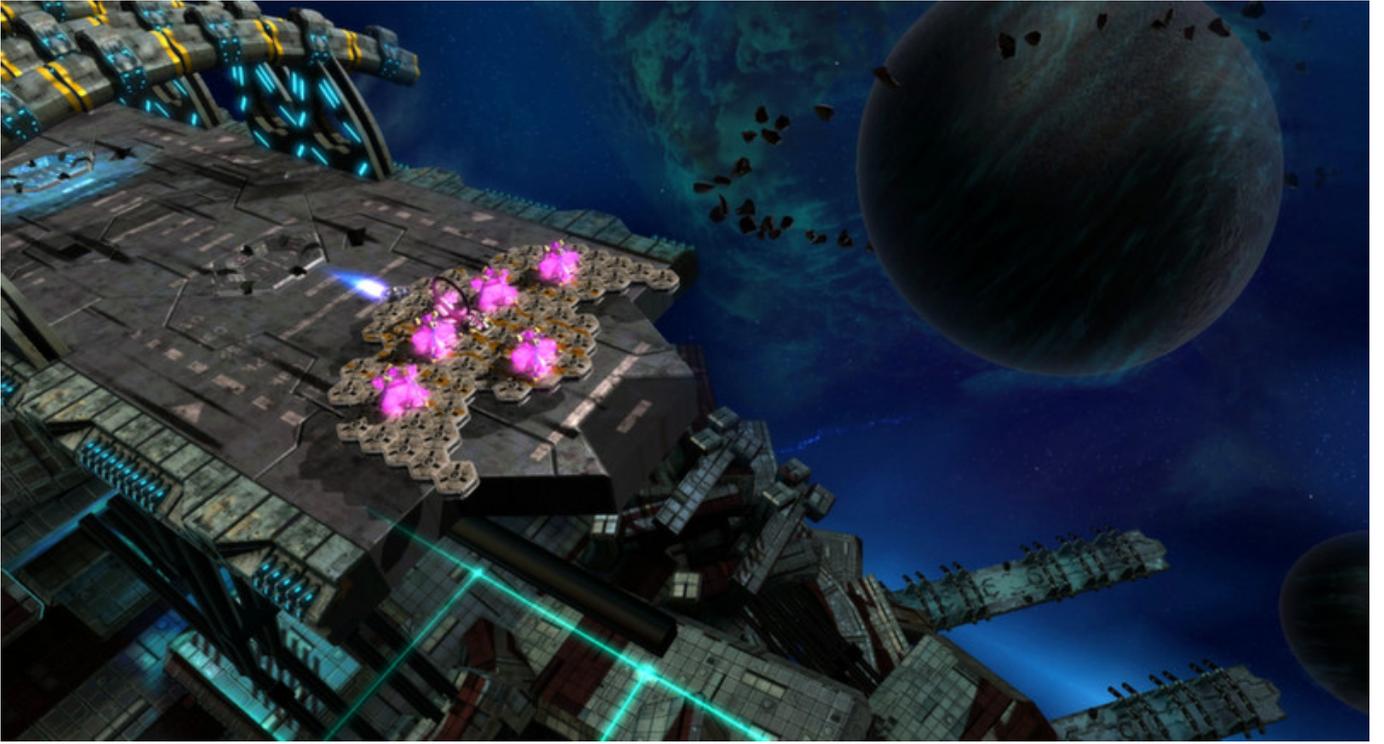
-
- Achievements
 - Calm Soundtrack
 - Christmas Art

Title: aMAZE Christmas
Genre: Casual, Indie
Developer:
Blender Games
Publisher:
Blender Games
Franchise:
aMAZE
Release Date: 4 Dec, 2018

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English







amaze christmas steam

Best way to describe this game is short, very short.

While the first game was dark and moody this was more like a cartoon.

Playing area is very small with one crime to sort of solve, graphics are poor and don't feel right, ie cartoonish.

Hopefully this is a stopgap only and the next installment will be more like the first game.

5/10. Steam should remove the Linux version of this game, see the forum for game-breaking bugs that the developer will be fixing 'next week\soon' ... for far too many months now. No status updates, no realistic timeline for patches, no good reason to keep the game installed hoping for the mythical bugfix.

Cannot comment on the actual game though as it's somewhat hard to play it when you cannot even read mission objectives..

SUMMARY: interesting idea but seemingly abandoned. as this is basically short enough to be called a tech-demo, I can't recommend you buy it for enjoyment, nor to support future development given the lack of updates.

EXTRA INFO:

it's kind of like a RTT but honestly not much for tactics: no cover and combat "resolves" (IE: someone dies) too quickly to do things like flank.

I would leave feedback to the dev such as the characters being too squishy to make a lot of the tactics meaningful, but I'm sure he has a bucket list somewhere already.

. a good DLC for its price, minerva's den tells the story of another alpha series reincarnated - subject sigma. aside from further expanding the rapture universe, the story is impressive for a stand-alone, without failing to deliver to the bioshock standard of story-telling. the dlc also adds a solid length of gameplay and added features to the base game, making it feel refreshing to delve back into rapture.. Edit: After completing chapter 2 and absolutely loving it I can safely say that the majority of my issues were dealt with. The main character does indeed begin to lose some of the stick up his♥♥♥♥♥ That and the little flashes of brilliance shine much brighter and more consistently. It is definitely worth slogging though his tirades in this if only so you can appreciate how far he comes later.

Conflicted. I liked most things about the game, the story, the setting, and the characters -except- for the main character, he is insufferable. Honestly having to view the world through his eyes almost spoils the whole thing. He isn't a complete jackass but having to listen to his teenage angst ridden self righteous tirades about how the world is falling into "degeneracy" and how everyone is a degenerate but him was a bit much. The story could have focused so much more heavily on the interesting elements of what being a walkerman entails and having more encounters with the weird but instead it chooses to linger on its protagonist's reactionary political views. You could cut a solid 80% of the massive political diatribes and have a better game.

I might still pick up chapter 2 If there's some kind of growth in the main protagonist or at least significantly less of his whinging because I think that there is a very strong setting and elements outside of the main character are handled well. There were many points were I wished this was a more traditional RPG where I could pick how my character felt about things. As it is I would liken the experience to going on an amazing fantasy monster hunt while being stuck with a teenage edge lord whining the whole way.. I sadly have to give this game a very mild recommendation against playing, and a 5V10.

The board game scenario was pretty ingenious, the storyline interesting and compelling, the 1920's setting both fun and unique, and the RPG party building a nice little touch. But the mini-games that comprise the bulk of the gameplay, while mildly fun on their own, quickly became tedious and even mind-numbingly boring. On top of that, the storyline kind of takes a cliff dive by the end of the game, taking the RPG party building elements with it. I struggled along with the game as it became more and more tedious, hoping to simply complete the storyline... but the end of the game finished in such an abrupt and non-fulfilling way that it made me regret the hours I'd spent wasting my time with the game in the first place. If only the gameplay had been more varied, and the ingenuity that began the game's storylines carried through to the end, this would have been a charming little game worth maybe a 7-8V10.. One of the most polished escape the room experiences on vive so far. Though not integral to solving the room, the story adds a nice touch :). This game was my childhood and it is still just as fun today. I love Cookie (the host) and all of his crazy antidotes. If you want a crazy, party type, quiz show game, this is for you. It's even fun to play alone.

not worth it!. Well...

Anticipation can be a good thing - it can also be a bad thing. I started playing Train Simulator in 2014, long after a number of classic packs were discontinued. One of which I remember hearing about is Phorum Peninsula. I'd seen videos & pictures of it before & I thought "Hey, this looks pretty good. I wish I could drive on it." Well, a little while ago it was announced that the old route would be returning with a set of London Transport Loco's (in the NSE Era no less!!). I was very intrigued.

I purchased it at full price last Easter and... deary me. For those who didn't know, the original route had the circuit of track around the island, the docks & two narrow gauge lines - one to the Quarry & one to the beach. It seemed fairly nice, not bad for a fictional place. But... really? Who'd put a load of London Underground trains in a place like this? Well... perhaps some rich geezer with a lot of money to spare.

The trains included in this pack feel like a clip show of TS add-ons. The 'tube train' is a repaint of the one from the Isle of Wight - alright if you want them for a route with London Underground and they are alright in general. The Class 20 is dissapointing - the sounds are awful (ex-IHH right?) and the controls are poor compared to Just Trains example. However, the Pannier is the '50's Riviera' one repainted - not bad. And the rolling stock? Well, it's a mixed bag but it's OK.

So... no, I don't recommend this one. Not at full price anyway - that was the mistake I made. You can buy it in a sale if you like; the loco's aren't bad, but the route's fairly poor. Oh well.... While somewhat different from most Tower Defense games, I rather enjoyed this one. I mean, come on, who doesn't like wrecking Gerry mechs with laser cannons?. I saw one of my favorite Twitch streamers play this and I was like, "Hey, this looks pretty cool!"

Boy was I wrong.

There is no one playing this game, not even a single lobby. All I wanted to do was argue with strangers about how a 100 foot tall Hellen Keller driving the Popemobile would win against Canada with T-Rex arms that can spawn an army of internet trolls, but the community was so dead that I joined a group to combat this. They did not help. If you want to play this, either buy four copies of this game (or less, depending on how many friends you have), or buy the physical copy of the game. In conclusion, 3/10 would only buy with friends.. Most Tower Defense games are pretty straight-forward, often only having a few towers and/or few ways to beat the maps. DW2 has many viable tactics. You can endlessly invest in the many towers and even customize them by 'equipping' dropped items (much like gear in Diablo2, and many other games since), and even adjust the difficulties of the maps (with higher difficulty getting better rewards). This satisfies players who just want to advance and those who are looking for a challenge.

While the pixelated graphics are... dated, at best, the gameplay is quality. I'm quite impressed how, for example, units have varying weight values, which lets little guys being easily flung around by your physics traps, while bigger ones stubbornly try to resist those forces.

I'm pretty sure any fan of the Tower Defense genre will enjoy it.. Playing without dubious open map should've been an option in the first "game" not a standalone... Not that it's good without it anyway.

👉👉👉👉👉👉 **Happy Valentine's day!** 👉👉👉👉👉👉:

Love is the most wonderful of all feelings in this world. It's Valentine's Day 2019 and what could be a better time to let your dear ones know that you love them. Make them feel special by sending the beautiful gift of loving words blended with perfect emotions. Send them our Valentine's Day games to express your love to your dear ones.



[aMAZE Valentine](#)



[Chocolate makes you happy: Valentine's Day](#)

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