Think To Die 2 Download 10 Mb

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About This Game

Introduction

ThinkToDie Episode 2 is a level based puzzle platformer with over 95 levels where your goal is to die. You usually accomplish this by smashing yourself with blocks, jumping into spikes or getting shot. Although it might seem very easy at first, you`ll soon start to realize that as you progress and the more levels you pass, the harder it`ll become. A fun game shaping up the a suicidal puzzler genre.
The game was designed to make you constantly think outside the box and find creative and new ways to kill yourself. As you progress you`ll experience harder and harder levels, new items and objects.
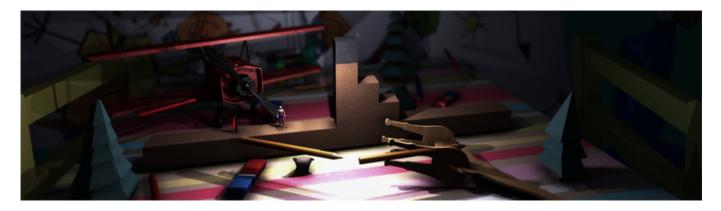

About the game

Think To Die -Episode 2 follows the steps of Think To Die Part 1. Episode 2 however focuses much more on Quality than on Quantity. Every level has its own level design, and every puzzle challenges the player anew. The music from Part 1 was taken over and a few new background music tracks have been added. The game is now fully in 3D and the graphics have been completely changed. The puzzles are way harder to solve and some controls (like the click-teleportation controls) haven been improved and changed.

Controller

The game is NOT meant to be played with a controller, however, it is possible to play most of the levels with it but is not supported.

Features:

- Over 90 unique levels

- Playable in an optional cartoon look

- New graphics

- Funny & Fast gameplay

- Auto Saves after passing a level

- Option to skip any level (By pressing F10) in case you get stuck

- No paid DLCs (All updates will be free)

- Single-Player only & playable offline

- And much much more...

Control-Keys:

- W,A,S,D or arrow keys to move

- F10 skips a level

- F8 flips camera

- "C" changes player

- "R" restarts level

- "F1"enables/disables performance profiler

Title: Think To Die 2
Genre: Casual, Indie, Strategy
Developer:
Felip Guimerà
Publisher:
FelGC.GamesDevelopment
Release Date: 14 Oct, 2016

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Minimum:

OS: Windows 7 , 64 Bit

Processor: i5

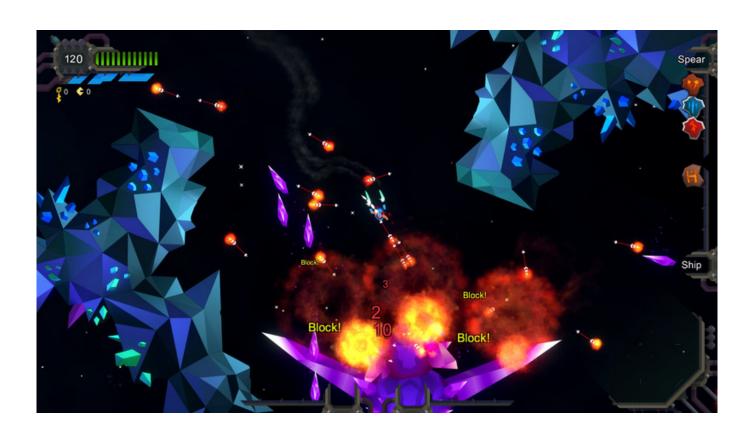**Memory:** 4 GB RAM

Graphics: > 2 GB Graphics Card

DirectX: Version 11

Storage: 1 GB available space

Additional Notes: You need DX11 support & an aspect ratio of 16:9

English,French,German

health: 37/40

health: 36/40

Poison Cloud Inflicts 4 damage for suffering 1 damage.

X

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Well I Hope this game n its DLC's Are still in beta as there were alot of bugs... but the main reason am disponited is it crashes me 1148 ever dam time XD.Besides the massive bugs its fun to play.. Very good but dead. LEGO Indiana Jones is a classic LEGO game from what I consider the golden era (2004-2010). I played this game for hours on end before I purchased it on Steam after my original copy stopped working.

First of all, I'm going to get my complaints out of the way. I encountered a game breaking glitch on the Cairo level, where the camera was forced into a cinematic. When it panned back to Indiana Jones, he was stuck in the floor, forcing me to restart the level. Other than that, my playthrough was relatively bug-free, which is surprising for a LEGO game. In all honesty, I feel like this game aged better than other LEGO games of it's time, but that doesn't mean it's without it's issues. I won't go into too much detail, though, as this was made in 2008.

Onto the positives, I love how they handled the game. The Indiana Jones franchise isn't for kids, but this game sugarcoats it to the point where kids can still enjoy it and get a few laughs and adults can still point out similarities to the original movies. The level design is fun, and adds a lot of unique elements, but it can be frustrating on occasion as some levels drag on. As with most LEGO games, there's plenty of content to go through after beating the campaign, including some bonus levels and characters.

Overall, I would say this is worth the buy on sale while it goes for $5. It's a bit outdated to buy at full price, but it's a steal on sale.. Kinda torn here. Game is obviously early access and that gives it a pass on stuff. But there are some really basic things that are missing. For example no settings page on the home screen. Sometimes its nice to turn down render distance on games like this but you don't have that option. Second when you are in game there is no options tab. I spent a few minutes pressing every single button to see what they did. The concept seems cool and for early access I thought the graphics were decent, but just adding some basic things to help the user at the beginning would be great.

Also maybe a tutorial. Hope the devs don't abandon it. Gonna be one of those deals where if there is no movement in the next few weeks I would ask for your money back. 12 bucks for an active always improving game is reasonable, but a dead game......

We shall see.. There is a small game that convinced me with his idea to play, because i'm a indie gamedesigner.

Unfortunately, the game is not enjoyable, and apart from the bad Humor, the game distorts even more the idea of a real indie developer, instead of making reasonable fun of it.

I stopped at the ♥♥♥♥ing mini-games because they are too terrible, even as a joke.. Fun and challenging puzzle game that focuses on logical and technical puzzles. Give it a try. Worth your money!. Great idea needs more work. and a story

Took me about an hour to finish but i loved it all. Short tutorial, one easy puzzle followed by about 5 challenging ones that will make you yell at orange monkeys. Better than some paid games for VR out at the moment. Would love to see more, maybe the ending could lead to another planet/structure with different mechanics to solve puzzles?. It not that bad but i have to thing i have to complain First Black 5 noises as 1938 stock stopping into stations

they should know by now they need to use differnt sounds for differnt trains.

this pack should actual London undeground DLC not made up island pleas TRAIN SIMULATOR MAKE A PROPER LONDON UNDERGROUND MAPPPP.

. I hate to say this, but after one hour of play time in to this game, I have officially asked for a refund. That being said, allow me to explain why I firmly believe this game is a disappointment aside its predecessor, and why I cannot recommend this game to people who have never played this series before, or people who are big fans (as I am) of bit dungeon 2.

It is impossible for me to give this game a proper thorough review with associated point scale rating, as I was absolutely blown away by how disappointed I was in the game within the first 5 minutes of playing the game. It was so disappointing that just to show my twitch viewers where I was coming from, I opened up and performed a complete play through of Bit Dungeon 2 just to explain where are the inadequacies were.

My problems are with the fundamentally frustrating qualities and mechanics in the game that I do not expect to be corrected over time by the developer as it would require an entire new game to do so (hence the refund request).

So that being the case let me explain where I am coming from:

The first glaring issue I had with the game was how ameturish it felt from the start. The second game was not exactly much to write home about, but at least it had title card music. Bit Dungeon 3 has no music from start to character selection. I have re-installed the game once JUST to make sure I did not have a wierd install. While this does not inherently break game play enjoyment, it does set the stage for the other problems I had within my brief play through.

The character selector was not a problem, that I thought was a nice touch, albe it generally unnessesary given how ultimately small the bonuses you receive are from each starting character. I unfortunately have no way to gauge the quality/balance of those races as I was not able to experience multiplayer (discussed later). The save slot was something I felt was lacking in the first game.

Game play is a firm departure from the previous game with my current experiences and yes, I understand I have not seen all the game has to offer. What I have seen leaves me with little to no interest in seeing the rest (hence the refund request). In Bit Dungeon 2, the attack mechanics were based on a run and bump mechanic where you time (or mash) your attack button to apply swings on top of your slashes. I was initially happy with the new "slash" or attack button, until I realized that mobility is essentially gutted as a result of it. Mobility in the game seems to be generally castrated by this slash, and everything just seemed to move in slow motion by comparison. Many of the monsters were also far less aggressive which left me just standing outside their reach to poke them with my weapon.

I miss the item previews form bit dungeon 2. Items on the ground could be previewed in that game before pick up. Now, you have to pick items up, then access the inventory (which is new by the way), then select the item to see what it does.

I read there was multiplayer in the game. I had a few people pop into my game. Never saw them. All they did was make the enemies harder (more damage to me, and more durable). I did see one player. That player appeared when I entered a room. We could not do anything to each other, and he disappeared when I left the room. I accept that the multiplayer is likely more robust and enjoyable to folks pursuing that sort of thing, but what happens when people stop playing the game? If your entire game is based on multiplayer, then you are looking at an experience that goes the way of Nosgoth, or Anthem (for a modern reference).

Bit Dungeon 2 gave the appearance of a carefully crafted litely randomized game play experience. The dungeons had a a personality to each of them. The over world had a sense of personality. Everything seemed to be crafted for the experience. Bit dungeon 3 almost immediately reveals asset flips from bit Dungeon 2. Instead of carefully crafted locations, it favors totally randomized hallway/room layouts. 3 total play attempts left me witnessing the same monsters I had seen in Bit Dungeon 2, and despite the randomly generated maps, each of the maps even looked so similar they were boring. Its just a nonsensical sequence of halls, rooms and such.

I entered 3 dungeons in my full hour. There I fought an incredibly boring version of a boss from Bit Dungeon 2 that looked worse than bit dungeon 2's version and played less interesting (skeleton king). I also encountered a straight asset flip of my second boss counter, only this time the boss had seriously uncomfortable levels of artificial difficulty which prevented me from

even figuring out how to properly engage her before she laser beamed me into oblivion. The third looked like an original boss, but I was standing under its feet when the boss fight started and died instantly. (Can't hold that against the game. That was my bad).

The over world map was a formulaic removal of fog of war, as opposed to the appealing tribute to the Legend of Zelda games of the 8 bit and 16 bit era. Bit Dungeon 2's fog of war consisted of a mini-map that revealed spaces as you explored them. Bit dungeon 3, just has a full map that requires you to meticulously uncover this fog without any intricately placed treasures, secrets, rooms and such. I fully uncovered 2 entire map sections and the only things I found were rune pickups (5 runes in the middle of the ground that reward you with a randomly powered rune that, if you do not have any previous game experience, you will be guessing at what they do with each pickup.), and a series of treasure chests and loot drops.

I never found an opportunity at secret entrances (like bit dungeon 2), cleverly accessed treasure chests which require you to navigate the various map spaces from different angles (like bit dungeon 2), interesting optional boss fights (like bit dungeon 2), or generally interesting NPCs/merchants and events (key word interesting... these are there, but they are just statically placed in the middle of a small room, with an arbitrary objective/cost/item requirement that the game does not directly help you understand.

All and all, this was an incredibly underwhelming experience. I have had serious fun playing Bit Dungeon 2, and felt that the departures from what made bit dungeon 2 appealing were unnessesary, when they could have simply expanded on them.

If you wanted to randomize the game entirely, then randomize it by creating lists of themed map spaces that would provide constant new experiences. At least the map would then have a semblance of personality, as opposed to feeling lazily assembled.

I can't recommend this title. If you want a fun experience, go with Bit Dungeon 2 which costs 75% less than this title. It is much more enjoyable as a direct package. Bit Dungeon 3 may have some seriously redeemable qualities in its multiplayer offerings, but honestly... If the game is not enjoyable from a single player perspective to begin with, I don't see much of a future for the game in its multiplayer. I can't recommend this game. I am seriously disappointed with this product, and may not entertain a re-purchase in the future. If the game changes in ways that really polish the title, I will most definitely revisit this review, but tentatively... The game appears more of an early access title than a full release, and FEELS worse than its predecessor.. I know the creators from their involvement in a facebook group, and for the \/>\/ Asked for this Easter Egg (found it first try). I also love dogs and any game about dogs.
any attempt to make an unbiased review would be futile.
the game is very fun as a platformer and its story is quite adorable. I advocate you support these devs and try this game out if you enjoy dogs, platformers or cute stories.. This is a good board game.

The pc game not so mutch, the insane difficulty is dumb as ♥♥♥♥, can beat it with an obvious strategy with sacrificing a few pieces that it thinks I might want to save but are absolutely unessential to the attack plan.

Generally the dificulties range from random to knows the rules a bit.

I was expecting a lot more from this game, will try some more but seriously considering refund.. Export to html, android, windows, android, ios or flas..

Very easy and posibility of scripts...and I have received the upgrades for free..

I could ask for 2d support.. but it is an amaizing program.
. Well, I expected alot after Lost Song being such a perfect game for me. I was let down quite a bit.

Graphics 4/10
Combat 6/10
Story 4/10
Cutscenes in 2D 8/10
Cutscenes in 3D 2/10
Voice Acting 5/10

These models are pretty horrible honestly... Especially in the Cutscenes such as when Yui is sucked into the Worlds End Flower. The voice actors show emotion but the sync with the 3D Cutscenes and Models is just atrocious. For some odd reason my game is EXTREMELY laggy, and it is very hard to play. I can tell you it isnt my computer as I can run PUBG with no lag. Overall I would not recommend this game, just replay Lost Song or play Hollow Realization.. I was looking through some random forums for decent old school space ship shooters on Steam, and Satazius was mentioned "A LOT", I thought "Satazius huh? Kinda sounds like Gradius, I'll give it a whirl".... And my god, if sounding like Gradius is one thing, looking and playing like Gradius is another.

Satazius is an exceptional game that has CAPCOM's seal of approval, and it's one of the better inde shooters I've played. Basically take Gradius, and take away all of it's medication, force feed it a diet of protein shakes and suffering, then you'll have something that doesn't even come close to Satazius, this game is hard as hell!!! The beautiful thing about Satazius is that the similarities are all there, but it's not a shameless rip-off. For a starts it's way harder, and it's a lot prettier.

I find it difficult to write about shooters like this, well because they're pretty much the same. But the moral of the story here is "Why fix what is not ultimately broken." If CAPCOM put its stamp on it, then it's got to be good right? That's Satazius, an old school side scrolling space shooter, that get's everything right, no complaints from me. Take it from someone who plays these games non-stop.

... And seriously... Good luck with this one, it's well hard!