Small Radios Big Televisions Download Exe File

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About This Game

Descend into abandoned factories in search of lost cassette tapes that hold boundless virtual worlds. Explore, manipulate, and distort the tapes to make them reveal their secrets. Solve mechanical puzzles and map the winding halls of these empty monoliths. Will you be able to find the way out, or what has happened?

Key Features

- Collect: More than 30 different tapes and distorted versions to explore.
- Listen: Distinctive soundtrack that changes along with each tape that is warped.
- Search: Find items within the tapes to help you continue on your journey.

Title: Small Radios Big Televisions
Genre: Adventure, Indie
Developer:
Fire Face Corporation
Publisher:
Adult Swim Games
Release Date: 8 Nov, 2016

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Minimum:

OS: Windows 7 64bit

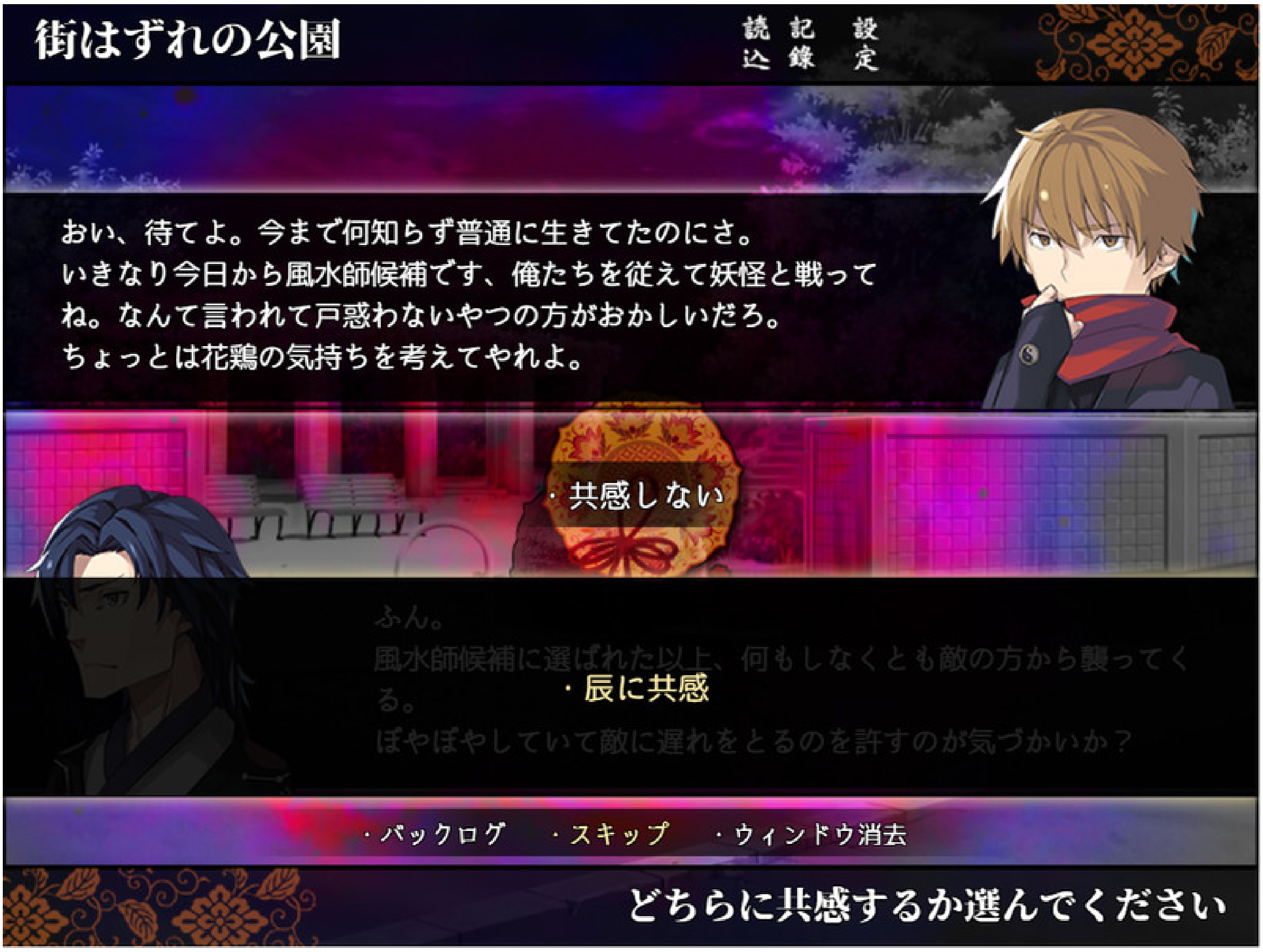
Processor: 2 ghz

Memory: 2 GB RAM

Graphics: nVidia GeForce GTX 275 series or higher

Storage: 400 MB available space

English


読込
記録
設定
・共感しない
・辰に共感
・バックログ
・スキップ
・ウィンドウ消去

街はずれの公園

おい、待てよ。今まで何知らず普通に生きてたのにさ。
いきなり今日から風水師候補です、俺たちを従えて妖怪と戦ってね。なんて言われて戸惑わないやつの方がおかしいだろ。
ちょっとは花鶏の気持ちを考えてやれよ。

ふん。
風水師候補に選ばれた以上、何もしなくとも敵の方から襲ってくる。
ぼやぼやしていて敵に遅れをとるのを許すのが気づかいか？

どちらに共感するか選んでください

STRANGE BRIGADE
SECRET SERVICE WEAPONS PACK

small radios big televisions hltb. small radios big televisions let's play. small radios big televisions. small radios big televisions ost. small radios big televisions ps4 trophies. small radios big televisions ps4. small radios big televisions guide. small radios big televisions gameplay. small radios big televisions coast. small radios big televisions steam. small radios big televisions stream tape. small radios big televisions achievements. small radios big televisions review. small radios big televisions soundtrack. small radios big televisions analisis. small radios big televisions lenses. small radios big televisions walkthrough. small radios big televisions story. small radios big televisions trophy guide and roadmap. small radios big televisions circle. small radios big televisions ps4 review. small radios big televisions roadmap. small radios big televisions metacritic. small radios big televisions test. small radios big televisions ending. small radios big televisions trailer. small radios big televisions trophy guide. small radios big televisions stream. small radios big televisions see it all

There's a lot of settings/function and a good choice of sample model, but it make the pc kinda hot (or is it just me?).
Must: use it to create lpk for the free android app (search for the apk on internet).. Two words: Cart Pushing.

. literally melted my RTX2080 Ti, titan RTX SLI required to play this at smooth FPS. Part color sorter, part side-scrolling space shooter, part intergalactic soccer, BlamBox is easy to play but insanely difficult to master.. This is the single best game I've played in vr so far, and I've played the brookhaven experiment, arizona sunshine, and several other vr titles that don't even come close, this game is very very similer to mario kart and I consider that a bonus considering that there is no way nintendo would ever make mario kart in vr. This game is easily worth twice the price, and I got it on sale for 6$, practically a steal. There are some issues worth mentioning:

1. I can't change my character to a boy, not sure if thats just me being a moron or if thats actually not an in game option

2. Since it is a karting game, I think having more gameplay modes or an online mode would add a lot to the gameplay

3. Since the game does not have a roster of characters like mario kart, a system where you can upgrade the cars and personalize them would add a lot more to the overall personal feel to the game

Other than this, I absolutely love this game, I'd give it an 8.7/10. Eschatos is a 2d bullet hell shmup that fuses oldschool design fundamentals with newschool depth and polish. Unlike many modern shmups, which focus entirely on dodging and esoteric scoring mechanics, Eschatos prioritizes balancing offense and defense with its unique weapon and shield mechanic against unpredictable enemies who's quirky movement makes them as challenging to hit as they are to dodge against.

Players have the ability to shoot a long ranged and powerful straight shot, or a short range but blind-spot covering wide shot. Combining these two attacks allows you to create a shield that destroys bullets and enemies alike, but that must be recharged whilst not in use. Enemies come in waves, and the faster and the more completely you destroy these waves, the higher your score climbs and the faster the games pace accelerates.

Eschatos's weapons are double edged swords. Fire straight too much, and enemies will charge you from the side. Cover your sides for too long with the wide shot, and long range attackers will litter the screen with bullets. The shield itself is as much a weapon as it is protection, not only blocking bullets but allowing you to thrillingly charge straight through enemy attacks to more effectively shoot them, or even ram them. Using it too much however, will result in enemies piling up and overwhelming the player.

Eschatos's unique weapon balance, varied and unpredictable enemies (who's attacks and positions are frequently semi randomized, to encourage fun improvisation and nervy reaction), endearing and innocent sounding soundtrack, rapid pace, and deep scoring system make it a game brimming with personality and fusing the best of both worlds from classic shmups and modern bullet hell. It's one of my top 5 favorite shmups of all time, and I recommend to it to anyone and everyone who likes 2d games.. This is a fantastic shoot 'em up. The graphics are smooth, controls are super tight. Full controller support. The music is fitting throughout. Just enough story to give it a purpose without all the weirdness that comes with a lot of Japanese shmups (don't get me wrong I love them too). Campaign, survival mode and leaderboards for less than $12. I'm rarely this impressed after very little gameplay but it's a solid purchase.. DO NOT BUY THIS!. If you're looking for a decent Xcom-esque game, then Afterlight certainly fits the bill. Although the innovations are outweighed by a number of annoyances this just means that it's not as good as one of the most beloved strategy series, no real shame in that. It is the third in the UFO series after Aftershock and Aftermath and focuses on a human colony on Mars attempting to fend off alien encroachments. So lets see how it stacks up in various categories important to squad based tactics.

Squad Personality: B. While it lacks the customization of Xcom (if you loved this, change the rating to a D), I found the hardcoded team had enough personality to carry me through. Uta (aka BattleGranny) was a highlight but the others were distinct enough without being (for the most part) grating. This is furthered by some people having dual roles, so your scientist/soldier could be medic and your engineer/soldier could be driver/bomb disposal. Nowhere near Jagged Alliance goodness of course and unfortunately voice acting in the base was at times painful and repetitive. Sadly, the aliens you can get onto your team have limited usefulness due to their slow speed so a bit of potential variety is lost there.

Tactical Combat: D+ The lack of squad AI (other than average pathfinding) really hurts here. The game is crying out for opportunity fire, without it you need to pause every few seconds to change targets. This becomes less of an issue as the game goes on, but other problems emerge. Due to factors I'll get into later, combat is quite repetitive and there are annoying quirks with having multiple stances (eg. kneeling/ standing) in the one selection. There are fun moments and the first few times of charging in is great but it all becomes one toned once you reach the mid game, other than hazardous expeditions where you need robots. Even though my squad in Apocolypse and Terror From the Deep all ended up with the same weapons, at least you had useful psych attacks and plenty of variety before the endgame.

Research: C Similar sort of fare to any other game of this ilk, you bring in your war trophies and the eggheads find exciting new ways to splat the enemy. There's a bit of text detailing your results (as long as you go to look) which is well written and interesting and there are a good variety of research paths, it's only towards the end that you'll run out of techs. It is baffling however that there are no pictures. It sounds shallow as I type this, but I loved seeing the aliens/ weapons up close on the research screen. If you don't care about that, by all means bump the score up to a B but for me that was the biggest letdown of the game. I mean the previous UFO's did a great job on this, would've it been so hard here?

Sense of Progression:C+ I was going to rate this as a D, but that would be ignoring the fact that your soldiers (and basebodies) go from wimps to superheroes stat-wise during the game and there is an marked difference in performance. The perk system is well implemented and the lack of any cap means your people improve right to the end. My disappointment stems from the trouble that, after midgame, your weaponry can stay the same, with the exception of the heavy stuff. The katana is ridiculously good and dual wielding pistols or a shotgun also rip through enemies and other than some addons these are not upgraded at all. So rather than stuffing around with snipers or midrange weapons (the latter of which do improve but not enough) you're best off charging in and killing them before they can fire. As I said, great fun the first few times but gets old. On the less visceral side of things, terraformation is very cool and has a noticable impact.

Enemies: C The idea of having four different races split into various teams all competing with you and each other for Mars is great and the diplomacy, while shallow, is at least a distinctive feature from the X games (kind of, Apocolypse did something similar but differently). The reason for the average rating is the variety within those races. For some reason, the Robots- resident pushovers of the Red Planet- seem to have a lot whereas the more interesting ones have only 1 type, oh, and a harmless pet. At least the red faction (who I spent 80% of the time fighting) had a decent number of different units but after mid game you've seen them all and only two require slightly different strategies. Compared to the number of units in the first game of the series, Afterlight is a letdown in this regard.

Storyline: C+: Honestly, I find the tech progression more interesting than whatever kooky stuff is presented in these alien encounter games. There are a few twists and it's pretty well told (though you may want to familiarise yourself with the preceding games in the series). Although you can choose who to ally with, this doesn't impact the story. So, solid if unspectacular.

Polish: B+: This is what saves Afterlight from the ignomy of being worse than its prequels. While Aftershock has better enemies and both have pretty pictures with the techs and better progression, Afterlight boasts a vastly improved interface. I think I only had to look on the forums twice, most things are intuitive and aside from some nitpicking, hassles are few. Also the later release year really shows in the graphics. Again, modern games largely outdo it but it's not a huge jump.

Overall C+ So this gets a recommendation from me, with the following proviso. Play the Xcom series (as far back as your primitive UI/graphics tolerance allows), Jagged Alliance 2 (hey, there's aliens on one map) and the underated Spellcross first. After that you may want to play the older UFO's for the plot (I didn't and it was fine though) and if you're still finding that you have an alien zapping itch, particularly if you like your combat up close, I can happily recommend this to you.

Tips- You can bind 3 groups of soldiers to a key. Don't attack yellow until you have a hazardous area team in place. Don't get too attached to your aliens soldiers, they can't compare with humans in the long run.

Thanks for reading!. Short but still gave me the feels in a good way loved it
Wished there was more though
10\/10 easily

Another good addition to the series made by Crankage Games, keep it coming guys, can never go wrong with the laughs I get out of your series!. Excellent game, captures the spirit of the miniatures and the fantasy world brilliantly. Graphics are excellent, AI is no joke, and the tactical part of the game is top notch.

Love it!. So I bought this game, not knowing exactly what it was, other than it had something to do with puppets. After testing out all it's functionalities, I can tell you it is a bit rough around the edges and it's a game\/app that is obviously in EA for a reason. As always, when a game is is on EA, it's a risky proposition because one never knows how the game or app will grow and evolve, if it all, from its early access start. I am reviewing this game as is, in its current state.

This game reminds me a lot of a less polished version of Mindshow, with some key differences. I love Mindshow and it's super polished, amazing free app to make VR shows that you can upload to social media. Unlike Mindshow, however, you cannot record your show and upload to social media and it's not as easy to use as mindshow or as polished (there's also no artificial time limit on your shows but that may not be all that good if you read on).

In Puppets VR, you can make your own live puppet shows in VR (whether you ever will have an audience is a different question). You can have a puppet in either hand and you can use your motion controllers to move it's mouth (open and shut), head (swivels around), and bring the puppets arms together or apart. You will have to supply the voices and you can move the puppet around anywhere on stage. You can customize your puppets. There's 4 different looking puppets and you can change some features to make them more unique, such as adding a hat or eyebrows or buck teeth.

You are behind a stage in a theatre with one or two puppets in each hand (but you can teleport out of there too). If you only have one puppet then you can use your other hand to more easily control the stage lights, the stage curtains, get one of 4 props which you can give to your puppet and they can hold on to. Note: I could only get the curtains to move in multiplayer and not singleplayer.

There are two different modes, either single player or multiplayer. In multiplayer you can create your own server where presumably people can come to watch your show. There's a theatre full of seats where you can transport to. Or I assume people can come and view your show from. There's also a video recording camera which shows a vignette of your show as it is happening live. However, I could not figure out if it records and don't know if this option exists or is planned.

So it seems that momentarily you can only create your own shows live. And I'm not sure if anybody can actually view your show (including yourself). However, all the mechanics are there for this to happen.

Obviously, more stuff is needed to make a really good puppet show. Not only are more puppets needed (all 4 are currently humanoid). But even more customizations are needed for each of those puppets. There needs to be more backgrounds in your puppet stage, it's currently barren with only a curtain behind you with the logo for Puppets VR that you can open or close (you need a starry night, winter background, fall, school, etc.). There needs to be a video recording option to your shows that you can upload to social media. I think most people would want to do recorded puppet shows in VR versus doing live audience ones. There needs to be more props than just the four current ones.

I'm not sure that there will ever be live audiences, other than if you can get your friends or family to come and for that to happen there does need to a free version as planned by the devs. There also needs to be a tutorial to making your own puppet show. Currently, you just have to figure it out for yourself. Just do multiplayer, maybe somebody will pop in.

Despite all its shortcomings, I do recommend this app\/game. Please keep in mind my criticisms. But I actually had fun playing around with the puppets (and you will need your imagination to make it work). I hope the devs work on making the record video option work asap. Otherwise, we're just playing around the stage for fun.

Rating 6\/10 must buy if you have any interest in playing around with puppets or doing a puppet show. One of the best Choice of Games games of the 'resource management' kind ever, despite being one of the oldest. Despite the bittersweet nature of the story suggested by the title, its a very rewarding game in the vein of Monster Rancher.. After spending 1.5 hours on a project and "saved" it multiple times, there's nothing to load... are you guys really calling a print screen "save"? because when you press save it gives you the option to take a photo, (for the Thumbnail I thought...) but nope... there's nothing there, not even the "screenshots" I took.

after encountering tons of bugs, specially with building walls and snapping to stupid places, no object resize, no 3D skyboxes once inside the model (the windows show you the studio where you're working) no ruler option (if you want to build a perpendicular wall with precision you have to build another wall on top of a wall to have the measures show up) all this and much more bugs and annoyances, and in the end you can't even save!? what a mess dude... stay away from this

. This is a really unique kind of game. It is really fun and I really really reccomend it with a friend or 2 other wise no one really plays it.. Thought the game would be really good watching the trailers but the method in which to progress through gates is often very unclear. Left me wandering around aimlessly, sweeping each area I had been to as if I had forgot something. Quit in the end.. It's a fun game but now i have massive lags, wich makes no sense. At the begining the game wasn't lagging at all on max settings now i can't even play on the lowest settings. I re-installed the game and it sas: "Can't play internet game. Game files changed". I did not change any game files and when i re-installed it again the same♥♥♥♥♥♥came up. The lags are not cuz my PC is♥♥♥♥♥♥.. GTX 970.. and a i7 so makes literally no sense the 2 Hours i played lag free were fun but pls fix this♥♥♥♥♥♥. ohhhh! keep em comin the beats man!

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