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## Quible Sphere Download Crack With Full Game



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### About This Game

#### Gameplay:

Quible Sphere features simple gameplay; Get from start to end. That's basically it! But how you do it is up to you. You take the role of a small ball, named Quible, that has to navigate each stage and avoid all the obstacles the game throws at you!

#### Features:

Quible Sphere features several elements for you to enjoy, like:

- 40 levels for you to complete
- Extra challenges
- User-created levels
- Full controller support (except for level editor)

**Controller recommended, but not required!**

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## **Steam integration:**

Using Steam, the game offers the following:

- Achievements
- Game stats
- Workshop
- Leaderboards for every stage (including user levels)
- Cloud save

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Title: Quible Sphere  
Genre: Casual, Indie, Racing  
Developer:  
Hertzole  
Publisher:  
Hertzole  
Release Date: 13 Jul, 2018

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**Minimum:**

**OS:** Windows Vista

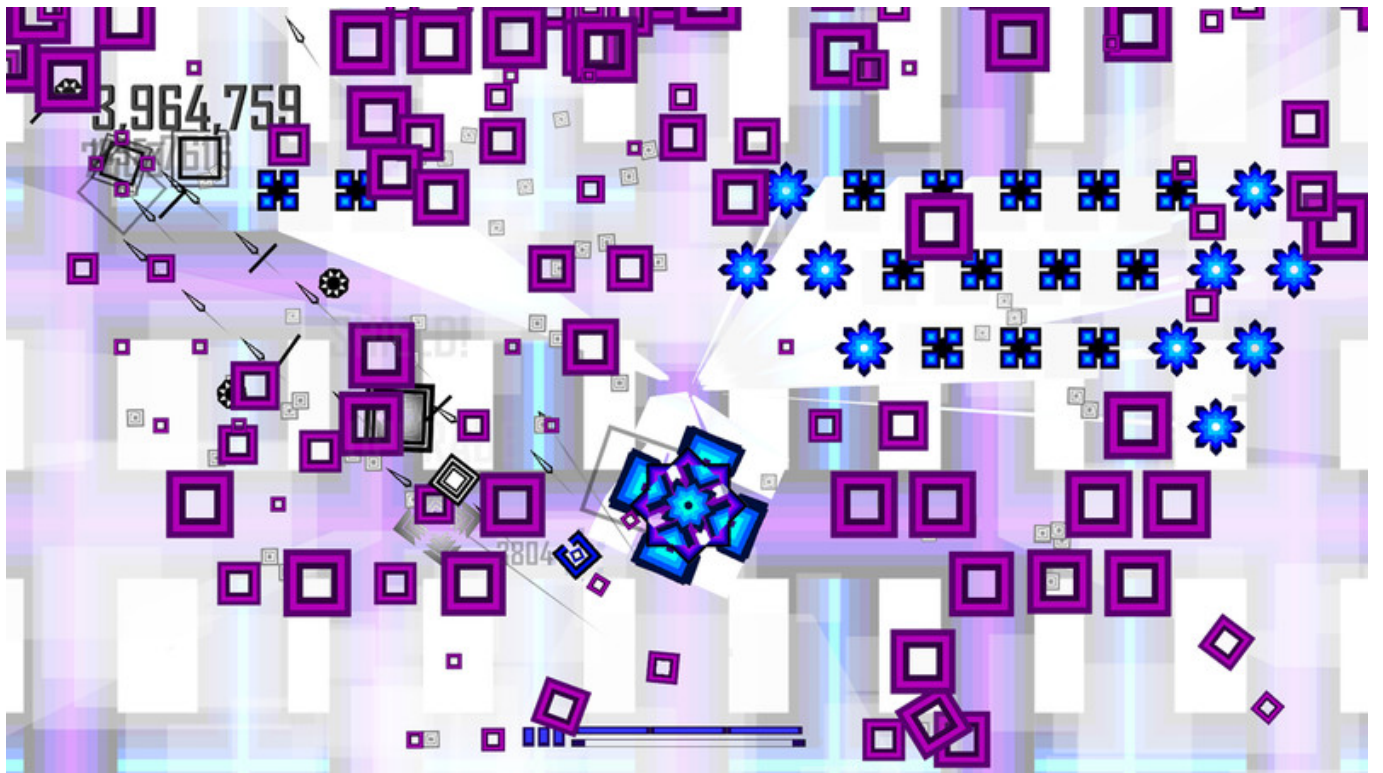
**Graphics:** Any graphics card with shader model 4.0 capabilities

**DirectX:** Version 10

**Storage:** 100 MB available space

English







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I've been playing the Sequel ( IMHHW ) for few years now.

and This game was delayed from Winter 2018 , up until today .

and now I'll just wait for the uncen ver to enjoy it a lot lot more .

Still, the best Visual Novel I ever played and worth the money spend as well.

. Short Answer: Bug filled mess at it's best, with enemies that don't telegraph anything.

Long Answer: The single worst game I have ever experienced. This is below even the Bubsy games, at least I could finish those. Every enemy in this game has instant attacks, the game is grid based, except when it isn't and the delineation isn't clear. The concept is interesting, but the execution is so poor that ramming your head into your desk until you forget about this game is a better use of your money.. I have to admit that I wanted to complete the game first before writing a review, but I can't wait any longer--

Okay, so the first two things I want to get out of the way, because they are only partly meant seriously are: 1. Where the heck is Fin's route?? We know it exists, so why wasn't it added for the Steam Version? 2. Why does Sachsen not have a route? Don't give me backstory on a character when I'm not allowed to pursue him--! And with these things out of the way, on to the actual review.

I am honestly frustrated by the people who constantly complain about a 'lack' of romance. How desperate and/or dull do you have to be to not see it when it's already served to you on a silver platter? Love and/or romance doesn't always mean hugs, kisses and the hot steamy stuff. Romance can be glances, words, actions and so much more.. so stop being so desperately in heat and actually appreciate the little gestures and wonders of love/romance again.

This game is beautiful. The translation/edit might not always be flawless, but it's still amazing. Art as in Backgrounds might be few, but also beautiful. Character Art? Beautiful. Voice Acting? Yummy. The story? Nice job. Soundtrack? It's there. We got two or so nice little songs to listen to, the rest is a bit meh, but still okay. The MC? Well, it's the MC for an Otome Game, so of course she won't be perfect for everyone, but.. a MC with an actual backbone and pride? Yes, please.

Thank you so much, MangaGamer, for bringing this Game to the West!. Wasted money.. wtf feck is this shet minus rubt. Not really much to say about this apart from that it's Class 20's but in BR Blue. Certainly ideal for scenario makers that like or focus on the BR era and the loco's do look weathered which is a nice touch.. So ♥♥♥♥ing bad. The only pro is the graphics.. Junk. Not worth a dime.. I've played about 4 hours on the beta about half a year ago and about 2 hours on the final game now and I'm quite disappointed. The games looks nice and fun and I enjoyed it at the beginning, but eventually it just becomes repetitive and very easy - after just about 2 hours of gameplay I have 6 employees, I'm basically unable to make a car below 100 points (max is 120), I'm miles ahead of my competition in production, I'm crushing the "Best car awards" every year and winning all the races while constantly earning tons of money that I don't even know how to spend anymore. All that without any extra effort from my side, just sort of casually playing the game.

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Because of the above there's no real sense of accomplishment anymore, knowing I'm barely mid-game and already "winning" and that there's no new challenge coming and that there won't be any new "game changer" mechanic appearing. Not even the factory upgrade, which I was looking forward to, brings any excitement, it just allows you to hire two more employees.

I already had that feeling about this game when I played the beta, but knowing it was just a beta, I hoped the devs will balance the game and introduce more interesting gameplay elements, but sadly it looks like they've just been sitting on their butts the past half a year or so.

Now the only hope remaining in the modding community, let's hope one can do more than just create new car models...

Thumbs up for the native Linux version though.



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Really wanted to enjoy this parody/meme game, but its so rough that its nearing unplayable. Game some how has between 15k-20k people playing, takes almost 10 minutes to find a match, each match has like 40 people in it max, the rag doll physics make the game much worse (getting shot by even a pistol make you fall to the floor and spasm so you cant even shoot back), no options for reticals, hit markers, or even the ability to see ping, not to mention the game seems to only let specific people play in groups since i have only been able to get into a game with 1 friend at most, ev en when queueing with 4 people (even last game i queued up as a 4 group and instead we each loaded into different games), but some how there are other people who can do it just fine (4 games in a row where the final 5 was a group of 4 and 1 single player). Wanted to enjoy it, but it's not even worth playing.. This is a flawed game, that said, it's also pretty fun. The battling in this game can get tedious, and the writing isn't particularly good, but those problems aren't so problematic that they ruin the experience. In my playthrough I have enjoyed myself fighting the varied enemies, using the skills unique to each character, searching items for loot, and customizing my character's gear. The two biggest problems I have with the game is that combat grows repetitive and boring if you play for more than an hour or two, and the fact that regardless of whether you put down your gender as male, female, gay or straight, you are always playing as a male character trying to save a woman, since the main character has no personality beyond wanting to save a the girl (yeah, she's not actually your girlfriend yet, despite the name of the game) I don't understand why your can't play as a female trying to rescue a man, or a homosexual female, or a male trying to rescue a male, all that it would have required was a skin change for the main character and a couple of alternate pieces of still art, if there was any animation or voice acting in the game then I would understand, but there isn't and the game asks you your gender and sexual preference at the beggining so I don't understand this decision. And as I mentioned, the main character has almost literally no personality, though the supporting party members make up for that somewhat, they actually have personalities, though those are all hilariously one dimensional. In the party from my playthrough, I had a guy who kept on talking about working out, a girl who kept talking about cosplay, and a different guy who only ever talked about his "informants." there is something kind of funny about these characters, since none of them are actually crucial to the "plot" they can say whatever the writers wanted them to, and it shows. But in my opinion that just gives the game a bit of charm. The supporting party is also an interesting and unique take, at the beggining you chose three party members out of (I believe) nine who will be with you for the whole game. Each possible party member has their own completely unique collection of special attacks, which encourages replays to see all the different attacks. This might be more effective if there was any kind of animation in for the attacks, but there isn't any animation for any attacks. But the different special moves feel very different from each other, so this is forgivable. Visually the game is fine, it's got a cool retro thing going, and the colors in each level work well with each other, but overall it's boring. Nice looking, but boring. The soundtrack is nothing special either, most of the time it's inoffensive (althought the soudntrack in the first level got on my nerves really fast) so I wouldn't recommend it on that criteria. Overall this game is slightly above average, it's better than a lot of indie retro RPGs that get put out, but at the same time there are much better titles out there. If you find this on sale, or if you just want the indie game equivalent of a B-Movie revenge flick then this probably worth checking out.

6.5/10. Notice how the gameplay in the trailer is korean.. The argument comes up of cost versus game time every once in a while. If you are the kind of person that does the math on money/time then you should keep on walking. But if you want a clever, fun platformer with lots of clever jokes. The voice of the main character is, from what I gather, the main game dev's daughter, I think. Very cute. I had a lot of fun.. hello !u00b4m a german gaming youtuber i hope you are not mad about it but i maked a video to your game. me and some of my watchers liked the game it's interesting to play a party game that's just for one person

Here`s a link to the video: <https://www.youtube.com/watch?v=xXASh0kzUxI>.  
<https://www.youtube.com/watch?v=1W0fpMVFZXU>. I'm not sure what I expected.

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