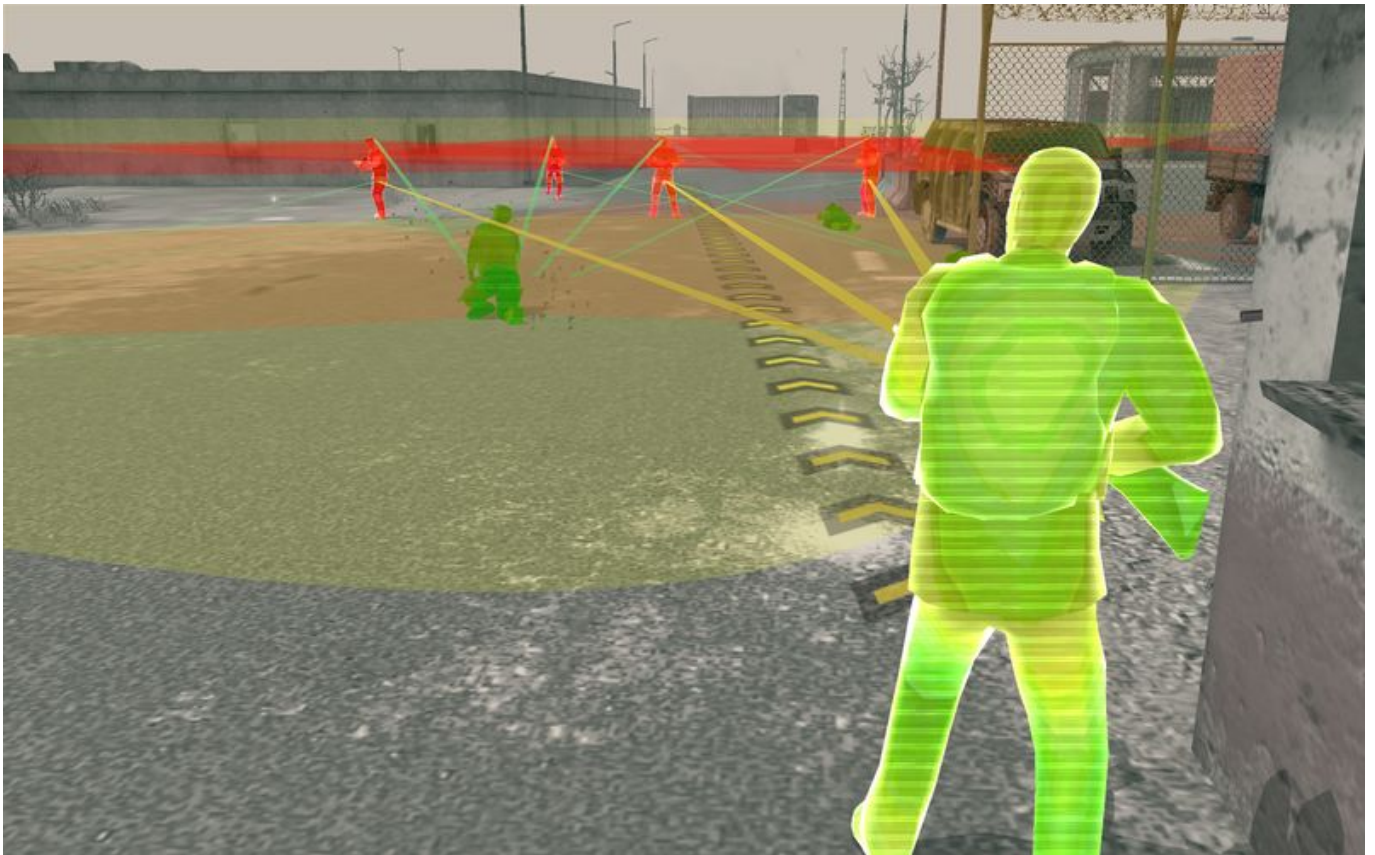10,000,000 Torrent Download [Torrent]

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About This Game

10000000 is a Dungeon Crawling Puzzle RPG Matching Game. Run the dungeon, match tiles and run for as long as you can

- Monsters blocking your way? Match swords and staves to take down pixel art Orcs, Dragons and Elementals

- Can't see a match? Dig into your backpack for items. How about casting a magic spell that changes all the tiles on the puzzle board, or eating some food to give yourself an energy boost.

- Battle getting too tough? Use the loot you found to go back to the Blacksmith and Armorer to upgrade your gear to epic status

"Freedom costs 10 million. I'm half-hoping I never make it" – Kotaku

- It's an RPG too! - Each dungeon and monster fight gives you experience to spend on new skills at at the trainer

- Upgrade your castle - Matching stone and wood lets you bring it back home to upgrade your castle

"It's damned good." – Pocket Tactics

- Brew potions to make yourself stronger, or if you are feeling brave, drink potions that make the monsters and chests harder but increase your score.

- Roguelike difficulty - It's hard to reach 10000000 but keep replaying the dungeon and you'll get stronger and stronger every run

- And while you do it, zone out with some retro music and pixel art

Title: 10,000,000
Genre: Action, Casual, Indie, RPG
Developer:
EightyEightGames
Publisher:
EightyEightGames
Release Date: 15 Jan, 2013

 a09c17d780

Minimum:

OS: Windows XP

Processor: Core2Duo

Memory:1 GB RAM

Graphics: Any 3D capable card

DirectX®:9.0c

Hard Drive:50 MB HD space

English,French,Italian,German,Japanese,Korean,Russian,Simplified Chinese,Traditional Chinese

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You have entered Soul Vault! You found there the following item:
SpiritSoul._
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I don't have a Vive yet, but plan to soon. One of the developers of the game was kind enough to let me play the game on his personal setup. It was awesome. Controls are great and it's really easy to get immersed in the game. If you have a Vive, pick this game up!. Ok for passing the time. This game has a lot of potential, but feels like it takes a long time to get there. I'm only about two hours into the game and it does have me wanting more. When the description says "slightly open the veil of secrecy", but does it mean slightly. I'm hoping the repeated content and fun locations make sense as I complete the game.

I'm currently recording a YouTube series where I give my feedback as I play this game. If you're expecting a puzzle game, analemma isn't one. If you're expecting a story driven platformer with slightly off English and fairly pretty scenes, then check it out. Don't know if it's worth $10 yet, but will be back after I complete it.

Here's the first video in my review series: https:\/\/www.youtube.com\/watch?v=Y020I2xg0B4. Well that sure is a game that's gonna scratch an itch long forgotten about by the industry at large.

Well has the industry ever considered this type of game with a great deal of respect to begin with ? That's a question for another day.

Polynomail 2 might be only at the start of its existence and its adventure, but straight from the start we can see ourselves linking it to a long legacy of games made to get you "into the zone" .

If just like me you've cherished games such as Jeff Minter's Tempest 2000 , Space Girafe, Gridrunner Revolution, or hell Tetsuya Mizuguchi's Rez or Child of Eden or outside of the shooting game genre his feverfull Lumines series , The two Playstation 1 game oddities that were Internal Section and Vib Ribbon (a game that is still better experienced on its original hardware by the way) . Then if I tell you that Polynomial 2 is apparently setting itself for the very same kind of experience then you know what I am talking about.

A Nighamare of an exercise in balancing everything right to slowly but surely get every player in that very specific and soothing state of auto-hypnosis. A specific state of mind which once you're done playing, leaves you not even remembering, what kind of steam you needed to blow off before starting the game. You just know that through getting to that specific kind of zone you just feel better and relaxed. This kind of balance is not easy to strike. And to put it in place every ingredient needs to be correctly balanced and not overpower the rest of the mix.

If on top of that just like Vib Ribbon and Internal Section you add to the mix, the possibility for the player to have a part of the games visual feedback influenced by playing his/her own music within the game, then as the game designer you're not just in nightmare fuel territory, you're just setting yourself for a long amount of back and forth of being whipped in the face by a lack of balance coming from this simple possibilty.

Given that the devs of Polynomial 2 were masochistic enough to go down that path, you bet that said balance will take a while to be established. Which is why they desperately need your feedback and your care and love for the project. One can also imagine that yours truly will not be the only one in the ballpark of suggesting that even how the waves of ennemies are structured could be influenced by your playlist in the long run within at least its "survival mode"

User interface wise I still got some pet peeves and the game needs a lot of work yes, but the sole fact that for the first time I am provided a full six axis of freedom within a "trippy shooter" is worth the gamble in my own opinion.

As far as I am concerned during Early Acces I will continue to give them feedback on what needs improvement. As for you fellow gamers let me leave you with this nugget :

If you love Jeff Minter's Work
Thorsten Kuphadlt's reimagination of Tempest 2000 called Typhoon 2001
Mizuguchi's Rez, Child of Eden

Then you know why those game are all too few but most importantly all too overlooked despite the game design nightmare of a challenge they represent for their creators. You are also almost certainly aware of the growing pains they all commonly share,

and how much investors console manufacturers and editors simply "don't get it". You know that trippy shooters are to video game design, what launching yourself in the filming of a horror movie are to movie production. That is to say almost certainly setting yourself on the path of "growing pains and developpement hell".

So if anything give it a go and give the devs some feedback so that we would have a title so balanced that everyone will be able through this game to experience that soothing state of consciousness that washes away your worries while making you perfom insane scoring and MAD MOVES through MAD SKILL ^^

Sincerely a fellow "zone addict" gamer

PS : by the way giving feedback on what needs to be improved should not prevent you from being kind to the devs, after all like I already stressed the genre in which they dip their toes is already in and off itself a generator of bewilderment from the "powers that be" let's not add a toxic player base to the pile okay ? :). It scratches the very specific itch for a stripped-down, simplified Civ knockoff. I bet this would be fantastic on mobile.

For this review I've put the games in order of which one I think is best to worst. Overall, however, I think this is a good bundle for the price I paid for it, yet I can see why they decided to lump most of them together rather than try to sell separately.

1. The Lake House

Definitely the best game out of all the 6 by a clear mile and could easily have been released on its own. The story is that you return to the Lake House which used to be owned by your fiancee and where something terrible happened to her brother.

Unusually for a lot of hidden object games you play a male character rather than a female. The story is quite interesting, the locations and puzzles are varied, and there's quite a good spooky atmosphere throughout. There's also a bonus chapter which is just as playable as, although predictably shorter, than the original. All in all a good Hidden Object game.

2. Panopticon Path of Reflections

You are investigating the disappearance of a magician and his assistant, your love (again, probably fiancee - there seems to be a running theme). Again you're a male protagonist. You can travel between worlds to solve puzzles, albeit in quite a linear fashion.

Some of the puzzles are good, some of the hidden object scenes are good too. Animation high quality and soundtrack also quality.

Rather bizarrely the developers decided, to make one of the NPCs a complete rip off of Michael J Anderson and his character Samson from Carnivale. It's not voiced by Michael J Anderson and I very much doubt either he or the producers of this show gave the developers permission, which if so is really not on.

3. Mexicana: Deadly Holiday

I love all the references to Mexican culture, history and religious beliefs and I think this game has fabulous design and colours. Each time you meet a new character they also get their own comic-book freeze-frame intro which is fun.

The premise is that, guess what? Your fiancee is in trouble and you have to go to rescue him. This time from the underworld! There is an incredible variety of puzzles in this game which range from repetitive (put balls in holes or click until figures move somewhere - not really puzzles if you ask me) to mixing paints, dressing up in the correct costume, or rearranging lines so they don't overlap. Some of the puzzles are a bit baffling, despite prompts, so I have to confess to skipping, but all in all it's not a bad game and is certainly the first Mexican-themed Hidden Object I've seen.

4. Kronville Stolen Dreams

Definitely the darkest premises for a Hidden Object as you relive your traumatic memory of the day your family were burned alive in your childhood house. Was really not expecting that! A quite bizarre story here. Kids go missing and you're on their trail. You find out they're imprisoned in dream-worlds, all based on popular children's books. Every so often you randomly pass out or fall asleep to join them to try to free them.

I enjoyed the differently themed worlds but often the puzzle dynamics are just bizarre and require skipping. Any puzzle hints are varied as to how useful they are, and the whole game feels quite disjointed. All in all only one you'd want to play as part of a package like this. A shame because it could have been really interesting. Kudos also that I'm not rescuing my fiancee.

5. Cruel Games: Red Riding Hood

I think I'm actually being a little harsh putting this one so low down. In many ways it's better than Kronville. Puzzles generally make sense and it's actually quite a big game. The trouble is that after a while I simply didn't care. The locations all look the same as have been done before. I'm also getting a bit bored of rescuing boyfriends\/fiancees too, tbh.

6. The Other Side: Tower of Souls

I really wanted to like this one. It's totally bizarre - a flying tower, a talking cat, animate trees etc. It's also quite dark in places

for example having to get rid of a mad surgeon's robotic limbs. But it just hasn't decided what it wants to focus on. Is it meant to be creepy? Quirky? Am I meant to really want to collect the 'golden paw' coins to upgrade my mystical blue cat? Am I meant to be intrigued by the twists and turns of the plot - which sister is good or bad? In the end, it could have been a quirky adventure, but it ruins it by trying too many things at once.

. Pros:
-Good story
-Interesting concept
-decent graphics
-awkward character animations

Cons:
-Story doesn't have much to do with the game itself
-Boring level design
-Often gets out of sync, which is pretty inexcusable for this type of game

6\/10
. The game seems conceptually interesting and full of rich potential however it's a surprisingly flat management sim with not a whole lot actually going on. At least in terms of what the player can practically influence the game feels fairly inconsequential. There was a whole lot of potential for the concept and the devs clearly have shown the chops for it in their previous titles. It's not that I wouldn't recommend the game but it's a hard sell for $15 because while the atmosphere and general immersive nature of the game are top notch it's certainly surprisingly dry and lacks much variety. A wishlist and buy on sale kinda game.

Also the trailer has camera angles/movements that don't exist in the game, which is kind of a bit crap. You can barely see some of the horrors effects in game.

I personally did a pretty extended look at how the game actually plays out here if you're kind of on the fence. https://www.youtube.com/watch?v=mViqk89YRVI. Perfect for the price :). Haaa... man these games... I quite like the basic concept,
but the whole skillpoint system is just utter garbage.
I'm sorry to say it like this but previous titles I read had
the exact same problem and now I'm at the point
where it annoys me quite a bit.
The whole point of these games is to "choose" your
own adventure, but based on the skill choices you
made at the start you pretty much limit yourself to
exactly one way of dealing with the♥♥♥♥♥♥the game
throws at you, which led to me being an
exceptional pilot, who couldn't shoot for♥♥♥♥♥♥
I mean my character has been flying a mech with an
assault cannon as a primary weapon for over
five years, and doesn't know how to aim?
All the choices that would be tactical end up being:
"I have four options but only the skill requirements for
one of them, so the choice just went out the window."
I don't know what goes on in the heads of these authors,
but if they think that their books are good enough that
I would reread them over and over again then they
are pretty arrogant and pretty ♥♥♥♥ing wrong.
If I could I would simply cheat and put my skill points to
max at the beginning of the game and simply enjoy the
writing, but I have no idea where the save files are
and if they could be edited.
And in this game you can lose your piloting skills right
before the ending of the game, which led to me going

into the finale with a pilot that couldn't pilot, shoot or
persuade at all, so I had to replay it multiple times.
The weird part about this however is that nobody seems
to notice it, which leads to this:
"You know this pilot that got crippled and can't operate
mechs anymore? Let's make this pilot the spearhead
for the operation that could save us all."
The only thing that this game does really good is the
checkpoint system, where you can load your last
one anytime instead of having to die a horrible death or
having no save system at all.

So in the end I just want to make a complaint:
"Stop putting skillsystems into your game that don't
make sense, don't work and overall ruin the reading
experience of your book."

Edit:
Okay after some searching I finally found the savegame
location of these games.
/Program Files (x86)/Steam/Userdata
In that directory are a lot of numbered folders which
don't really say much so I'm giving you the way how I
found my savegames.
Start the game in question so that it starts changing the
savegame (flip a few pages or something like that).
Then go to the Userdata directory and sort the folders
after "date of change" that way you see the folders
that got edited last at the top of that list.
The directory of the game in question should be
the first numbered folder and should have a file named
"storePSmechaacePSstate" and
"storePSmechaacePSstatetemp" in it.
Those are are the savegames in question, they are
readable so you can start editing them with the editor.
A fair warning though, do that at your own risk,
messing with savefiles is always a good way to break
your game.