
Toby: The Secret Mine Free Download [full Version]



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About This Game

Toby: The Secret Mine

A challenging puzzle platformer inspired by games like Limbo and Badland.

A peaceful way of life in a small village in the mountains was thrown into disorder. Someone has kidnapped most of it's residents. A couple of brave hearts tried to rescue their friends but none of them has returned. Little Toby didn't want to just sit and wait so he decided to find them by himself. He went to the near deep forest but he soon realized this is just a beginning of a big adventure.

Go with Toby on an eerie adventure in a dark and creepy world full of dangerous situations, enemies and challenging puzzles.

Features:

- Various beautifully handcrafted environments and great visual effects
- Lots Of Different Puzzles
- Many dangerous and challenging traps and enemies
- Controller support

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- Many hours of fun

Get lost in the shadows and pray you find your way out.

...

Title: Toby: The Secret Mine
Genre: Adventure, Indie
Developer:
Lukas Navratil
Publisher:
Lukas Navratil
Release Date: 20 Oct, 2015

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English



Doomsday On Demand

by Norbert M.

Show Stats

Restart

Achievements

Menu

As you arrive at the school you sigh at the sight of the barbed fence surrounding it. The extreme amount of guards patrolling around it are upsetting too. You approach the barbed fence surrounding your school entrance, when a familiar face smiles at you from the school hallway. Bradley, your oldest friend and your new friend, Abbie.

You smile back and are about to make your way inside, when a hand on your shoulder from behind stops you in the entrance.

"You've been selected for a random search. Step aside and put your hands on the wall." A firm voice says and gives you a slight push.

"What do you think I'm hiding? A gun?"

Cooperate.

Resist.

Next



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From the first minute of gameplay, this game sets itself up to be a game that will have the player questioning every decision they make. From simple decisions such as to fight or flee, to weaving the story via their choice of words, this game excels in attaching the player to the story and the character.

The combat in this game is quite tactical, and this is thanks to the stance system. Without going into too much detail, it's basically a system that allows a player to alter their attack, defence, and magic-orientated statistics, as to minimise damage taken, and maximise damage output. Another thing that defines this game is the way in which the game deals with the effects of battle; As you fight, you're weakened. This system, yet again, makes the player think, and this is what truly defines the combat in this game.

The story, for me, is the best part of this game. Don't get me wrong, the design and combat are great, but the story offers something truly magnificent; it offers ideas that question our own values and morality. It shows us what all heroes eventually become, and this adds a layer of realism to the game; it reminds us that 'not everyone is a hero, and those who are, will meet the same end as you and I'.

Overall, this game is a very deep, yet enjoyable experience which truly does test the emotions and psyche of the player. Would I recommend this to a friend? Most definitely, in fact this game is a game that should be played by everyone, due to the ability it possesses, in allowing people to measure their 'acceptance of mortality,' as well being an enjoyable (and in many ways relatable) game to play.

Lastly, the developer, Kyle Ballentine, should be held in high regard for creating this game, and developing the themes within it. Neon Skies Studio should also be held in high regard for their brilliant job on designing the original art for this game.. Pretty great so far! Really good sense of style, both in terms of visual presentation and the sound throughout. Core gameplay loop doesn't sound like much at first, but it's surprisingly addictive! Runs can take anywhere from 1 to 10 minutes plus, so it can work quite nicely as something to play while you're waiting for your teammates to die in PUBG, for example. Great variety in terms of maps, cars and weapons, all of which make for pretty drastic changes in how the game plays out. The only real criticism I have is that it could use a few more enemy and Mod options - that's pretty much it!. Full Review:

<http://wamsoon.com/index.php/2018/08/24/negative-world-quick-hit-review/>
[Nice little platform/puzler that worth checking out if you're between games at the moment. A game in three parts - if you like platform puzzlers then you will enjoy this one. I got just over five hours to completion, so it's not long, but the puzzles are well thought out. Level 12 I found particularly challenging. Worth a few quid, give it a go!. Gathering Storm has, for the most part, corrected all the issues I had with vanilla Civ VI. Credit to the devs as well in continuing to keep the game updated & responsive to the Civ community.. I am enjoying the third installment of the Geneforge saga. However, I am tiring of the "same song, different tune" story that is going on.](#)

[Geneforge 1:](#)

You are trapped on an island in bum-hick nowhere with intruders. You have to either join the factions or fend them off. Pick sides, escape, and "win" the game.

Geneforge 2:

You are inspecting this bum-hick nowhere shapper area and quickly discover things are not what they seem. Find out that there are different factions. Either join them or fend them off. Pick sides, escape, and "win" the game.

Geneforge 3:

You are trapped on a series of islands where there is a rebellious shaper on the loose. Either join them or fend them off. Pick a side, escape, and "win."

Now, I know that there is a different plot in the later games since I read ahead. Yet, the same plot is becoming stale. Don't get me wrong, I enjoy the game and some of the new mechanics that came with it, but the story, in my opinion, is lacking.

7/10

-Love the graphics

-Love the game series

-Makes me think about the future of the story

-Makes me think in general (many games do not)

-Story is a bit stale

-Little sound effects

-New game mechanics

What is this? My game is nothing like what it's showing, I just have one screen and I have to build up a castle. It says it's the mobile version on mac. Cute and spooky as hell. Its simple. But it has great arts and patterns in the book and if you play meadow you get 1 skin for each animal! Its quite cheap for what you get and shelter has some of the cutest art I have ever seen.. I absolutly fell in love with this game. Really tactical, have to think every move. BUT..

Please make those guard better. They see in 360 degree angle, and no chance to tell which way they see by there head. Could you guys make it a bit more realistic, like i could sneak behind them or they are not seeing me from a mile away.

But i do recommend the game to anyone who think that he\she like these kind of games.. Have you ever killed hordes of badly animated zombies while playing as a half (or 90%) naked woman while Russian hardbass plays in the background? No? Well, have you ever done that and then afterwards killed Satan? No again? It sounds like you need to buy ULTIMATE HARDBASS DEFENCE for \u00a31.69.. This game makes me angry. I'm a lesser man for having played it.

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