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## Typing Game Download 13gb



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### About This Game

"Typing Game" is a perfect indie game to train typing. It is very easy to understand how it works, and the way in which the game is construed is very easy to get used to.

When you enter "Typing Game" you have to select a difficulty before you start. You have 3 different difficulty levels, easy, normal and difficult. In addition, each level of difficulty corresponds to a different background, changing the setting of the game.

Inside the game, you will see how several words go down, the only thing you have to do is write them and hold as much as possible. But there are several rules:

-There is a line of danger that unwritten words can not pass, each game can allow you to pass a word, if there is a second word that passes, you lose the game.

-When you write the first letter of a word, you will see how this word lights up blue, and from there you can only write that word, any letter of another word that you are seeing will not count. So you must decide why to go first without going over the danger line.

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Also, the words that appear are random, you will never play an equal level in this game, also those words are adjusted to the level of difficulty.

What to expect:

-Random generated gameplay

-3 difficulty levels

-Perfect game to practice typing in the simplest way

How to play:

-Use your mouse to navigate through menu and use your keyboard to play.

To move trough menu, you have to click right click while moving.

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Title: Typing game  
Genre: Casual, Indie, Simulation, Strategy  
Developer:  
Garnudo Games  
Publisher:  
Garnudo Games  
Release Date: 22 Sep, 2018

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English







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It's just a deep space waifu rip-off. Please don't support this dev.. I loved the Mafia II main game and all the DLCs...except this one. I gave it about an hour, got tired of getting shot up by cops & Chinese gangsters trying to shoot up enough of their shops and I got fed up. Glad I got this on a sale.. Spy Chameleon - RGB Agent is stealthy in much the same way taking a sack full of hammers to the face is stealthy; while the perpetrator announces his assault beforehand with a vuvuzela blast. That is to say, it's not stealthy at all.

Wow, that's a pretty rough opener for a supposed stealth game, eh? But you'll notice I still gave this one a thumbs up.

To continue my metaphor, the stitching on the bag was just exquisite, the sound of the hammers crashing together was a tour de force, and the bits of my skull moved in ways that frankly astounded medical experts. Fortunately, I am the kind of guy who can appreciate these things. Though I'd have appreciated them more if they'd happened to somebody else.

You see, as the living, breathing reason banks feel compelled to keep their pens attached to chains, I think of myself as something of an expert on stealth games. There's nothing I love more than stealth done right in video games. But what is a stealth game and why doesn't Spy Chameleon qualify?

Well, a stealth game has you move through an area, usually attempting to accomplish some objective (say, take everything not nailed down) and leave without being seen. There's a danger of being caught and that requires some intelligence on the part of the challenges standing between you and your objectives. For a game to be a stealth game, it needs reactive enemies, otherwise it's just an obstacle course. And that's what Spy Chameleon is: a time trial, obstacle course, collect-a-thon game.

Yes, it has the trappings of stealth. You play as the titular chameleon spy, you are told briefly that your goal is to steal a thing and shown a picture of the thing at the end of several levels, and the obstacles take the form of "enemies" with vision cones. But everything moves in perfect clockwork without reaction to your presence. Changing your color to "hide" is just another form of dodging a static obstacle.

You'll notice stealth is even a Steam user tag. The devs themselves describe Spy Chameleon as: "a challenging arcade-puzzle game where the player needs to avoid being spotted thanks to the color-changing mechanisms of the main character."

So, yeah, Spy Chameleon fails as a stealth game. But, now that that bone has been picked, if we judge it as an "arcade-puzzle game" or by my own moniker, "run-aroundy, collecty, obstacle torture time," then Spy Chameleon is an excellent example of its kind. Personally, I couldn't stand playing it, since I don't much care for time trial obstacle courses that play to my OCD desires to collect all the bits. But I have to admit, there's a Rube-Goldberg machine-like complexity to the levels and the timing required to solve them that makes them satisfying to complete.

Like the sack of hammers, it's fundamentally solid in its design and its presentation is surprisingly nice. Spy Chameleon's soundtrack makes up for the game's lack of true infiltration by seeping its bassy post-modern jazz into that part of your brain designed for looping catchy tunes. And thanks to the artists, my favorite part of the game was failing the levels (which is good because I failed a lot).

Each failure shows you an image of the hazard that caught you: giant staring gold fish, trash-can robots spewing bold Japanese writing, and the spy chameleon with a look of soul-wrenching embarrassment for being caught about his naughty voyeuristic business. The art assets manage to convey a ton of character, and - as you'd expect for a game called RGB Agent - it's all in bright eye-catching primaries. Even the rather thematically dull environments: lab, office, storage rooms; are bright and good looking.

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It's just a shame the art designer's theory seems to stop at the visuals. The game looks like it has a ton of character. Even the very premise that we're specifically playing a chameleon who is a spy is appealing. But it never really goes anywhere with it. There's no narrative to speak of.

Oh, you're told that you're trying to get a photo of some celebrity with their paramour or steal a work of art, but you just run 15 levels of obstacles and then see a picture of the thing you got. I'm not necessarily asking for War and Peace, or even any dialogue or text, but it feels like an opportunity was missed to tie all the whimsical characters together into some sort of cohesive story. That might have gotten me to love the game despite not enjoying the gameplay.

And to better explain the gameplay: You control the chameleon from a top down view and you navigate a room full of hazards: field-of-view cones attached to enemies that move in a set pattern. If you touch a cone, you lose. In addition to just dodging the cones as they move, you can stand against colored objects in the background and not be "seen." Naturally, you've got the primary colors and the chameleon's natural green (i.e. 360 controller colors). Along the way you collect flies and ladybugs strewn about the level for points and to unlock more levels. You are, of course, challenged to beat a certain time. There are a few variations to these basic mechanics: switches to open doors, movable obstacles to block vision cones, etc. It is best to think about the levels as a puzzle, where the solution is where you move and finding the proper timing.

The game has a sort of phone-game sensibility to it. You play a series of very short levels and get ranked at the end of them. It's clearly not a mobile port. It just has that arrangement.

It's mostly flawless in its implementation. The only mechanical problem is that the chameleon's model obscures the parts of his body that are vulnerable to being seen. Only the trunk of his body seems to trigger a failure and his bulbous head and tail make it hard to see the exact point you can safely stand.

That might seem a fussy complaint, but Spy Chameleon is a harsh time-trial collection hell. The difference between you getting your lovely leaderboard/completionist cheese and a big fat shock for losers in this particular rat maze is literally measured in thousandths of a second. Well, okay, it is measured in that, but just getting through will probably require you to operate on the scale of hundredths of a second.

No big deal for you speed-run, obstacle course aficionados, I'm sure.

That does lead to my other complaint. I found there's not really a good balance for the difficulty. It's a minor complaint since the game includes an easier mode and you can even skip levels that are giving you trouble, but it still stands. On the "normal" difficulty I found the game to be a really boring exercise in just going from point A to point B. Like connect-the-dots in full, glorious 3D.

On hard, though, (which is the only difficulty that counts according to the game and its lusty achievements) I found the timing to be just outside of human reaction speed at points and my success was basically a matter of luck and treating my controller in a manner that would no doubt have it taken away from me by the authorities if they only knew.

And that's Spy Chameleon: terrible stealth game. Good speed-run, puzzle, collection thing.

I suppose it's been mislabeled since there aren't a lot of games that marry stealth and speed well and somebody's gonna want that. The only one I can think of is The Marvelous Miss Take (which looks a bit like Spy Chameleon, actually). If you want stealth and speed, play that. But don't overlook Spy Chameleon because it doesn't do stealth. Just be sure you're the kind of person that enjoys a sack of hammers to the face.

Er, "challenging arcade-puzzle" game.. What an enjoyable game! Harder than many of the big developer's hidden object games. I don't know why it's called a "Collector's Edition," and if I had paid more I would have been upset by the lack of anything "collector edition" related. No bonus play, no strategy guide, no map, no collectibles, no achievements... so don't expect them! But, do expect a harder game with a bit more bite to it. I mean, no cutesy-ness, but some blood and gruesomeness instead. The hidden object scenes are basic, not interactive, but not easy either. Some are silhouettes, and I discovered it's easier to drag the shadow to the object, not to click.

You need the hint! It is not always terribly helpful, so plan on revisiting scenes to look for more HOS etc.



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I do recommend this game, especially at this weekend's price of 24 cents!. fun addictive casual game worth it!... Best game ever!!!!!! Well this was a terrific surprise! The humor is quite on point, enough smut as expected. Larry gets the usual treatment but now everyone besides him is the product of our current schitzofrenic times.

It is hilarious, characters are decently written and the puzzles are neither too easy or absurdly hard.. i have played this game on my console and like it very much. unfortunately this game crashes and i was unable to get past the first mission..

BRRAAAIIIIINNNNNSSSS!!!!. It wasn't too bad to start off with. But it just got really, really repetitive. I just couldn't be bothered to control my players on nights out and just kinda gave up with micro managing everything all the time. Good idea but I think it could have been executed much better.

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This is a breath of fresh air after using RPG MAKER for over a decade now. I'm not bashing any of the excellent software that ENTERBRAIN has put out over the years because i own and still enjoy them all, but i've often wondered with thier technical skills why they've never come out with something like this one years ago.

Well here is a program/game that fits the bill...well sort of.

Smile Game Builder has some excellent features for any budding game designer of any age to get thier feet wet with, but what it currently lacks is of course - a wy to create you own scripts to alter various aspects that would make your game stand out and that is what the RPG MAKER SERIES has always provided.

Besides that, i really can't think of anything else to find fault with this software.

Frequent updates(considering the Dev's have a small team), New DLC'S in a timely manner -

3D & 2D design capabilities and a nice library of default assests make this one a winner

and in time a very formitable contender to Enterbrain's Rpg Maker Series.. Summary: Wicked sick man, so sick bhro. Fun and different with the 3d, I like it more than the classic 2d approach. Online play has some serious flaws and missing features, but not enough to ruin it but still despicable.

Cons: Online Play:

- Missing "Worm Pot" Modifiers, unless doing local machine play. Basically the Worm Pot is an optional system of up to 3 modifiers that you set on a Slot Machine graphic (can randomize with the lever or manually select). These modifiers include things like "Wind Affects All" or "Low Gravity", and theres quite a lot of cool modifiers you can select from. Having this missing online is some ♥♥♥♥♥ bs and is unfortunate.

- HUGE NET DELAY. There is what seems to be about a 3-5 second delay between what you're getting on your end of the game, and the person who's turn it is. Having this out of sync basically makes it so you know what happened and perhaps on mic you reacted to it; but they still have yet to see it. So if you are laughing at some epic♥♥♥♥♥of a move, or a shameful display, others won't know until later which is really just uncomfortable more than anything else. Its like having bad reception on a phone call sort of feeling of disappointment. Thing is, how does a turn-based game have this sort of ♥♥♥♥♥up in the first place yo? Whoever made the online play should be fired and go back to school. Even a 300ms delay (still sucky) would be 10x better than 5 seconds delay. Any other genre outside turn-based and this would ultimately break the game, obviously. But it doesnt make it okay on this nonetheless.

- Random lags and loading. This is not as bad as the delay issue, but it still is pretty ♥♥♥♥♥t. Its just another side effect of having bad programming for online play. In some cases it will sit and say its loading the map but just freezes, and everyone has to F4 out and reload the game, and the host has to recreate the match. Doesnt happen often but its true ♥♥♥♥♥ry.

- Creating a match in general outside of local play should have more hosting options. Its just straight up lazy and insulting and quite amateur to have just map, game style, number of private slots, and a friend invite system. Those no doubt are needed, but bare minimal if you ask me. Like stated before, the Worm Pot would be a nice beefy feature to satisfy folks like my♥♥♥♥♥ and perhaps some other settings like a game timer override or a worm health override and some other small customizations. Those can be found as options when making a custom Game Style, but its a bit of work to go and modify an existing one or make a new one since its 7 pages or so of settings and its tucked away in a different menu of the game.

Other Cons:

- Cluster Bombs dont do nearly as much damage per cluster or direct as they should. This being a step up from a normal hand grenade it should totally be doing some more serious damage. In my opinion it should be half as strong as the Banana Bomb.

- Beating levels should unlock weapons automatically. I played through Story past the Knights section and assumed I would get the Holy Grenade as a reward to use for online. It still wasnt showing up in the shop, and was still greyed out in the Game Style options. Not sure how they unlock weapons in the game, maybe you have to beat the game. In that case and either way, I dont think that's fair since most people are probably buying this game to play local games with friends and now (buggy♥♥♥♥♥ online.

- Game would be funner with more available player slots. This is more of an opinion since the Worms games have always had 4 players only. Not to mention the scale of the levels might have to go up to accomodate 6 or 8, etc; but thats not a big deal. 4 player slots fill up fast when you have friends and family around that have the game. Someone will most likely get left out of the party at some point like some kid with lice; the poor saps.

Pros:

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- Funny as♥♥♥♥♥♥like most Worms games
  - Addicting Gameplay because all the choices and dynamics that give it replay value up the♥♥♥♥♥♥br> - Customizing Worms and the things you can buy with the in game coins is pretty diverse enough to make some funny or unique creations. My team is the Ultradouche♥♥♥♥♥♥s and they are a sight to behold.
  - Despite the online plays low-blow cop-out amateur ♥♥♥♥♥♥♥♥t, its still a lot of fun and you sort of forget those issues exists because how inviting the gameplay is (still doesnt make it okay chimpdicks!)
  - Gives you a reason to get on mic and interact and take it easy. Most the times I dont really like getting on mic, but this game is a lot better when you do with friends, even with the huge delay online.
  - Awesome and creatively diverse weapons and tools. I like dropping dynamite from the air via jetpack like a baller, or dropping a fat sumo down on the peasants below. Banana Bomb is a personal favorite though and I'm glad its still around and is still devastating.. Ducks in the wind.

All we are is ducks in the wind.

Game sucks ducks.. It,s great. I bought it cause the store page said it was on sale for \$8.99 70% off for the winter sale. was charged \$19.99 and dont know why. I sent a coplaint to support but no response, except that they got my request and review it.. This Mahjong variant gives you a minor selection of golden tiles mixed in with the normal tiles. Your primary goal is to quickly match-away all of the golden tiles. You get a greater score for how fast you go and how many normal tiles remain after matching away all of the golden tiles.

The game play and graphics are fine.. It's like every other 2D Mahjong game you have played.

The problem with the game is the gated levels. I am in the Amateur level. It gives me a selection of 20 Mahjong puzzles to play. Once I earn enough points I can unlock the next level. I estimate that if all of the levels are unlocked I will have access to 100 additional Mahjong puzzles to play.

I have played through all of the 20 amateur puzzles available to me. I am replaying them over and over again but I don't see that I am earning any more points. The grind wall is formidable. If you are a fiercely competitive Mahjong player and welcome the challenge of trying to penetrate that next level so you can get access to more puzzles with a sweaty palm and strained eyes, this is your Mahjong game.

For me, I just wanted to play some Mahjong while my 3D software is rendering animations.. Maybe I am half-watching a YouTube video on my other monitor. I am a casual player. This game has a lot of puzzles I will likely never see. For this reason I am giving this game a thumbs-down. I paid for a complete game but I won't be able to play the complete set of puzzles.

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