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An Alien With A Magnet Crack All Fatal Errors Fixed



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## About This Game



Take control of our Alien and his spaceship and get him back to his home planet using just a magnet. Get ready to explore multiple galaxies using this magnet to orbit around colourful and unique planets to get to your goal. But beware of dark holes, challenging puzzles, multiple locks and asteroids blocking your path in space!

Besides the adventure mode, you can also play an extra bonus mode which will keep you busy for even more hours of fun gameplay! Beat your friends in the online leaderboards with Time Attack and prove to them once and for all you are faster than they are!



- The single button gameplay will get you started instantly! It's easy to control but hard to master! Don't let the cute looks of our Alien fool you!
- The first exciting new genre, known as an action/arcade/puzzle/adventure/rotating-platformer! (a.k.a. AAPARP)
- Help our alien to get back to his home planet using the only tool he got working on his spaceship: a magnet.
- 45+ amazing handcrafted levels filled with an adventure you won't forget.
- Fast, Faster, Fastest! Prove your speed in Time Attack! Play the Adventure mode with another mindset!

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- Beautiful high resolution visuals and professional looking artwork throughout the game.
  - Fully packed with leaderboard rankings and over 20+ achievements!
  - Music composed by Waterflame. Known for his work for the critically acclaimed indie title Castle Crashers

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Title: An Alien with a Magnet  
Genre: Adventure, Casual, Indie  
Developer:  
Rejected Games  
Publisher:  
Rejected Games  
Release Date: 28 Mar, 2017

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**Minimum:**

**OS:** Windows XP

**Processor:** 2GHz

**Memory:** 1 GB RAM

**Graphics:** Integrated GPU

**DirectX:** Version 9.0

**Storage:** 550 MB available space

English









Shadow Thief

**Catelyn**

Level 8 Exp. 44%

Class Ability: Fast Recovery  
Recover faster from knocked out status (-2 turns)

Skill Points  
1

<b>HP</b> 106 / 106	<b>Regen</b> 1
<b>Atk Phy</b> 39	<b>Pow</b> 28
<b>D-Phy</b> 15%	<b>Crit</b> 11%
<b>D-Mag</b> 15%	<b>Ret</b> 25%
<b>D-Bow</b> 18%	<b>Mov</b> 5

<b>MP</b> 63 / 63	<b>Regen</b> 15
<b>Cloak +2</b> 10 MP	
<b>Shadow Step +3</b> 28 MP	
<b>Rob +1</b> 12 MP	
<b>Quick Blades</b> 14 MP	

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Reset Skill Points

Distribute Skill Points

+

Close

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Like a Piratey version of Banished, but without any updates since May 2015 you'd be better off playing Banished and not wasting your time on this.. A very well done VR FPS! got on special and is good for the money. Music is really good and adds to the game, i really liked the non-complicated cartoon gfx (wasn't expecting to!) and the mixed levels with all the different bad guys/girls/aliens/robots/things etc... you get the picture On normal settings its not to hard and completed the game in 2hr and a bit hours. The free motion controls work really well and smooth on default setting using 980ti and 6700k (4.6 oc), no sickness at all. Game says there is a new level coming for haloween Hopefully the Devs will expand this game or make other VR games, as this is a great example.

Just seen october 2nd patch with more levels to come every month :- ) what are you waiting for?. I absolutely love this game!!!! It has a (kind of) random enemy generator and bosses when you least expect them. It's very very very very.... 93729 very's later.... very addicting ;)

Totally recommend this game!  
WORTH THE 12! I think this game had a lot of promise...  
However, without a playerbase to support it, with no campaign and with bots that only use a limited number of designs (they never use player designs) there's just not much to do.

If you're coming in with a bunch of mates, could be worth a shot.  
Otherwise, look elsewhere.. This game is pretty cool and runs fine on medium pc. Ofc because game is in alpha it requires little bit optimization, you can already play this game with normal fps on pc that is lower then what you can see in system requirements , thought when loading you might get some serious performance drops and get your game crashed, but this happened to me only once when I loaded my warp save. For free you could definitely do worse. The message is pretty cool and it also has some interesting mechanics and good/bad design. It helped me think about how to design videogames to accomplish goals and convey things to the player as well as different mechanical ideas.. Like it's predecessor Exceed 2 is a bullethell shmup, but is a lot better. The game is translated, has controller support, dialog can be turned off and you can choose settings like resolution. You can still only select 1600x900 as highest resolution, but you can choose to play it windowed.

New is the polarity mechanic it borrows from Ikaruga. Only bullets of an opposite polarity can kill the player. Same-color bullets are absorbed and converted into energy for special weapon. Switching the polarity also changes the color of your bullets, and shooting an enemy using opposite-polarity bullets will cause double damage. The game only forgets to tell you that it uses this system.



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For a bullethell shmup it's quite oke. Main issue that puts me off is the anime art style and setting. I'm just not a fan of that and prefer I'm something like a ship in shmups. I already find bullethell shmups a genre hard to enjoy and this makes it even harder. So I can't recommend it to most people.. I have never been a fan of casual puzzles --I was okay with them, and I might play one from time to time, but always as a timesink.

Tidalis, however, is something else. It might not make you love the genre if you hated it in the first place, but it's pretty good at its thing. The mechanics are original and fresh, the objectives go beyond the typical "clear the level" or "score xxx points" and the game is chock-full with content. It provides a VERY powerful editor that lets you design your own levels --and it's pretty much required to clear some achievements.

And I liked the story! Some people thought it terrible but I think it's quite funny and daft in a good way. It even goes meta!

(I nominated this game to the "No Apologies" category of The 2017 Steam Awards). It's nice if you just want to make contact with a baseball, but the physics make the ball so jumpy. Just tapping it could send it over the fence. I'm not very fond of this take on it.

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Summary: A typical anime in a form of a game with elements of both TBS and VN. Features some minor choices, but overall linear. Far from perfection, but will grant you several not boring evenings. Worth getting on sale.

Detailed:

#### 1. Gameplay 7/10

Typical for JRPG. Turn-based, very gear-dependent, a bit grindy. Main story battles are very easy, side missions are harder but only because enemies there has multiplied lvl and stats. AI is dumb as a stump anyway.

#### 2. Story and worldbuilding overall. 5/10

Again, typical anime nonsense with few details, but do you really need them in such a game?. Don't take it too seriously and you'll be fine. Anyway, process of Judgement is kinda fun - as long as you doesn't try to find any logic in this. Just enjoy the process :)

#### 3. Characters. 10/10

The main value in this game. At first, most personalities seem bland and stereotypical, but as you progress the main storyline and raise you affection with teammates, you will see how really unique and uncommon are almost every one of them. With few exceptions, chars are mature despite their young age, able to think really out of the box, and really are "Not all gold that is glitter". Some char's personalities change drastically during the course of the game, and that is awesome.

Although some elements of romance are present during gameplay, there is really no romance routes, so don't expect much in that alley, but this is not needed here - instead, when out of 12 random NPC bodies (at start), you get 4-5 persons who you really care about in the end (and whose skills and loyalty you can trust), this is great experience. Go team! :)

P.S. Himeno Akatsuki is the best waifu anyway <3

Just sad that girls with personalities like hers don't exist in real world T\_t

#### 4. Music 7/10

Its 10/10 for OP, END and battle OST's , but.... whats with that gay porn music during every dialogue with companions?! So annoying, have you ever tried playing that yourself ,devs? ffs

#### 5. Art 8/10

It is actually better, than you can judge from screenshots. Although enemies are boring and lack in variety, main characters are very well drawn, both in cutscenes and in tactical battles.

Total: 7/10, if you don't mind JRPG games with all their bads and goods, and don't have anything better on your list, then you should give this one a chance.. Great little indie game! Love this one. This game is SO worth the measly few bucks they charge for it. iBomber is a fun top down dual stick shooter with a lot of upgrades and powerups. Level design is varied even if the graphics are not so much. Everything from kill everything levels to securing targets within a time limit are represented in the Campaigns and there is even a Challenge mode if you just want some down and dirty action. If you have played the game on Android or iOS it is the same thing without pay to play. A few more comments at the video below.

<https://youtu.be/eeSoFqEWaNk>. Graphically, much better than DR1 and worth the (very few) pennies they're asking for the upgrade. Superb. 1 minor thing, I think the new snowbanks are a little too forgiving, but hopefully this can be patched later. I understand they were reacting to people struggling with the DR1 ones.. **Tomb Raider With Zombies**

**We are dropped into an old Soviet installation which is infested with people who have long gone insane. This is Tomb Raider's very own version of a zombie DLC - many games have received such extra content so it was only a matter of time Lara faced the undead in the form of a DLC. The enemies are mainly specialised in melee combat - we have to be careful with those holding a grenade and the ones with a big shield in front of them. Other than that the issue is only**

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with their numbers.

### **Saving The Day By Puzzle Solving**

While the Endurance mode focuses on survival Cold Darkness is more action-oriented. Also, as opposed to Endurance here we have a map as we are given directions as to where we are supposed to go. The idea is to visit 3 different towers and by solving the puzzles hidden there-in we can release the contaminating gas. Our task is, ultimately, to save people (or to minimise exposure considering the already many affected individuals) instead of collecting artifacts.

### **Looting And Achievement Hunting**

Similarly to Endurance completing Cold Darkness fast is a possibility. But by staying and carefully exploring we can find documents that shed more light as to what really happened to this installation. Unlike Endurance Lara gains no experience points here - we can look for weapons or rescue hostages who will eventually reward us with new abilities (codices in Endurance). Weapons chests can also be found so that we can upgrade our existing assortment of weapons.

The card system, too, returns - we can make our job easier or more difficult depending on the bonus we'd like to receive following the evaluation at the end of the stage. For some reason the DLC-related achievements are all considered hidden but the story is kept to a minimum so I do not see their names as spoilers here.

Cold Darkness is a good DLC but alone it is simply too expensive. If you purchase the Season Pass it's worth giving this one a try. I prefer Endurance to this one but I do believe CD can also give us some more hours with Lara just before the next episode is released.. Works very well on 8.1. Just finished the game! 10/10. Catchy music, quick 100% achievements, and quite relaxing. Recommended only to achievement hunters and 5 year olds.. nonstop crashing, combined with no autosave, combined with bizarre issues with the 60fps mode...Don't buy this port. It's trash.. This game sucks. Why? Because they can't seem to get the lag out of it. Never again Playway, Mr Muffins!!!

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