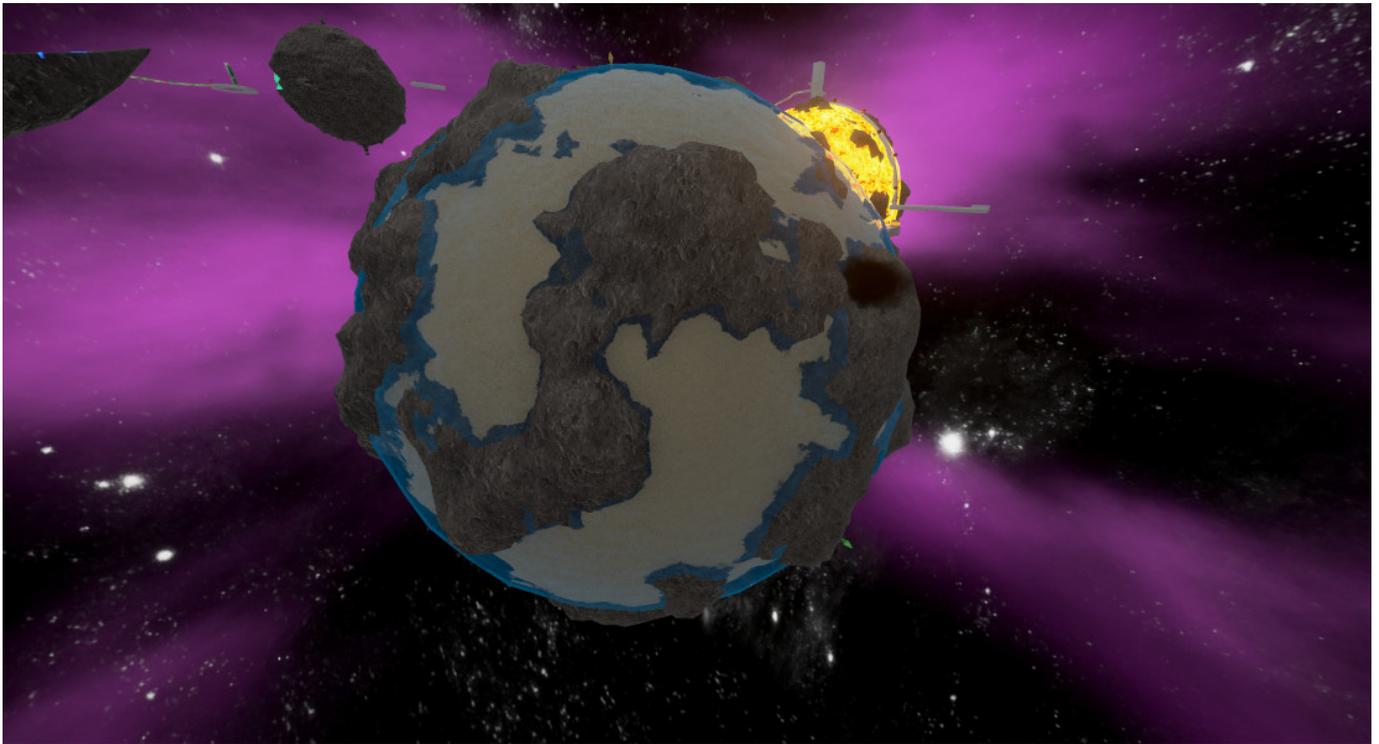

Mini Rollers Full Crack [PC]



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About This Game

Mini Rollers

is a rolling-ball platformer game, where players must race against the clock to get their balls to the goal. Roll, jump, and swing through a variety of obstacles, enemies, and challenges with 18 unique balls. Each ball has its own special physical properties and abilities, including jumping, magnetizing, reversing gravity, freezing, floating, and more, giving players multiple platforming solutions.

The game contains **90 levels** (and counting), which are split among **9 separate worlds**. Each world provides its own challenges and themes, giving players many distinct experiences. These levels can range from basic platforming and jumping puzzles to races, puzzles, bosses, and more.

Local multiplayer battles are also in the works, which will put players head to head in a classic ball VS ball death match. Players will be able to choose which balls they wish to compete as, and must knock the opposing balls out of the arena.

Key Features:

- *18 Unique Balls*
- *90+ Levels across 9 distinct worlds*

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- *Many varied platforming challenges/puzzles*
 - *Fresh take on the rolling-ball sub-genre*
 - *Tons of collectibles, including trophies, creatures, balls, and skins*
 - *Tons of abilities, including changing gravity, magnetizing onto surfaces, jumping, doing whatever eyeballs do, just generally being a ghost, floating, freezing, melting, self-destructing, glowing, shrinking, bouncing, boosting, and more.*
 - *9 Bosses and many creatures that can both harm you and help you*

Extra Details:

- *Lots of easter eggs and secrets*
- *A full and varied soundtrack, currently 30+ songs and growing*
- *Steam Achievements, Badges, and more*
- *Planned leaderboards for the best level times*

Coming Soon:

- *Local Multiplayer Battles*
- *Free DLC and new levels*

This game is a must for fans of *Super Monkey Ball*, *Super Mario Galaxy*, and other similar platformers.

Mini Rollers is in its late alpha stages, and is currently in development. Screenshots, gameplay, and imagery may change upon release.

Title: Mini Rollers
Genre: Action, Casual, Indie
Developer:
Gawfish Studios
Publisher:
Gawfish Studios
Release Date: 16 Jun, 2017

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Minimum:

OS: Windows 7

Processor: Intel i7-3930K

Memory: 8 GB RAM

Graphics: NVIDIA GTX 670 2GB

Storage: 4 GB available space

English







I had high hopes for this game. When checking out the steam page it reminded me of Marble Blast. Unfortunately, this game is very slow. You move like a snail, especially up slopes. It's frustrating. There's unforgiving deaths. There's "shortcuts" and an "energy bar", both of which I have no clue what they are and I've played for almost an hour. I feel like that should be like level 2V3 stuff. Instead, I've gone through four or five levels of just rolling around.

The third level would send you back a couple minutes of this snail-like movement if you died (there's checkpoints, but they're not spreadout correctly). After about eight minutes into the level, there's this bug that'll toss you over the wall, right back to the beginning. Come on. It's level three.

The fifth level has a floating clear pyramid with a "?" in it. I had hoped it would be one of the powerups that I somehow hadn't encountered 40 minutes into this game yet. But no, it just dropped me in the middle of no where and fell to my death. What the heck? That's not fun. If it took me like 10 seconds to get back, maybe, but it's just stupid with how slow you move. Deaths are unforgiving in this game, albeit easily avoidable. I wouldn't mind as much as long as it wasn't in the first five levels.

I'm five levels into the game and I have no idea what the point of these gems are. I'm thinking "Why should I care about these?" I eventually realized after going to the home screen there's a shop where you can buy a "slow-mo" mode (because this game isn't slow enough) and some other locked features.

Also, there's no way to adjust the in-game music\effects. Why not?

I realize that this was developed by one person over 5 months, and I can commend the developer. I couldn't make this. It looks great. But, that doesn't take away from how frustrating this game is. It's slow, it's unforgiving, and I feel like more of the mechanics should be introduced earlier.. I had high hopes for this game. When checking out the steam page it reminded me of Marble Blast. Unfortunately, this game is very slow. You move like a snail, especially up slopes. It's frustrating. There's unforgiving deaths. There's "shortcuts" and an "energy bar", both of which I have no clue what they are and I've played for almost an hour. I feel like that should be like level 2V3 stuff. Instead, I've gone through four or five levels of just rolling around.

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