
Tidalis Download No Password



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About This Game

Tidalis is a block-based puzzle game with casual appeal, hardcore depth, and an addictive new "streams" mechanic. The game is brimming over with riffs and variants on that core mechanic with 20 game modes, dozens of special blocks and items, and 115 levels in the adventure mode alone. The basic rules of the game are this: blocks fall down into the board and have a color and an arrow direction. If a stack of blocks exceeds the height of the board, you lose. In order to clear blocks, you must right-click and drag paths through the arrows to set up chain reactions of like-colored blocks.

If this sounds simple, that's because it is -- you'll be lining up lengthy chains within minutes. But you'll be surprised how much brainpower it takes to set up combos of multiple chains, and the many brainteaser-style puzzles include some real stumpers.

Tidalis has co-op and competitive multiplayer modes (both online and offline); action-oriented modes and timer-less brainteasers; a lengthy, casual-friendly adventure mode; twenty unique game modes providing innumerable twists to the basic gameplay; dozens of special blocks and items; and over fifty minutes of beautiful music to go with the painterly art.

In short, several games' worth of content are built on top of this core mechanic, which you'll quickly find to be as iconic as it is novel.

Key Features:

- Puzzle game with casual appeal, hardcore depth, and an addictive new mechanic.
- Two-player co-op and competitive play (both local and networked).
- A wide selection of both action-oriented or brainteaser-like levels.

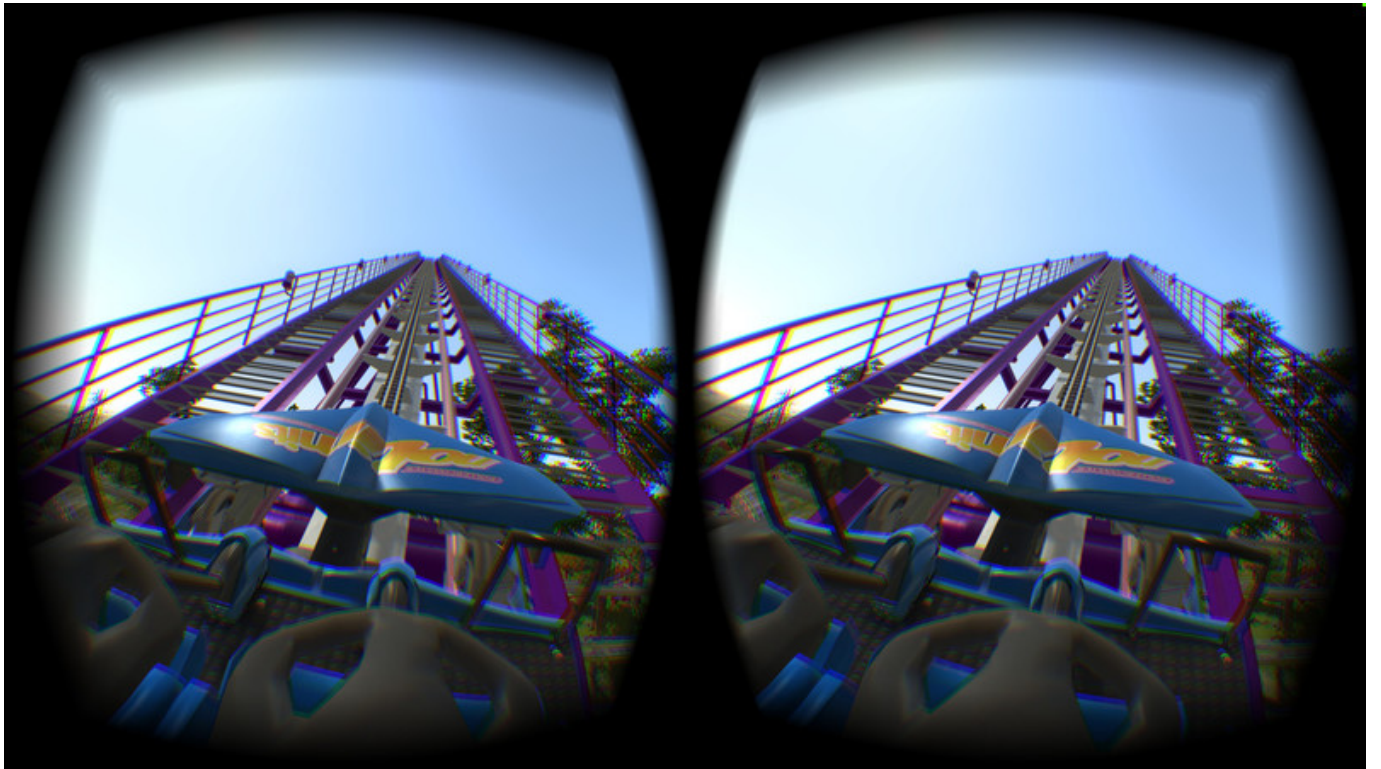
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- Casual-friendly adventure mode, hardcore-focused custom games and vs modes.
 - 20+ game styles, and dozens of items and special blocks.
 - Rich, painterly art style and beautiful music.
 - Players can create and share whole new themes, levels, and adventures.
 - Options for colorblind players, players averse to lots of light and motion, and older computers.

Title: Tidalis
Genre: Casual, Indie
Developer:
Arcen Games, LLC
Publisher:
Arcen Games, LLC
Release Date: 16 Jul, 2010

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English





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Yes someone is right, this is a cheap tropico clone, with simpler graphic, music and UI. it offers less playability, and very much less realistically simulated commute traffic.

Bought on 75% discount, so no much complain, kinda a relaxed game if you just want to see money rolling in.. MY NECK HURTS.

OH GOD THIS CAMERA. Dont' ♥♥♥♥ing show this to your mom !!! 700+ hours is both Zuma and Zuma Deluxe.... Weighed down by a narrative that lacks internal consistency, raises far more question than answers, and largely ignores plot threads brought up earlier, IHeart struggles and fails to connect the dots in any way that would satisfy most players.

It does do a good job of establishing mood in some of its disjointed set pieces, and there are certainly times that hit exactly the right chord for horror, but it would be a stretch to say that any more than half of the puzzles in this game are actually fun to solve. Many times the game lacks internal consistency, letting you use a tool for one purpose in one region and then not in the same way in another, turning much of the game into a guess and check that I certainly didn't find enjoyable. The worst puzzles (without spoiling anything) count less on the player thinking their way through and instead rely on motor skills in ways that can only lead to annoyance for most, and perhaps bragging rights to few.

Unless you're desperate for a horror-themed adventure game, I'd say pass.. Wayward Souls is an extremely challenging game which is mostly fun if you enjoy the rogue-like genre, with a few issues that detract from the game in its current state.

Pros:

- Great pixel graphics with a myriad of equippable hats to customize your characters
- Like everything Rocketcat has worked on in the past, the music is fantastic
- Gameplay/controls are simple to pick up, difficult to master
- Seven playable character classes offer variety to the gameplay
- Procedurally generated dungeons offer great replay value and help make the limited combat options feel less repetitive
- Permanent character upgrades help make the dungeons more bearable for the frustrating final dungeons
- Random rare encounters or rooms add additional minibosses or treasures to find, which is a fantastic inclusion in the game
- There are minor changes in character stories from the original as I recall it, typically offering you new minibosses and overall a bit more content

Neutral:

- Healing has changed from the iOS version, offering no healing when going to the next floor but instead adding in fountains and mini fountains to offer minor healing before bosses and at least one sizeable heal per floor
- The game is about 10% faster than the iOS original according to the developers, which makes it harder to dodge some of the faster enemy attacks

Cons:

- Some areas are incredibly dark to the point where its difficult for me to determine where the walls are or if there's terrain blocking me
- No save feature as of yet (but this is planned, so that issue should be resolved) which makes the longer dungeons a major pain to complete when you have to pause your computer to simply go about your daily life
- Permanent upgrades take a long time to grind out, which while giving you something to strive for means you won't be able to take your character into the final level or Endless mode at full strength, which means you might die several times after many long sessions of time investment. For some people, this might be considered a pro.
- Some of the bosses in the final level seem to have increased health from the original, making it almost a requirement to save certain items to beat the third boss of the final level, and while the nature of the final boss does fit thematically, it is mostly a

giant cluster of increasingly difficult to dispatch trash mobs swarming you while the final boss kind of sits there

Originally, I did not recommend this game, but upon further consideration, while I do definitely take issue with portions of the game, I found that I enjoyed it overall even on the runs where I died at tragic, frustrating times. On the one hand, there are limited options in combat that make it slightly repetitive, but there is enough of a variety of rooms and challenge to keep it fresh enough. As Rocketcat tends to support their games well after release, I think it's a solid enough title to justify getting.

Decent bowling game. Good to kill some time.. Something you can pick up and leave at any time. Plus zombies. 10/10. Initial Review: Will update as I progress

8/10 Overall

The graphics and music are perfect the levels are tough and fun. The response time on some abilities seems lacking compared to actions of the zone around you. I had some life loss situations when hitting the appropriate key for an action but it happens slower than expected. Othertimes right on time. I am not sure if this is a bug or intended but as it is a percision game, it was a little bothersome. Overall I love this game and can not wait to put more time into it!+

. Pretty fun!. Classic Soundgarden! Worth the buy and enjoyed rocking out to some Seattle Grunge. The bass tones + switching in "Spoonman" is right on and awesome! I personally would have LOVED "The Day I Tried to Live" on here to switch things up - but can't complain. Thanks Rocksmith for listening to your customers - keep the request DLCs coming.. Really nice adventure game with a solid atmosphere and mystery. If you're a fan of adventure/mystery games or Nancy Drew, then this is a solid pickup. Just don't expect any handholding when it comes to the mystery, though..

An interesting and novel game. It shows how you as a parent guide your child from born till going to college, those years that could decide his/her later occupation and adult life. It think it makes sense for you and me to at least try a few generations and understand a Chinese parent at least.

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