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The Indie Mixtape Download] [portable]



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## About This Game

*We made you a mixtape!*

Here at Curve, we love indie games. Who doesn't? Well, probably some people don't, but we wouldn't trust 'em.

But we love indie games SO MUCH, we embarked on a journey to find some of the most exciting and interesting independent development talent out there and help them bring their titles in front of a bigger audience.

From illuminating roguelikes, to non-euclidean puzzlers, all the way through to hyper-futuristic couch joust-em-ups - you're going to be experiencing the full-fat cream of what the indie development world has to offer.

So here they are, presented all in one handy place - just for you.

Enjoy!

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# Roguelight

The deeper you travel the darker it gets,  
and you only have your arrows to light the way.

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They say the city's a roost for every bird.

Detective Chirpums is more than happy to disagree with that. Almost as much as he is downing a bottle of Grackle's Finest in one sitting.

He's the city's best detective. He's the city's only detective. Because someone had to.

And he's got a new case. It's his only chance at paying rent for the month. And not unlike too many of his cases, this one comes with a dame in sheep's clothing."

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hets is a very fast, very difficult platformer about shooting monsters in dark randomized caves.

After each cave treat yourself to a well deserved rest and an upgrade that will help you fend off the ever increasing amount of beasts you encounter.

What *is* actually the deal with those statues by the way?

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LAZA KNITEZ!! is a fast-paced jousting deathmatch game for up to 4 players.

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Teleport to the neon-lit ALL CAPS technofuture and challenge your friends to mind-blowing hypercombat.

Fire your laser-lance from a distance, get up close and personal to impale your foes or use 7 different power-ups to your tactical advantage.



Guide a cube-headed hero through a mind-bending world, with levels designed to challenge your ideas of space.

Discover a portal to the mysterious Warp Zone, and reveal the truth behind the Dark Stranger.

p.s. Our trailer music is 'Please Listen Carefully' by the uber-talented Jahzzar: <http://betterwithmusic.com/>

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Title: The Indie Mixtape  
Genre: Action, Adventure, Indie, RPG  
Developer:  
Daniel Linssen, Detective, Ditto, Glitchnap, Shark Jump Studios  
Publisher:  
CDP  
Release Date: 23 Apr, 2015

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English







RICHARD ROSSA - IT'S MY LIFE  
RICHARD ROSSA - WHAT I AM  
RICHARD ROSSA - LE NEON BOY  
RICHARD ROSSA - DON DUKITO  
RICHARD ROSSA - TIME TO PARTY

**RICHARD ROSSA**  
**PARTY**

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I first got this game on console when it released. Played it a little bit too much, when said console overheated I was a bit sad, as I wouldn't get to play BZB again. Upon finding it on Steam I fell from my chair in glee.

But how is it?

-It's a game designed for a controller, but isn't too terribly hard for keyboard and mouse.

-It can be hard to learn if you don't have a strategy for each map. But this isn't a power fantasy game. (Looking at you, Skyrim.) When you get into it, and start racking up serious points you get a feeling of "I did it. Look at me!"

-This game doesn't look bad for a 6 year old game. Cartoon-y, but bloody and violent.

-A lot of little clever nods to movies that inspired it. (Can you find them all?)

-After awhile it gets boring, same old run in circles and shoot zombies. I recommend this game as a "I'm about to run errands, but I need to wait" kind of game. It has no real story. It's an Arcade game, with no cabinet.

Overall? I give it a near perfect. Everyone should at least try it once.. OK game, not really my cup of tea. Arcade shooter three levels with boss fights at the end. I personally hate games that force you to replay the entire level when you die at the boss battle, and that is exactly this game. It gets repetitive and tiresome. There are better games out there to play. While this game may not be graphically impressive or very realistic, but I have had more fun with this than I have had with other tank games out there (namely WoT and War Thunder) the lack of track animation is slightly annoying, there are bigger problems with the game. At certain times it will freeze with its loading animation in the center of the screen, but a quick restart of the game fixes it right up and you can start at the latest checkpoint. As I play through more, different tanks arrive so that complaint is gone, now I see something that is really...quite amazing, the voice actors TRY. your Russian crew sounds different from your German crew (mind blown). Even better are a few changes in the missions (which are long BTW which is fun) in one of the German missions you encounter KV-1s, which are difficult to kill, but they do NOT become the main tank for the rest of the mission (like most games would do) because, as your crew says, they are experimental and not 'battle ready' yet, which is really cool. Still, I love this game, and I want modders to find this and make it even better than it already is

lets break down the review

gameplay-9/10

Story- (its WWII and you are common tankers, so) N/A

Characters- 7/10

graphics- 6/10 (2007, I can't blame it too much but, it could be better)

Difficulty-8/10(can be changed)

amount of tanks 9/10 (no game can be perfect)

overall-8.44300194/10

This is not a game changer in the world of tank games, this is fun, simple and great worth grabbing just for some tank action (or Panzer action, or for those that are good at tanks, panzer elite action). recommend this game to gift to a friend you don't like as a way of showing you hate them 5/7 perfect. This game spoke to me.

It showed me what you truly can get with \$2.

An epic adventure with 3 friends, can you survive?

U gotta find out. Dive into epic shooter Russian gameplay with some of the best soundtracks I've personally ever heard.

Defend your DJ with the help of 3 friends, against waves of evil MEN. Experience the epic gameplay of this year's BEST defense game!

Totally epic!. I think this game is great from a technical and fun point of view of how a fairground works

I think is brilliant !!!

But below is few suggestions to developers

Maybe more light reflections on trees, buildings from the lights on the cars, moving head fx light fixtures could use a strobe feature or chase sequence, I think the smoke fogger particle system could be improved with the moving head lights bit more .

I think some sound fx, footsteps on metal panel stairs or platforms is a must

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Maybe a construction add on, where you get to build the ride up from its truck base , learn about hydraulics how it's all put up together bit of engineering level, maybe a feature like a sandbox mode where you can build your own fairground in different locations, towns, streets etc

More trucks, vintage classic rides, Roundup, Waltzer, tiptop, Miami seat ride, Twister sizzler just few examples

Feature to power the rides up or off via cabling to generates on trucks, bit more atmosphere music more dynamic scenery

Great game overall, highly recommend

But all them ideas would take this to New level. Having a Bad day?

Wanna Relieve some Stress?

Play the Mini Game, It would be fun

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Six Sides of the World is an exciting puzzle game that might draw you in with its story. The music fit perfectly with each level and theme of the game and its quite challenging, if you up for it. There are new mechanics and obstacles awaiting for you as you continue further through the game. As you go through the game, you will discover more of the story of the ultimate space journey that you must go on. The graphics are stunning and the background of each level are gorgeous. The game might be kind of expensive, but I believe I got my money's worth with this awesome game!. This game is really bad, really, really bad. It straight up does not function properly, the games revolves around building up momentum like Sonic but the acceleration and momentum is not implemented in to the game in a way that functions. You will arbitrarily slow down, speed up illogically, go up on to walls inconsistently, fly in one direction, it is horrible. The level design is also full of cheaply placed obstacles and will glitch out and kill you because of what I assume are the heights the speed allows you to attain.. This is one of the most frustrating games I have ever played. That is not entirely bad. I got through the game a few levels a day, since that was about all I could take. I thought there was 15 levels and I was OK with that, but it turned out to be 60 levels, with 10 bonus levels. In 15 hours I completed all 60 with 3 stars (one for completion, one for all brains and one for beating the time) and a few of the bonus levels, with a few levels completed on nightmare difficulty. That's right, a difficulty that is just off the charts. Needless to say, the difficulty is not for everyone and I got my money's worth without trying the extreme frustration level. So even skipping like half the game, it is well worth buying and I highly recommend it.. Another great game from the indie genre. A nice and unique platformer. Indie fans you should check this out!. The game is as simple, cheap, and dumb as the screenshots make it look. Literally took less than half an hour to complete.

Don't get it, not even on sale. Refunded immediately after completing.. Lets ignore the women scattered all over this game and talk about ROMBY. Its a good puzzle game that's based on both skill and luck to connect lines of four or more colors. When you place a diamond on the grid, the game assigns a different diamond on the grid. When the grid fills up, its game over so games never take more than a few minutes.

Strategy is simple, setup two long lines in a row and then combine them. That's risky with so much luck involved of where the game places its random diamond. Once you make a line of four or more there's a score multiplier that appears and starts counting down with each second. So its wise to have a bunch of 3 in a row ready before you line one up and go through a bunch more. However, that's more luck as the next diamond you get is a random color. A good feature would be to save 2 colored blocks to place later.

Now its time to discuss the women and their role in the game... they're trophies for a specific mode. Well for Steam lets call them visible achievements. You play a specific mode where you select 8 silhouettes and achieve things to make them appear. Things such as score 700 points and get a score multiplier of 3. As you achieve things the women will come into focus on the side. Since you select the silhouettes individually, you can't unlock them all on one fantastic run. When you unlock them they appear on the title screen in a lineup. You can play "free mode" that is devoid of eye candy on the side.

Other than that you can visit the settings to change the theme from colored diamonds to lollipop circles or numbers. The numbers and lollipops are also colored, so you might as well save your eyes and just use the colored diamonds rather than having to read numbers in a split second that you need to keep your combo going.

As for score chasers or achievement hunters, there is a global leaderboard and plenty of achievements. It seems like this game has a high rate of people who have earned the achievements.

For a sequel or DLC, I would appreciate more variety in the grids than just the standard 8 x 8 grid for each game. It might also be worth considering a puzzle mode that includes prearranged diamonds on the grid and predetermined color diamonds for you to place you rather than random colors.

Romby is simple, easy, engaging and fun with or without the women on the side. For a dollar, its an easy recommendation.

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