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## Mini Rollers Activation Code



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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.

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Title: Mini Rollers  
Genre: Action, Casual, Indie  
Developer:  
Gawrfish Studios  
Publisher:  
Gawrfish 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









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Frederic: Evil Strikes Back is the sequel to one of my favorite rhythm games of all time, Resurrection of Music. If you haven't yet read my review on that game, take a minute to do that now.

RoM was a fantastic game for many reasons, the most important of which is the music. Carefully remixing select compositions from Chopin's work was a stroke of genius, and was the heart and soul of an amazing experience that should not be missed. If you haven't yet played it, you are missing out on something really special. So the sequel should be another masterpiece, right?

It is with a heavy heart that I have to condemn this game for what it is. What made the first game special, the music, is why the sequel falls flat on its face. Take the heart and soul from a work of art, and you're left with an unrecognizable shell, feeding off of the success of its predecessor. That is what has occurred here, and I couldn't be any more disappointed with the results.

When I try to imagine what they could do to make a fantastic sequel, I see many possibilities. Something as simple as more of the same, remixing more of Chopin's compositions into more tracks, would have been perfectly acceptable. Teaming up with other well known musicians like Beethoven or Bach and remixing their music would have been great as well. If the premise isn't broken, then you shouldn't try to fix it. Forever Entertainment has already proven that they are more than capable of doing any of those things, so my expectations were high for the next game in this franchise.

Unfortunately, that is not the direction the developers took with this sequel. All of the tracks in this game are completely original, and instead of matching the style of a particular country, they match the style of famous musician. For example, a couple of the characters you come across are parody versions of Michael Jackson and Lady Gaga. Not a terrible idea, but the original music fails to be catchy, fun to play, and in some cases, even tolerable to listen to. As I have stated in the past, rhythm games are only as good as the music they include, which makes this game absolutely terrible.

Taking Chopin's work out of the franchise entirely just doesn't make sense to me. Remixing his compositions to fit the style of these particular musicians would have been easy enough, and it would have been interesting to hear Lady Gaga's rendition of Raindrops. Without his music, this game just feels uninspired, and it becomes a chore to even finish it.

To be fair, the rest of this game hasn't changed a bit. The gameplay is exactly the same, the art style hasn't changed, the story is just as nonsensical, and the voice acting is just as stroke inducing as in Resurrection of Music. There are no surprises here.

It's a shame that the developers forgot what made the first game so special. Maybe the third game in the franchise will return it to its roots, but I will be researching it first before wasting money on another sequel.. Content not worth the \$70 price tag:

You get premium time that last 30 days (Ok)

Then you get 1 costume set, just one, not one for each character. Description feels a bit misleading.

Also to mention one of the costume pieces is also on a 30 day timer.

I would rate the value of this pack at \$30 tops.

Be warned as this pack is considered NON-REFUNDABLE by steam due to containing consumeables.. Not a lot of depth, but still fun to set up your perfect burger making work-flow. Co-op is fun, but playing single player doesn't change the experience a lot. This game is painfully simplistic, the controls are awkward and it just doesn't live up to its price. The music is very repetitive, there is no more progression than slightly higher numbers and if you are playing alone there might as well be only two classes each with only two attacks worth using. Co-op or versus online might be a bit more interesting but you still only have 3 classes and frankly I couldn't be bothered to try. The writing in the story can be clever and funny at times but I would recommend waiting for it to go on a sale if you are really determined.. Great game made by some friends of mine. Graphics are really well done and the atmosphere is really spooky and scary. Would recommend this for a challenge or if you love puzzles!. Although the tutorial is lacking a bit, it is early access and I am thoroughly enjoying this game thus far. It's fun, relaxing and infinite. I really hope it keeps getting updated as I could see this game becoming very addicting!. A CRAPPY arcade RIPOFF thats all i gotta say!

NOT RECOMMENDED love the burrito master!!!. Short, cute and funny. Looking forward to more games in this series.. This is and always will be my favorite game on pc. I think I uninstalled it like three times before I learned the management system

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but there really is nothing like it. One game germany wins and you're holding out as Australia, the last free country as the axis bear down on you. The next game with the exact same settings you watch in awe a Canada intervenes in WW2 early and defeats germany and italy and becomes a superpower by 1955. I love this game.



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so scary! so good! love everything about this game ! make more episode! thank you! i finished it also. I gotta say this is one of the most fun VR shooters out there. I like that they decided to go a campaign route instead of PVP first and each of the missions are pretty big and open. grabbing attachments for guns is really neat and they are easy to attach/detach and they have plenty of weapons to choose from. there isnt a whole lot of content right now but it is EA and the devs do plan on adding more missions and a pvpve mode eventually. I still think it was worth the price I paid and I bought it when it first came out with only 4 missions!. Just gonna put it out there. The Trap, Trinket and Weapon are all just amazing, but the maps. The first one is Okay, But the other two. Especially the second map. It's the worst and hardest map in Orcs Must Die 2. I have never struggled this much to get a perfect 5 skull score before on Nightmare. It's so trash. Just the combination of Elemental Ogres starting so early, and mountain troll, and the \u2665\u2665\u2665\u2665\u2665\u2665\u2665 of fliers of every type, and mostly Frostbat. There is no doubt that this is the worst map in the entire game and DLCs.

Most maps if I have failed them, I have just retried max a few times. And the reason I might have failed it is because of the Par Time. But this one throws so many strong and annoying enemies at you that it's extremely hard to defend the rift.. I had finished the game in PS2 since i was in high school. Great story and pretty good leveling system and many other features implemented in the game. This port is awesome since they balanced out some of the monster in the series and a slight improvement on the graphics.

Currently starting it all again from the 1st volume to reminisce my childhood nostalgia and the story. Some reviews stated that they hate the main character and i am agree with it. But as you go along with the story, the character development is good and you will more likely to enjoy the story at the mid game of vol.1. Nevertheless, good stuff and i recommend to buy it when there's a discount for this game.. Has a certain charm most games of the genre just miss. Plays excellent, pleasing music, beautiful artwork and I love me some Black Jack. Beheading an enemy is satisfying just don't accidentally take your girl's head off.. awful. if you are interested in this, don't. get the previous one, 'life with horses'.. Lovingly crafted but shallow as a puddle.

I may be spoiled by such masterpieces as Ace Attorney series and Ghost Trick but I am used to cases having "introduction, seemingly unrelated cases, plot thickens, climatic resolution" routine. There is none of that here. Cases are both (way) too short and mostly unrelated. As a result most of the characters have like 4 lines.

I have read Ace Attorney fanfiction with better writing than this game. Consider this:

"Does nothing in this world makes sense anymore?" asked the judge. "The defense has thrown suspicion on the defendant again, the prosecution has been trying to get the defendant declared innocent, and the witness is in despair about not being found guilty! What is wrong with this place?"  
There is nothing on this level in this game.

Also, puzzles are too kiddy (and rehashed from other games to boot) while references are definitely adultish.

I can't fault the game's artstyle, music and overall direction. But it's just not deep enough.. Very limited gameplay. Very easy and repetitive. It's too bad because the art is interesting. But overall, sub-par with any other game of its genre. In addition, my game controller (Logitech F320) doesn't work with it, so I have o play with my keyboard.

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