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About This Game

Choose Wisely

The core of Varius is simple: match colors or die. You must change the color of your shuttle's shields to match the color of the projectile to deflect it.

Features 3 Game Modes

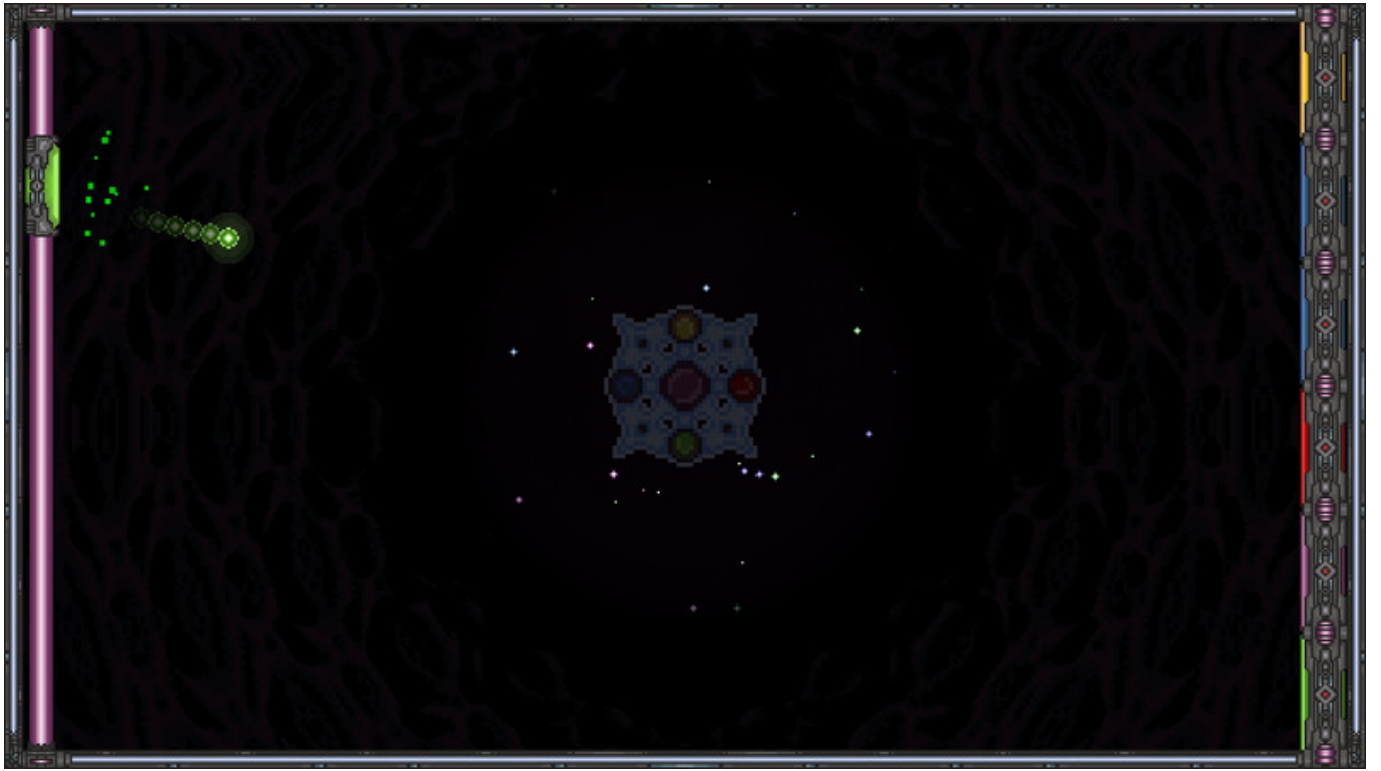
- **Survive:** Death is always imminent as you volley an accelerating projectile. Good luck, as you attempt to fight off your inevitable end.
- **Shatter:** Deflect the projectile to destroy the bricks. Colored bricks will change the color of the projectile, while special bricks add to the chaos. Lasers, explosions, freezing, even gravity changing and being left in the darkness.
- **Sequence:** You are given a sequence of colors, which grows every round that you progress. The projectile's color will be hidden, so it is up to you to remember the sequence or be destroyed.

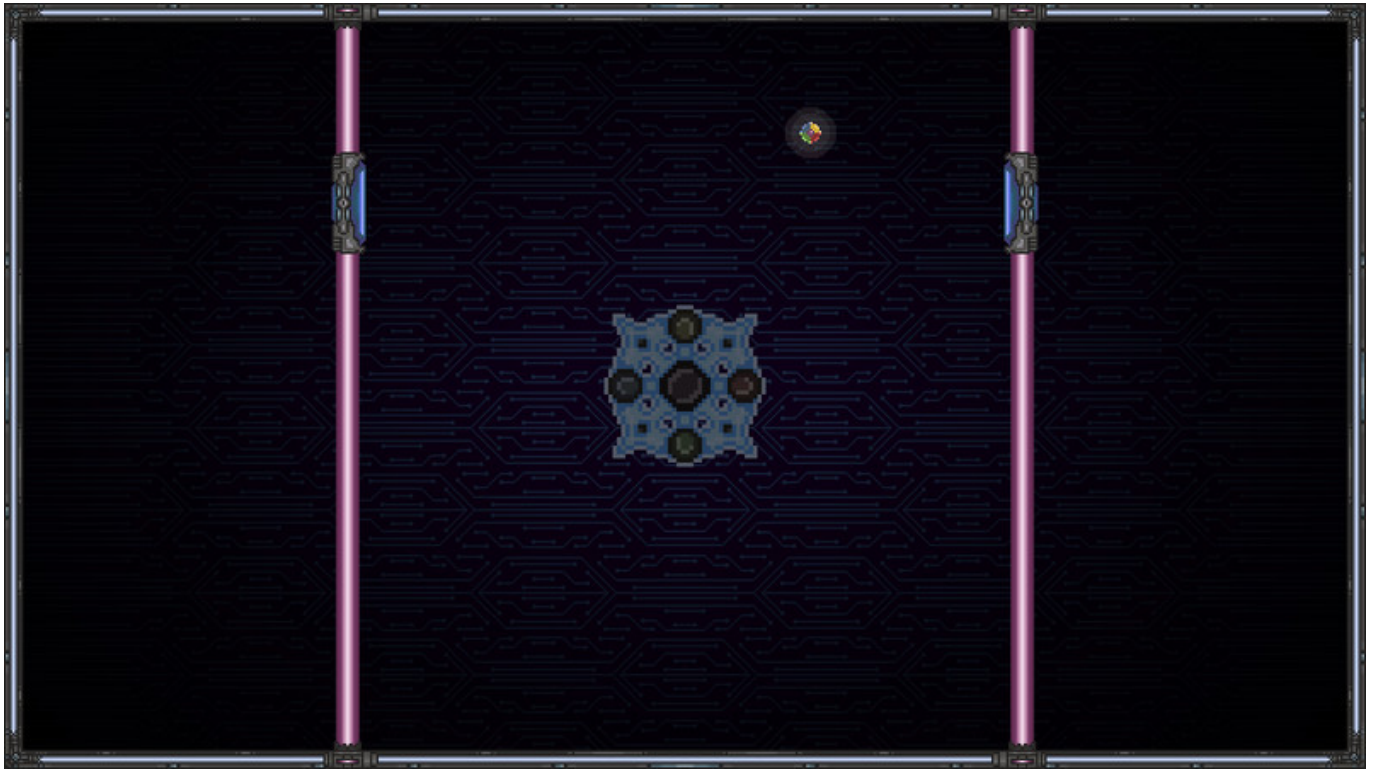
Title: Varius
Genre: Casual, Indie
Developer:
Fish Tank Studio
Publisher:
Fish Tank Studio
Release Date: 1 Jun, 2018

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English







ACTUALLY THE DARK SOULS OF Pong !

Anyways, nice chill, but challenging game. I use it to play in between que times for other games. Also the current price of 1,59 is really worth it. BIASED - my pals made this

But it's actually very good, and a really good price. A fun amalgamation of popular 80s games with beautiful art.

Worth, would recommend.. Love the additional complexity of the color matching. Makes it a challenge while being a still being a simple concept for a casual gamer. The shatter game mode is really fun and addictive and I'm looking forward playing around more in the sequence mode.. Pong in 2018 LUL. No "campaign/story mode".

It's three mini-games:

A time based one which increases difficulty the longer it goes (with no blocks)

A 'Simon Says' style one (with no blocks)

A random block layout (with only one life)

And there's no mouse controls (though that may be a challenge considering the color swapping).

This game is really good for the price! You get three modes that are well thought out. The game gets progressively harder as you go making it enjoyable to see how far you can get. I think an addition of a leaderboard would be a lot of fun on a competitive standpoint.

I think the overall game was nicely thought out with the menu, graphics and music.

If you like pong and/or Simon Says I would definitely recommend giving it a try. This game is a neat combination of brick breaker and Simon. At first glance it seems easy, but seconds in it gets tougher and tougher at a rapid pace. Great game to fill some small amount of time, or to obsess over high scores.

At the current version (1.01), there's a few improvements that are needed to add some clarity and some simple color blind friendliness but from what I understand, the dev is already working on that. So far, Varius is an excellent game for 2 bucks.

I do wish there were online leaderboards to compare your scores with other people, and I do wish there was multiplayer. The main idea of Varius, essentially Pong on steroids, is pretty neat. Using the buttons on the controller to change the color of the bouncer to match the projectile actively makes you think as you play. Shatter is pretty tough and reaction based, while Survive gets you used to the control scheme, and Sequence is basically Simon Says. I'm a huge fan of Sequence!

The music itself was pretty good, I enjoyed the spacey-electronic music playing in the background. There wasn't a real banger that stood out to me amongst it, but all in all it fits the game and doesn't get in the way.

I appreciate the large amount of achievements, some of them very difficult to get, it certainly helps with wanting to come back to the game. There are a couple of things that did bother me, however.

1. The shattering sound effect for the purple projectile breaking the bouncer seems extremely out of place to me. It sounds like a bitcrushed version of real glass shattering, instead of something like the projectile bouncing which is clean and very much gives the projectile a 'bouncy' feel.
2. The menu after you finish a level. When you receive achievements, the menu doesn't have a different feel to it, if that makes sense. I was very confused why my controller stopped working after I finished the first level, and that's when I realized that the achievements were being shown in tiny text at the top of the menu, with a Continue button instead of a Retry button. I would try to make it more clear that it is a separate menu before you can press the Retry or Quit button.

These are minor things compared to the overall product, the game itself is fun, it's quick to get back into another round, it's just too bad that there are only 3 game modes to play.

If I had to give it a score, 7/10. Pong in 2018 OMEGALUL. This game offers three modes of gameplay, very challenging modes, and a high replay value for a very low asking price!

Check out my "First Play on Launch Day!" first impressions gameplay and review right HERE:

https://www.youtube.com/watch?v=6Np_LhevmOk&feature=youtu.be

[I gave this game a 90% score and it earns a high recommend from myself. It is definitely a nice little 'diamond in the rough' and is nicely priced!](#)

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