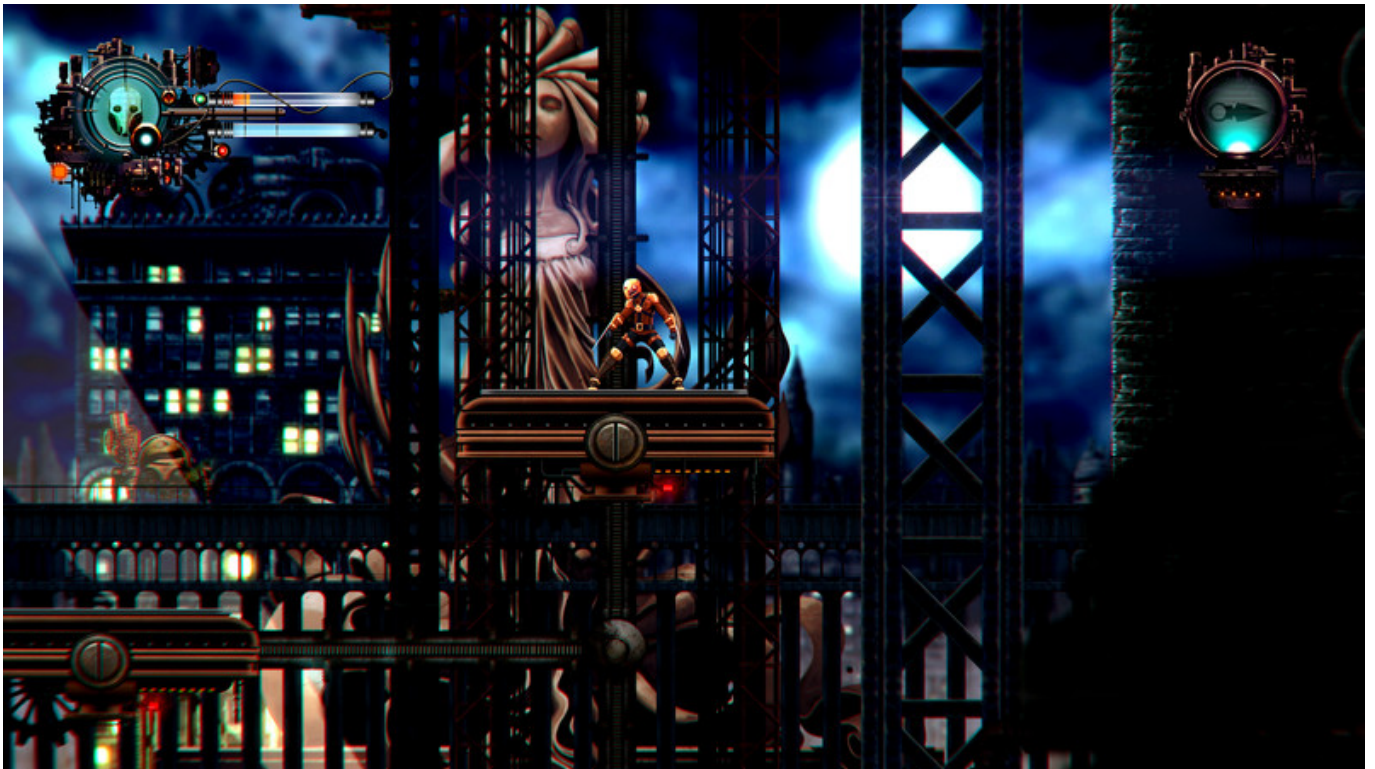


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ToaZZle Download] [addons]



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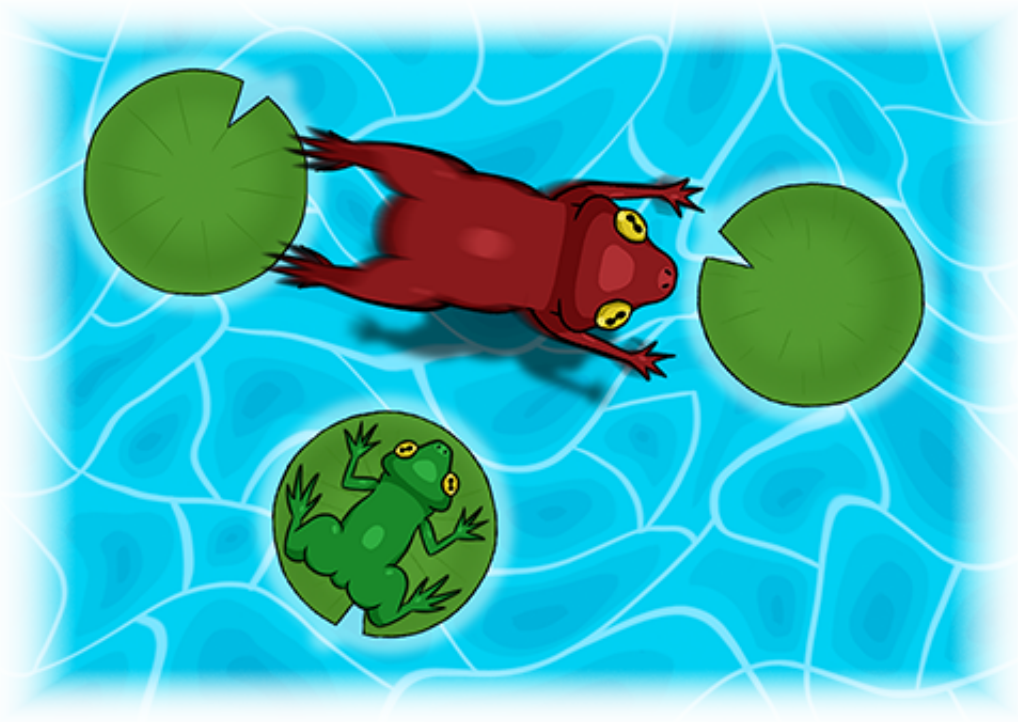
## About This Game



In the game **ToaZZle** You have to go through 40 interesting levels of puzzle,  
which would leave only the red frog on a water lilies.  
Jump from water lilies to water lilies as fast and deftly as you can,  
trying not to get into the pond, but pushing others there!



Sounds simple, doesn't it? It's easy to check.  
Start **ToaZZle** right now and start passing levels  
as fast as possible to get 3 stars and achievements!



Show everyone who is the king of the pond!

- Peculiar properties:**
- Beautiful graphics
  - Challenging and interesting levels
  - Pleasant soundtrack
  - Achievements

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Title: ToaZZle  
Genre: Adventure, Casual, Indie, Sports, Strategy  
Developer:  
BUG-Studio  
Publisher:  
OraMonkey  
Release Date: 20 Mar, 2018

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel Atom

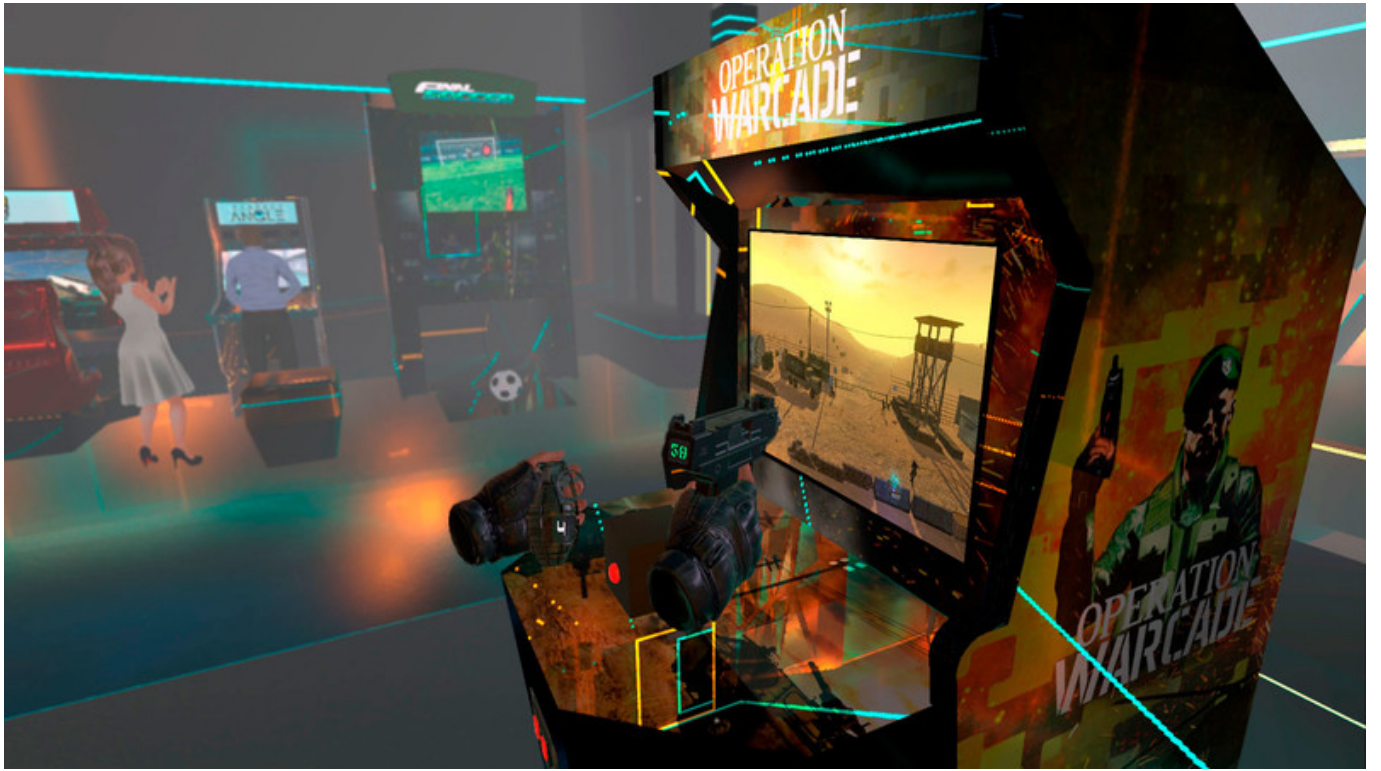
**Memory:** 128 MB RAM

**Storage:** 500 MB available space

English,Russian







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it is a bad game it does not load on windows xp the tutorial works but when i press new game it crashes my game. Budget military shooter. Sp, co-op, lan, mp. Starts a little slow, but improves and the maps become more interesting. It's really not bad at all; I'm enjoying it and will probably replay it. You can turn off notifications (aka hand-holding), mini-maps, enemy placements etc. Vehicle combat with tanks, heli's, drones and others.. Very lackluster. Dead servers, no tutorial, no real notifications to help you along. Oh, and zero voice acting.

EA is one thing, this is just awful.. super fun game, i love it. i am just being stuck on the last green door on attempt to get all silver trophies for the card. no green key has spawned in i have killed all enemies and i have too much precious loot on me to try and start over the run because i didnt level up my recycling skill at all.. One of the best DLC packs I've ever seen for a game. Awesome extra campaign for Sleeping Dogs!. Damn you George, you are full of prejudice toward italians, I didn't expect that :( Jokes apart, another meh game of the series.

Controls are like the previous one, but you can use the mouse too now, which makes things even worse to control. so many times I happened to bump a wall, just because I wasn't facing an item the right way.

This one's story is also worse than the other. It goes well for the start, but ends with a big plot issue (what happens in the end? Did we really win? what happened next?) Also, again those damn stealh and boxes riddles.

As the previous one, buy only if fan of the series. a game that's neither special in any way nor hard to play & complete. but it's casual and relaxing.

perfect for a lazy sunday.

get it while it's on sale and you'll be fine.. Ah, yes. A turn-based, hexagon grid, strategy RPG! Shadow Magic is the one you want as it has all the latest and greatest units.

Where to start? Well, if you love Kings Bounty and Heroes of Might and Magic and even Civilization games then this game is right up your alley! It has TONS of factions to play as, tons of spells to learn and research, and tons of interesting map objects to claim and interact with.

The combat is based around heroes and the troops they bring into battle and is a turn-based affair. Its simple but deep enough to hit all the right places for fans of such combat systems. As heroes level up they gain new spells and stats and even the normal units and power up through 3 ranks of veterancy.

And I can't finish this without mentioning the magic system which is crazy important. You have in-combat spells like lightning bolt and then "world" spells that can do everything from turning a swampland into a grassland paradise to summoning a storm of fire over an enemies town!. Accidentally clicked play.

Gaben refuses to refund time lost...

10/10



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Edit^3 : ONLINE MULTIPLAYER AND CONTROLLER SUPPORT ADDED, even though "how to play" instructions for controllers are missing right now, but if you know which buttons to press, it is a blast to play it with controller (see below for hints).

--Edit: If you are trying the game to decide if asking for refund in the first two hours, DON'T judge the game only by the first campaign levels!!!

--Most features and mechanics gets introduced later in the campaign. The morale system is introduced at level 11, forges at level 14, the possibility to transform buildings only at level 17.

--IF you want to judge the game fast take a look at the "how to play" section where mechanics are well explained and, maybe, try them immediatly in a skirmish map (even tho campaign does a better job by introducing them step by step, just maybe you'll need more than 2 hours...)

--In my experience, I've NEVER found any game similar to this that has the same strategic depth (from Galcon to Euforia to any other free flash game on the net or android and apple stores), that in comparison always felt boring to me.

This game is a pearl.

Easy to get in, but a lot of strategy and fast-thinking involved at high levels.

How it works: is a simple, fast paced RTS game with 2D cartoonish graphics. All happen in a single screen, where 2 to 4 factions fight over the control of all buildings (conquest mode) or key buildings (king of the hill and domination modes).

A match last an average of 3 minutes, but may be virtually infinite (i had 30 minutes long matches).

Controller commands: (Xbox V PS)

left stick: select building

RBVR1 (hold) + left stick: select target

B, A, X, Y (circle, X, square, triangle): send 25%-50%-75%-100% mushrooms

LBVL1 (hold): open upgrade panel

When in upgrade panel:

AVX: upgrade building

XV/Square: transform into house

YV/Triangle: transform into forge

BV/Circle: transform into tower

Double tap AVX: upgrade building. (same as LBVL1 (hold) + AVX). Nice, Light-hearted puzzle game. try to not be sad at the end\_

Worth my money. This game has been abandoned ages ago, don't bother with it..

<https://www.youtube.com/watch?v=aDisbCz7GyQ>. A 2004 title, well before CoH, this particular game wrote history by itself.

A RTS based on WWII, something that looked weird or difficult back then, given the fact we only had Strategy games like AoE, AoM, C&C etc.. Closest thing we had was the Commandos series. Captivating music, well looking graphics (for a game over a decade old), easy yet intriguing at its control, acceptable AI that make it look hard sometimes, nice scenery, a bit of historical accuracy, this game will make you press Esc and think your next move. You don't train men or gather resources, rather you manage small groups of soldiers and vehicles, knowing that every mistake counts. The nostalgia!

### **Regarding newer Windows versions**

I can't speak for Windows 7 or 8, but I run it perfectly on a Windows 10 clean installation, on a laptop, with maximum graphics. You just need to go find the game in your Steam folder, then find the soldiers.exe file, right click on it and select Properties. Then, in the Compatibility tab, check the box on Compatibility Mode and run it on Windows XP (Service Pack 2). This worked for me just fine.. i enjoyed the game . it has alot of bugs that needs work, like swimming instead of walking underwater. And would be nice to have some sort of quide on crafting. I cant figure out how to use work bench. or the totem is not clear for its purpose, i made it and thought i can somehow trade or earn a tribe on single player, back to the workbench where i get recipies? One thing, the pirates, man..... it would be fun to raid there stuff or get items of the pirate after a kill.. A fun spaceship shooter

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that keeps your reflexes sharp in hope of reaching that number one spot on the highscore board. The game has been receiving updates adding abilities to your ships and tweaking wave spawns keeping the game in line with its fast paced nature. Soundtrack definitely suits with electronic beats that sync with the in game background graphics making a immersive and hectic time trying to dodge and destroy. With co-op and pvp on the road map im pretty keen to see what this has in store for us.

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