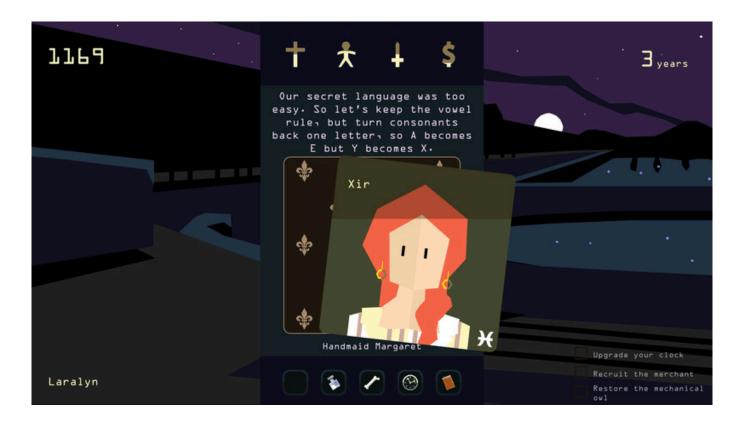
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# **About This Game**

## The BlobCats are after the DiceMice!

In BlobCat it's your job to protect the DiceMice!

Place arrows and guide the Dicemice to the Micehole! But beware, the naive BlobCats are rolling around (not quite at the speed of sound)! Solve over 90 different levels spanning over 5 worlds, each with a unique gameplay twist!



Let the battle begin!

You want more action? Then the Multiplayer is for you!

Up to four players try to save as many DiceMice as possible! Outsmart your opponents and send the BlobCats straight to your

enemies! Play with your friends **on the couch** or **go online** and battle the whole world! You can even do both!



# **Features:**

100 Puzzle
5 different worlds
Local and online multiplayer
Collect over 100 stickers
Dress your own mice

Title: BlobCat Genre: Casual, Indie, Strategy Developer: BySamb Publisher: BySamb Release Date: 31 Aug, 2017

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### Minimum:

Requires a 64-bit processor and operating system

OS: Windows XP SP2+

Memory: 1 GB RAM

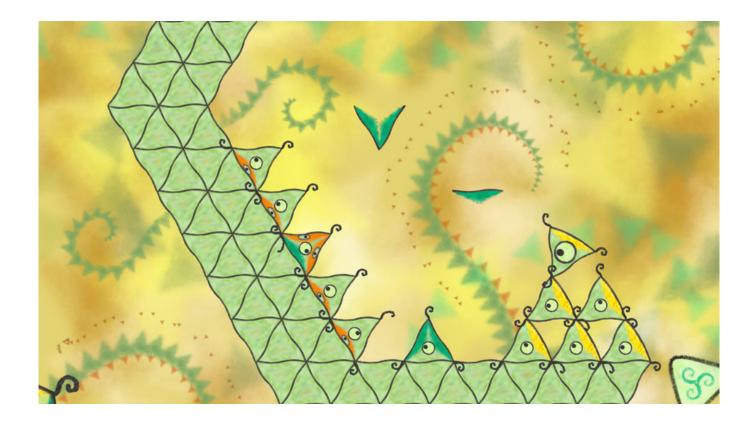
DirectX: Version 9.0

Storage: 500 MB available space

Additional Notes: DOES NOT SUPPORT 32BIT SYSTEMS

English,German,French,Japanese







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Exclient for making you feel like a detective as it gives you a lot of control over who you accuse and what avenues of investigation you go down.

Really quality point and click with fantastic artwork and tastefully subtle steampunk elements.

Looking forward to seeing what Francisco González does next!

. Buy this game. Even at full price it is 100% worth it. I liked it so much that I felt bad that I bought it on sale. I'm not being sarcastic, you need to buy this game. It is a breath of fresh air when compared to the usual romance games where everything is heavy handed, raunchy, or plain stupid. One of the best I have played. I have the icon on my desktop because I jump in so often to play routes. Creative stories, unique characters, good art, good music, MC is not a pushover and has personality, customizeable MC, no\u2665\u26

Possibly the best romance game now that I'm thinking about it. And there is barely any kissing or anything!! That is saying a lot. They actually get the romance and fuzzy feelings and relationship building done BY USING GOOD WRITING. The emotional parts actually have feeling to them because of the good writing. I have no play order to suggest other than the one the game developers have already put in place with the secret route needing to be played last. Every route is good and I think different people will get different things out of this game and like some more than others as a personal preference. Sometimes the route I play depends on my mood, but I have replayed all of the routes ever since buying this game. My runtime is not indicative of how long the whole game will take, but It is a good indicator of the high replay value.. good game better than CoC. Im usualy not a big fan of dualstick shmups but this deserves some words

Challenging gameplay, good learning curve, skills, dual stick (xbox360 work perfect) left stick steer right stick shoot switchable for left handers ,some classic gameplay like asteroids, gyruss mixed with new elements + skilltree, demands for more gametime here :)

The sound is also good, Tec/Beat/Effects

Gfx is good for this kind of game. I have not been this rage-addicted to a game since Super Monkey Ball on Gamecube. It's somehow found that magic balance of ONE MORE ROUND and pure frustration fuel. A solid puzzle game with a clever, dungeon-crawler feel.. fun little bowling game for when you want to fill the odd 15 mins

75/100. Fantastic game Even better meme Eh, quite a neat little adventure. Tried it for the "Art style", it made me remember how everyone was drawing back in the day when I was a kid. Went through the news section as well, seems the people working on it were normal everyday persons who put some effort and passion into this little project. A solid 10/10 would hang out with. Will buy the DLC whenever I'll have some spare change, it ain't easy in Eastern Europe.. anime tiddie. Dont buy this game. Ever. Don't be tempted by the "fan made project" tag, from what i can gather the only painkillers the fans involved in this project were familiar with are more than likely illegal to possess. The level design is farsical and much of the game looks like it was made by a stoned priest in an community editing program. Oh and for some reason, unbeknownst to mankind, the control key has been remapped to the shotguns primary fire as opposed to the melee weapons alt, which is 15x more useful. I was too busy being furious at the game to try and remap the key. I think i tried once and you cant change the weapons key map layout, which wouldn't be that much of a problem but the weapon order changes every  $\forall \forall \forall \forall$  ing game. Oh and the weapons are all pretty much the same as from the original painkiller (and by pretty much i mean exactly the  $\forall \forall \forall \forall$  ing same) only the weapon key mapping layout is different for some reason. If you buy this game, within literally 10 (to be continued).. You can have better football manager on your phone, like Top eleven.. Great wee game but doesent have much to it!

Look its a new game so im not going to be too harsh! The game is honestly good and I would recomend you to get it but now ill list the pro's and con's!

Pro's; -Its a 30 second download for bad internet1 -Fun and interesting! -Has little small quests to do! -Its (If im correct?) A 8 bit style!

Con's;

-Not much play time 30mins-1hour of gameplay at most
-Doesent have much of an explanation to where you are or why your in a building
-Verry confusing
-Zombies dont make much sense
-I have no idea how to get a better gun
-Ending (or when you die) again make no sense! :(
-Needs more levels!

Thats about it dev if your reading this the best thing you could try to do is add a storry line and get more levels in the game!

Any way great work!

-Justin Aka Turtle!. This game really surprised me, and I'm a bit saddened it hasn't been getting much attention at the time of writing. It's a first-person horror game with a PS1-style aesthetic to it which does some very unusual but interesting things.

You play as a postman in the 1950s who's just been hired to deliver mail to the residents of a recently built small town known as Little Vale. As you deliver mail to the residents of the town, you begin to find there's something seriously off about this place, and the strange nightmares that are plaguing you might be trying to show you something.

The game is cast over the series of a few days, and I think a big part of why it works is it just does so many unusual things... So there's some obvious Silent Hill inspiration, and I don't think any horror fan will think anything other than a game with a weird cult-like town with a big church in a game called Helltown has anything other than a cult within it, but the game definitely plays with these expectations and has far stranger things going on within it than I really expected, and goes in some really extreme and unusual directions that actually both managed to unnerve me and surprise me. The game has a lot of quirkiness to it in how it's designed which threw me off my game on several occasions, I don't really want to spoil any of it as I think it's best experienced blind but it's got some weird-edge going on and does several interesting and varied mechanical things you really might not see coming.

In the end it's just the quirkiness of this game which made me come to kind of love it. The aesthetics are pleasingly polygonal and low-quality enough to make you not always certain what you're looking at, but had some nice art direction. The town of

Little Vale is interesting enough to explore itself and all these little secrets to find. The story is predictable enough, but not what happens strictly especially in gameplay which caught me off-guard on several occasions. The game has four different endings, I got all four and frankly all four were worth getting with some surprises on each of their pathways, though each ending requires you to do some hidden things in the game to obtain.

I will say there might be some frustration to be had with a couple scenarios within the game itself. one bit in particular is more trial and error than not, but this honestly ends up being nothing a minor quibble due to a few things the game does end up doing with this. It didn't ruin or damper my experience that much. There's some things I think could've been done better or things that could've been expanded on, but what here was still engaging in its own right.

This is a hard one to talk about without spoiling some of the neater stuff this game is doing beneath the surface, but just know if the idea of being a postman in a small explorable creepy community that goes deeper and stranger than you may expect interests you, I'd recommend this highly. I feel this one will stick with me, and I'm happy to have played it. I feel it might grow a cult audience (fittingly enough) if it manages to get any traction, and I dearly hope it does.. It's pretty fun to fly around. Not much else to do though.. So I read the other negative reviews, but I thought if the game was simple it might be a casual game timesoak for my young nieces and nephews when they visit, and at the price offered (on sale) I went for it.

I should have listened to the other reviews.

For me the game is boring. The same stuff level after level. However for my young nieces and nephews the game interface is too convoluted.

If you have nothing to live for and nothing to do with your time, then maybe this game is for you. Sleeping Dogs: Police Protection Pack is DLC for Sleeping Dogs which includes a repeatable mission, a new outfit, vehicle, and weapon. The mission involves a high speed chase where you shoot at cars which are chasing your vehicle. The vehicle and weapon are nice, while the outfit is a bit redundant compared to some other DLC. All in all, this is something for completionists, without much value to the normal player.

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