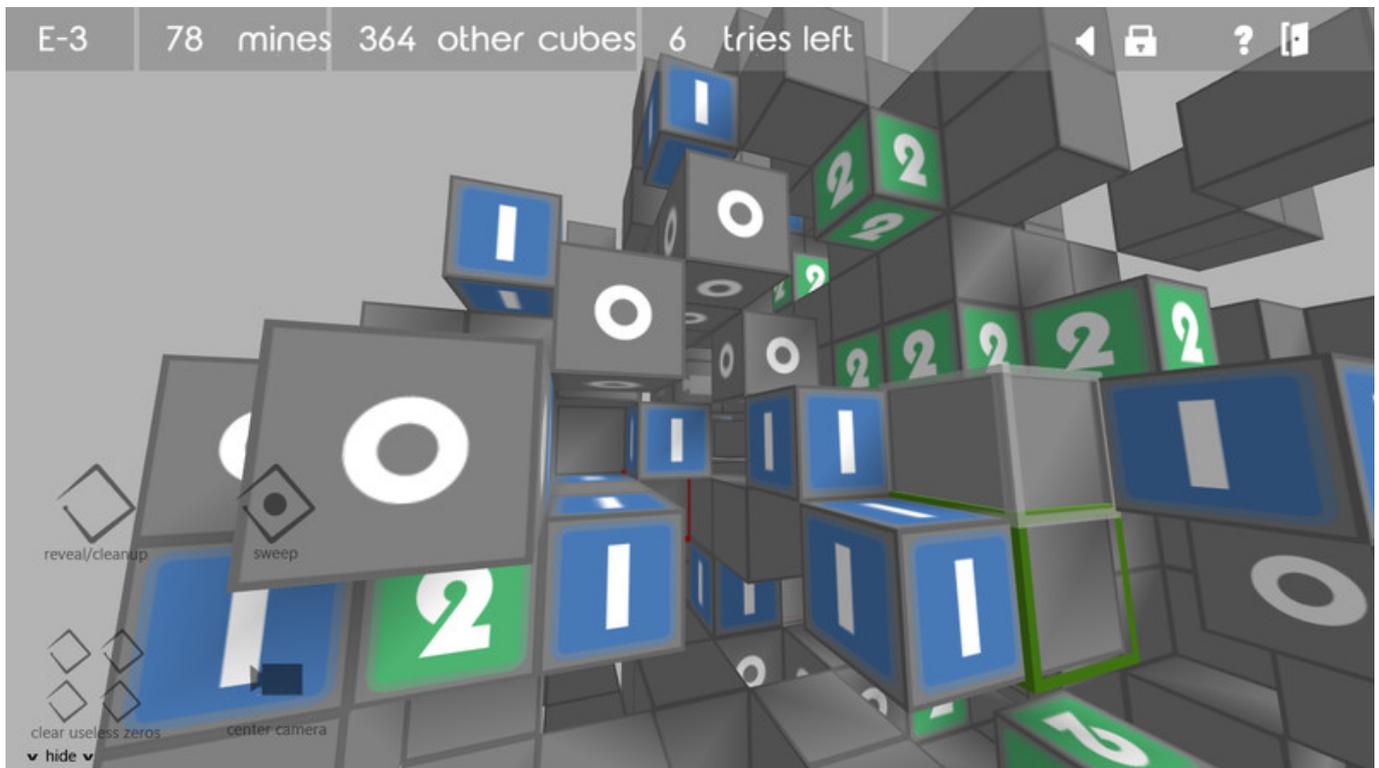

Asteroids Minesweeper Activation Code And Serial Number



Download ->>> <http://bit.ly/2NHTMa3>

About This Game

Asteroids Minesweeper is definitely not your typical old school minesweeper. We took the classic game and added some twists and turns that will challenge even the most knowledgeable of physics- based champions! You work as a teleworker at Abstract Space Industry Corp to mine asteroids... but things happen to go terribly wrong! Now you'll get to experience minesweeper in a whole new light; play in a three dimensional world with complex game changing rules. You'll get to discover new effects and abilities in order to trim an asteroid. But be careful, don't get lost while orientating in a full 3D environment of explosive mines!

Challenges include

- Tutorial levels
- Random-generated levels for infinite replayability
- Levels with a cubes vertical counter, for deeper cogitation on where the mines are located
- Levels with mines moving from a cube to another, for more challenge!
- Levels with matching/entangled cubes, which have the same state!

Other characteristics

-
- Designed to work on PC or on tablet alike, with several different and combinable ways to play: using buttons, picking cubes with the mouse/finger, or orientating a 3D cursor with a keyboard or a Xbox 360 joypad
 - *For hackers and programmers*: Fully moddable. The game is using an early new version of the Loving Cube Engine and as such can be modified by simply editing some Lua files
 - A scenario in which you work as a teleworker of Abstract Space Industry Corp to mine asteroids, until things go wrong...
 - A game made by one developer alone :)

Title: Asteroids Minesweeper
Genre: Casual, Indie
Developer:
Francois Braud (Volatile Dove)
Publisher:
Francois Braud (Volatile Dove)
Release Date: 8 Jul, 2016

b4d347fde0

Minimum:

OS: Windows Vista and later

Processor: 1 Ghz

Memory: 2 GB RAM

Graphics: Any graphic card with dedicated memory (with support of OpenGL or DirectX11)

Storage: 200 MB available space

Additional Notes: 1024x720px minimal screen and Windows resolution

English

A-1

1 mine

2 other cubes

5 tries left



You should have revealed the number "1".

This means that in all adjacent cubes in all directions, there is one mine which must be swept.

It's not in the bottom cube, which is already revealed. So it's in the upper one.



reveal/cleanup



sweep



clear useless zeros

▼ hide ▼



center camera

Set A - Deterministics asteroids

A-1

Tutorial 1/2

A-2

Tutorial 2/2

A-3

Small sphere

A-4

Medium sphere

A-5

Medium cube

Set B - Stochastics asteroids

B-1

Small cube

B-2

Small sphere

B-3

Medium dense sphere

B-4

Medium hollow cube

Set C - Stochastics asteroids with vertical detector

C-1

Medium sphere

C-2

Medium cube

C-3

Large sphere

Set D - Stochastics asteroids with moving mines

D-1

Medium sphere

D-2

Large dense sphere

D-3

Large cube

Set E - Stochastics asteroids with matching cages

E-1

Medium cube

E-2

Medium sphere

E-3

Large dense sphere

End of contract

End of contract

Custom levels menu

Options/quit

Options and themes menu

Quit game

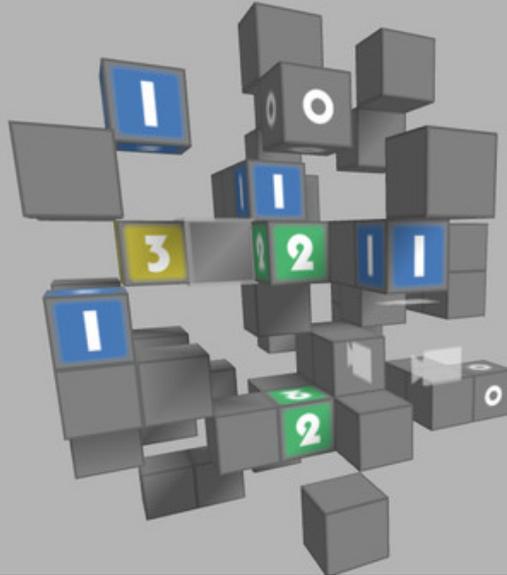
Cubes mined so far: 0
Money earned: \$0

Keyboard layout: French (France)

17 mines

40 other cubes

4 tries left



asteroids minesweeper

I never thought I'd say something like this... This game is horribly underpriced! Price set at 0,99 \u20ac/\\$/whatever places this game in the same price tier with shameless Plants vs. Zombies rip-off and some other terrible games I won't mention here. This makes it easy to overlook this little gem. It's exactly what description says - minesweeper in 3D with few twists here and there. So if you're minesweeper fan, most likely you'll enjoy this game.. Real fun and mindbending game since im used to the 2d minesweeper not 3d minesweeper. I personally love minesweeper and I am almost always ready to try out variations in minesweeper. I would say that this version is by far, THE BEST! I could play the conventional minesweeper without having to think at all but this one needs more attention. I would definitely recommend this game.

It takes a while to get a hang of it- especially toggling between reveal and sweep mode, and the camera. But since there is an option to place the camera on any tile, I change the position on the camera often. (However, that might be the difficulty since I do not have a touch screen.)

I was not sure if I would enjoy it when I bought the game but now I am glad I did.. You get what you are advertised, a 3D minesweeper. Thats really all there is to say, and that said, its good imo. I do have a couple of complaints. You cannot mark bombs which is annoying, although this increases the difficulty its still very irritating above all. I beat the first level, but the game did not realize i beat it. So i am basically stuck on the first level even though i beat it. Fix this and easy profit.. Why ON EARTH is this game so cheap?!!

That's not a comment I make often, but if you enjoy a casual Minesweeper game (whether it's the original or more advanced variants such as the equally marvellous Hexcells series), then you'll enjoy this.

You're presented with shape masses made of cubes. Some of those cubes contain explosive material (the 'mines') which you need to identify and pick off. The same principles as Minesweeper apply: the number on the cube indicates how many mines are in adjacent cubes (and the contact can be cube faces, their edges or even just corner to corner), so if you unveil a cube with ZERO on it, every other cube that makes ANY kind of physical contact with that cube is safe to unveil. The unique style of THIS game (besides its 3D) is that when you've identified where an explosive cube is located, you can remove it, after which all surrounding 'clue' cube numbers drop by one to reflect its removal, further helping you to solve the remainder of the puzzle.

It's both fun AND tricky at the same time. Getting used to Minesweeper in a 3D space takes some adjustment, and I found the mouse controls a little clunky at first when trying to navigate around my mass of cubes. This is a game that seems to have been designed for tablet8\phone first which might explain this to a degree, but once familiar with the various clicks and how to switch viewing angles easily) it became a joy to play.

Quite honestly, this is the best \u00a30.71 fun I've had in ages. Yep, that's right: an enjoyable game that costs less than most postage stamps, is the third of the price of a Starbucks coffee or McD burger. Honestly, the devs should really consider a Hexcells indie price because it is worth that.. When I saw a Minesweeper game on my recommendation, I was instantly thrilled. Minesweeper's gotta be my main time-killer puzzle game. Plus, it's cheap. The mix of a 3D element and new mechanics made the game definitely worth buying. The messages, though. XD

Oh, and I'm glad that they made an update that allows you to reset the game when it had the template levels and got you still "earning money", because I had to delete it in order to grab the Ethics Fail achievement. Props to them.

If you have some time and money to kill, give this game a go. The music can bore you, but it's that calming pace that makes the game enjoyable.. If you like Minesweeper and wanna try it in 3D, it's probably your best option. Plays really well.

The camera can be confusing at times, but that is probably in the nature of the whole concept.

The game also introduces new ideas over time, which is also nice and mixes it up a bit.

For the low price, definitely a game to recommend!. Interesting experiment of minesweeper, cash in some of those trading cards and check it out.

The idea behind this game is cool, the execution is not. The devs should have stuck to the tried and true Minesweeper methods such as flagging suspect cells. Also, the camera and its controls are annoying. Additionally, you will occasionally have to take a guess which is uncool, although admittedly, that was also a negative for the original Minesweeper. The worst thing is that it's buggy. Mine bugged out on the very first tier. On A-5 which is the final level for the tier, I got down to the last two mines and then all the cells disappeared, playing with the camera and clicking all over the place did nothing. I can forgive other drawbacks but a game breaking bug like this is inexcusable.. Buggy, couldn't make it past tutorial because the mouse clicks didn't register. No help provided by game dev.. Time for a change of mind, we go 3D!

For its price its a real fun game, to do in your spare time or so.
I recommend it because of the gameplay and its price. Minesweeper in 3D.

Achievements are simple and straightforward, save for the final ending achievement. 100% in less than 5 hours.

The game plays like minesweeper, but in 3D, and adds a few more mechanics as you progress. Things such as flags of how many mines exist in a column, or color-matching frames to indicate the same type of block (mine or no mine) add some flavor. Best of all, there is complete replayability in the game, since you can customize random levels that utilize certain aspects.

My favorite option to use in a random game is the shifting of cubes: it effectively shuffles unrevealed cubes around by one block every few turns. However, this appears to NOT work in conjunction with the color-matching frames option, so BEWARE!. The game was quite fun for me and its nice to train logical thinking and 3 dimensional orientation. Especially the music was nice and "chilling". So the game itself gets a positive rating. What I rate it negative for is the forced online mode. You can only play as long as Steam is in online mode. I have seen this nowhere mentioned. I prefer to play with Steam in offline mode. And I also don't see a reason why this must be online. Thus a thumbs down for bad communication and a "useless" feature.. Loving the idea of this 3D minesweeper, truly! Two points to be mentioned though:

1. It seems that I cannot use the "RVT+right click" to eliminate the "0" cubes even in a row smoothly. They are always erased too much like deep to another layer or just stuck in halfway, maybe still several left to be clicked again. It would be nice to have a check mark function with shortcut keys or a dragging function for an easier elimination of all the tagged cubes simultaneously (different from "C+right click" for the adjacent cubes detected for no mines).
2. Who else is confused as me about this stochastic\random machanics for the begining of each game from the section B? Sometimes I get not even a digital clue in a discrete model, and sometimes up to 5 figures (usually "1"or"2") but all seperately on the surface of a cuboid. Not always do I know where to start with +_+ or maybe I'm just too stupid...
ps,sorry for the bad English, hoping I have expressed the meaning quite well.

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