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## Weebish Mines Download With License Key



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### About This Game

"Once upon a time, there was a family of 4 who lived in a log cabin by the mines. Everything was cool. But one day somebody left the door open and all their pets ran away! This is the story of how they got them back."

Weebish Mines is a kind of spiritual successor to "Legacy of the Wizard", my favorite NES game from a million years ago. Help the family search the giant underground mines in ye ol' Metroidvania fashion for their missing pets. Use gems to fuel special items like pickaxes, guns, oxygen tanks, keys, and bombs.

Don't get STATUE-IZED or it's game over, man! Game over!

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Title: Weebish Mines  
Genre: Adventure, Indie  
Developer:  
DXF Games  
Publisher:  
DXF Games  
Release Date: 20 Apr, 2017

a09c17d780

English



You hear a dog barking in the distance.

# Go!



Ants consumed 485 food  
Your nest can't hold all the food you found. Increase your nest size

Day 8: Jun 1

100°F



Grandpa Ant says lots of parties and food can be found in the park!



You see beautiful fireflies in the area.



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weebish mines

The best DLC on steam for train simulator made so far, complex enough to be a pleasure to drive, especially with PZB enabled and the HUD turned off. This is the yardstick to which all DLC should be measured

Pros:

Physics that will make you moist, (if you like rocket trains you will hate this) the 101 feels like you are at the controls  
Close to perfect in cab sounds, including authentic sounding, warnings, and responses. this really adds to immersion  
Comprehensive controls that are easy to pick up, really makes you feel like you are driving the train.  
The only DLC with near perfect braking curves when using LZB

Cons:

Limited selection of TAV enabled coaching stock bundled, a Sturwagen would have been nice ... adding non TAV enabled coaches prevents TAV from working.

The bundled scenarios are for a route that does not take advantage of the capabilities of this DLC, for example no neutral sections and no LZB. to get the best from this DLC you will need to make your own scenarios.. this game messed with me on a really deep level. i didn't expect to be susceptible to it this much as i like to play games of this kind, who knows maybe i've changed or this game is special. i loved every single deeply flawed character and i want Charlotte to get the happiness she deserves, so i'm looking forward to playing EP3 (after a much needed break)

Overall this game has a really pretty aesthetic and nice symbolism, emotional story, the puzzles are easy but don't i find it a bother since this game is more focused on the story and so am i,,,,, anyways even if you have no money palyed EP1 at least bc this game really deserves more attention.. Great concept art emotional scenes but i hate this saving system.... Refunded after an hour. Can't believe I waited half a year for this game...

My first 15 minutes was like "OH YEA THIS IS GONNA BE GREAT". Then I realized that was 90% of the game mechanics shown in that time. Tons of potential but just no where close to want to keep playing It.

If you want to build a truck or car, head on over to CMS18, trust me.

. Wow, another tower defense game. I love these games! And it has an ocean theme, which is different that most. This game has to be good, right? WRONG! I think I fell asleep playing that last level. I made it through the first campaign, after what seemed like years of my life. Everything is so repetitive, from the towers, the boards, even the music is the same five notes played over and over and over again. You can't see the icons for the tower bonuses, so it's all pretty much guesswork. There's no variety in towers either. There are 4 basic types, whic will upgrade three times, with the last one being a "special" tower. While this is common in most TD games, at least the highest iteration has some kind of effect on the game. Not so here. Even for the hardcore TD gamer, this one is a snoozefest.

9/10 Would pass out again. 1 LIKE = 1 HAIL SATAN. Excellent Top-Down Racer!

For those who remember the old days, I'm a fan of Supercars 1 and 2 on Amiga (yeah, like 30 years ago) and its the best game of the genre that I've played since and I've played a lot of them. Good driving, good physics, beautiful graphics, this game absolutely deserves more audience! buy now and join!. Game is confusing and buggy. Tutorial didn't load until i tried to quit the game. After trying to quit again, it loaded its store page in full screen, and I had to force it to close..

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Ebony Spire: Heresy is a throwback to the old days of computer games, for me it brings back memories to my Amiga 500 days, used to play Eye of the Beholder for hours on end and never grow bored.

This game has a lot of that feeling, each level has it's own progression in form of new environments and monsters and of course items! The character does not progress in levels, but by getting more powerfull items as he climbs the tower.

This makes the game perfect for a quick playthrough, I actually like the fact that the game only have 10 levels, you can feel the end goal from the start, the levels are quite big, but it's not hard to find the stairs to the next level, so you can either continue to explore the current level in hope to get a kick\u2665\u2665\u2665\u2665\u2665spell book or take your chances with the creatures lurking above.

I managed to get to level 7 on my first playthrough, and it was a blast to see the diversity in enemies throughout the levels.

So if you're like me and enjoy a stroll down memory lane, or just like to explore a new take on the rouge-like genre. I recommend you to test this game out!. If Rimworld was a back scratcher with a pearl handle and a silver rod, Rekindling would be a good stick with a nice wide end on it for itching. I'm not calling it a knock off by any means just very similar. You manager resources, plan and build a community while everything tries to kill you.

Here's the thing, so far it's fun if not as in depth as the previously mentioned game. It's Early Access though and I think it's a really good start. I enjoy playing it, have recommended it to friends. I'd say for the price point you cannot go wrong.. My rating is 5.5 / 10.

Advantages:

- \* Very casual driving style reminds me old Sega Rally;
- \* Amount and variety of tracks, locations, environment;
- \* A lot of vehicles to choose in several different classes;
- \* Nice weather and conditions effects (rain / night).

Disadvantages:

- \* Graphics could be more realistic and refined;
- \* CPU intelligence could have been better;
- \* Online mode is indigent / underdeveloped.. Okay, I've just reached world 2 and I think I've seen enough to give an honest review of this game.

Sink or Skim is a puzzle platformer with a difference. You platform across water and you need to use momentum and the water's currents and stone walls to skip your rock across from island to island. Note the 'difficult' tag on this game. Multiply that by the power of a thousand suns and you have a general idea of how monumentally difficult this game is. Let's break down the basics of gameplay:

1 - Rock-skipping: This involves rhythmic pressing of a button. I first attempted this game on keyboard and mouse. If you would like to break your mouse, feel free to use this method. However, swap over to controller and the process is marginally easier. Unfortunately it's difficult to tell if your rhythmic pressing is actually working or not. There's no particular beat to the pressing. Mash the button as hard as you like and your little stone will skip at a slowish pace. Slow down your pressing and it'll still move at that same pace. The only difference you'll notice is the tendonitis you'll develop in your thumb.

2 - Bouncing and Momentum: You've reached your first wall bounce. Note the way your rock is turning. You'll have a 50-50 chance of it not going the way you expect. Wall mazes/puzzles will require you to quickly change the direction of your stone skip. Oftentimes those direction changes will catch you off-guard. Why is your stone doing this? Why fly off every which way? Well, you've found the "puzzle" to the game. Guess the direction your stone will skip! You'll have countless hours of fun screaming at the monitor as your little rock skips off into oblivion. Enjoy a seemingly endless number of restarts as you try to find out the exact passage your little stone will like to take.

3 - Spinning: Have you tried spinning? It's a neat trick. With it you can spin around obstacles and control your movement for a limited time. But where's the fun in that? Nope, this is a once move only. Try and use it twice in a single run and you'll sink straight to the bottom. Also, if you play around with the controls at the start you'll notice you can do the spinning move pretty early. But let's keep that to ourselves and make you suff... I mean, ENJOY the first world without the knowledge of spinning!

Now that you know the basics, the goal of the game is to collect gold pieces. I have no idea what for but it's important. There is

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a basic, primal kind of satisfaction gained from playing this game. You'll feel a glorious sense of victory as you manage to travel from one island to another; the same kind of satisfaction, I imagine, a barbarian feels from slaughtering his enemies. Roar in accomplishment as you mightily skip.

I'm going to recommend this game because it's pretty, it sounds nice and someone put in a great deal of effort to make this. They were even kind enough to help me figure out how to play the game. They are a stand up guy. And, also, there are people out there that like this kind of thing. People who's favourite game is Marble Madness or Getting Over It. If you love those kinds of games, then boy howdy, is Sink or Skim the perfect game for you.. Max Payne's ugly little brother no one knows from 2006 is now available on steam! Do you need this game? If you completed the Max Payne Trilogy, yes. If not, play the New York Cop shootouts first and then enjoy this B-Movie Max Payne.

You play as Victor Corbet, a DEA Special Agent that is being sent to southamerica to fight against a drug cartel. The cops down there don't like you at first, they give you the name matador, you shoot a lot of bad guys, a few traitors are also in the "plot", the game is straight forward (like Max Payne 2, same Engine by the way) with a lot of stupid bad guys to kill.

Don't expect some revolutionary gameplay, smart AI or even a balanced difficulty.

This game got B-Movie written all over it, but that's not a bad thing actually. The game was pretty funny when I've played it over a friend's place in 2006 and it is still a fun game today.. The game does not work - I can not interact with the main menu. Buy the first game instead. Open Mic/Line-in is a gimmick, and the menus and gameplay aren't as well designed.

#### **Update #2:**

Hello again!

Yoritoshi brought it to my attention that upon pressing the F12 key to take a screenshot of the final credits screen (to capture the total time played) it triggered the "Ok, I'm all done with the game let's go to the title screen!" action.

So this has now been fixed.

For the inconvenience, I've also added 5 more achievements to the game which brings the total up to 27.

One of the achievements is to beat the game in under an hour.

Can you do it??. **Tell your friends!:**

May 19th is just around the corner..

<https://store.steampowered.com/app/853610/>

**. Mere days before release!:**

MERE, I say!

Weebish Mines will drop this Friday, April 21st for everyone. In addition to being a tough, old school Metroidvania it'll also be 20% off the already low retail price of \$2.99.

So what *can* you get instead of Weebish Mines this Friday?


- 2 McDonalds hashbrowns
- 3 donuts at Dunkin Donuts
- A few tubes of an acrylic paint set
- 1/3 cup of a small Starbucks anything



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If you could buy Weebish Mines 14 times for your friends, you could've also named a star at Star [Register.com](http://Register.com), but honestly that's the stupidest thing ever.

If you could buy Weebish Mines 169,583 times for your friends, you could have also bought a 2016 Lamborghini Aventador LP700-4, and then we'd all smack you.. **Achievements are coming!**:  
I plan on creating achievements for this starting tonight, to be added to the game shortly thereafter.


I wasn't really sure if people wanted them but I was wrong 

More to follow!. **DXF Games Insanity Bundle!**:

Hey everyone, I figured out how to set up a bundle for all 3 of my games up here as well as the soundtrack to Just a Cleric.

The bundle is 40% off the total retail value and includes:

- Just a Cleric: Scholar of the First Wuss
- Just a Cleric OST
- Equin: The Lantern
- Weebish Mines

The good thing about how this is set up is that you won't get charged for any of these you already own, and the 40% off is on TOP of any current sales going on with the individual games. 

<http://store.steampowered.com/bundle/3314>


Thank you fo your continued support!!. **It's a Weebish Mines update!?:**

Hey!

I was pretty busy working on my Equin: The Lantern stuff however I had some time tonight and worked in some nice little things for Weebish Mines as well.

Shoulder Button Support. **Ladder Bug- Fixed!**:

The recent not recommended review of Weebish Mines mentioned there was a ladder bug where placing a ladder down next to a door got the guys stuck. Since I'd never heard of this before I asked for more info and then tried it myself and it's true: If you tried to place a ladder down while standing almost on top of any door this would happen.

It's funny what thousands of hours testing can miss sometimes. 

Luckily I was able to fix this issue in about 5 minutes, which has now been rolled out to you guys. If only all problems could be solved so fast!

So remember, if you have any problems it's always better to let me know first as I'm not your typical dev and will try to address problems quickly and work with you.

Thanks, and enjoy!

<http://steamcommunity.com/sharedfiles/filedetails/?id=1208915807>

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