
Basketball Hoop Download For Pc [Torrent]



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About This Game

Basketball Hoop - Is a game in which the player needs to hit the basketball Hoop with a soccer ball! In this game you will not throw the ball and kick it! To get the ball into the basketball Hoop - you need to properly control the computer mouse! Because, to hit weaker-you need to keep the left mouse button pressed for a long time, and to stronger, then you need to quickly release the left mouse button. The game has 18 levels and each level will be a different position from where you will hit the ball.

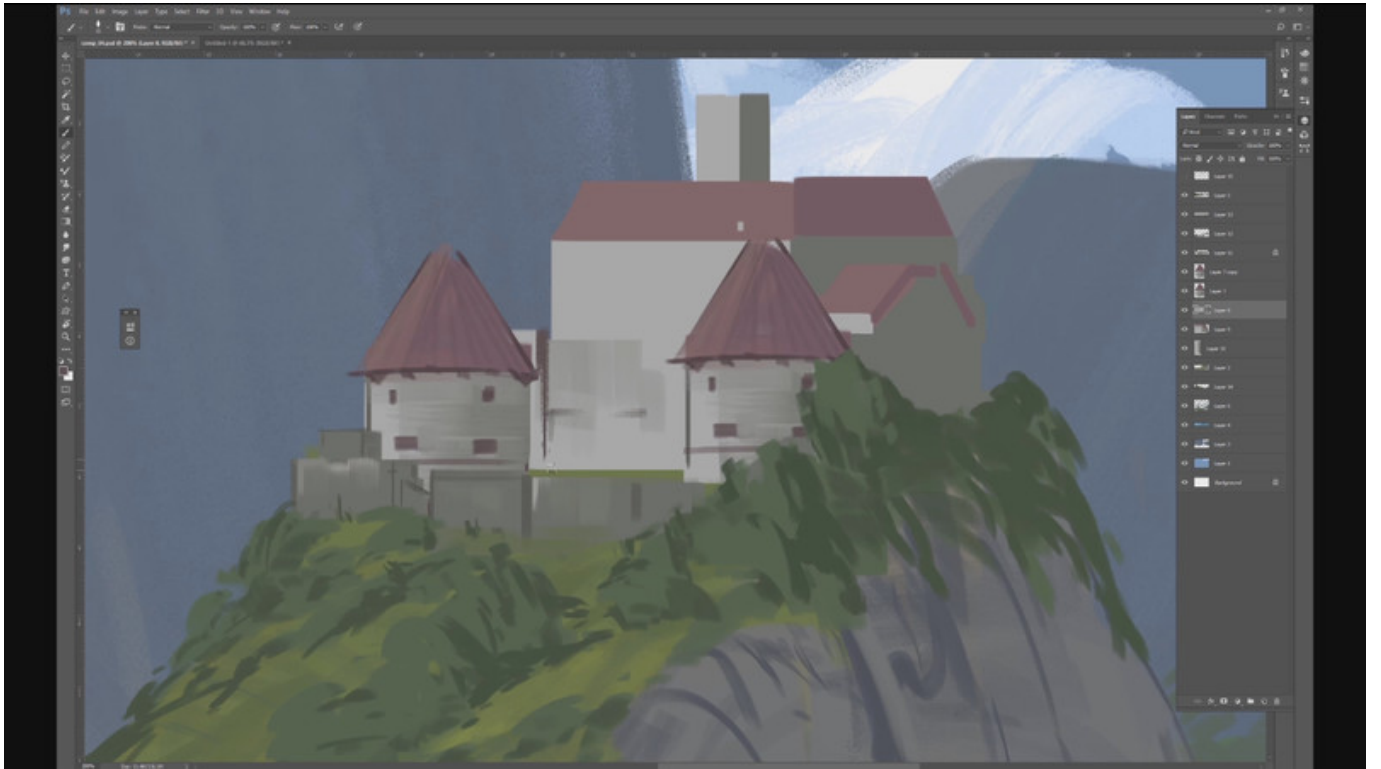
Key feature:

- 18 levels
- An unusual way to play with a basketball ring
- 18 achievements
- Realistic size of basketball court and basketball Board.

Title: Basketball Hoop
Genre: Indie
Developer:
Laush Dmitriy Sergeevich
Publisher:
Laush Studio
Release Date: 11 Aug, 2018

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English







Maybe first time will be confusing. Second time will feel a little more comfy. Third time you'll be getting into it. And you probably will like it.

This game concept is unique and unusual but it feels fun and challenging. The idea is to "grind" and "gravitate" planetoids to rise the volume and earn points. Each song and each time is different.

You can add your own mp3 files to the game and play with it. Split screen is fun as hell to play with friends while you listen to your fav music.

If you like odd music beat game gems, this is for you.. Yeeah! It's a really hardcore shooter) I'm died 5 times only in tutorial mission, and twice in main menu... in MAIN MENU!!! Ha ha - that's what I really need after work - few hours for simple hardcore bullet-hell tds. Nice. Simple but nice. Now waiting for full release.. Really good game. 10/10.. i like this game but sometimes can be rusty. This is crap and I demand satisfaction! Even though it was only a dollar, i'm sick of this The "gamez' if you could call it that consisted of walking around one room with two characters and attacks that don't do anything. NO thank you! Best to be avoided.. I bought this game because it was relatively cheap and appeared to be a horror game. What I received was a digital manga with one actual decision that only influenced the gameplay if you followed a convoluted and obscure path to a strange and pointless alternate ending. The actual ending is also strange and pointless. I attempted to conjure a storyline out of the game and failed. When I learned that there were secret items, I collected them all. The extra story that they gave me only confused me more. I enjoyed the music and the art but the writing was full of run-on sentences and flowery descriptions. It badly needed editing.

I like the idea of this game but it's a lot of ideas with nothing holding them together. It's a lot of horror tropes thrown into a hat. Also the ending made my soul leave my body and I'm horrified to read that other players were empathizing with the protagonist, who I hesitate to append the prefix pro- to in any way.

If you like games that seem deep but aren't, then this game is for you. If you want to play the Platonic Ideal of this game, play Doki Doki Literature Club. Or The Last Door, which I have never played but my roommate wants me to play.

I've had Steam for a long time and this is the first game I've ever reviewed. That's how much I didn't like it.

I've played for maybe 10 minutes.

Looks very good.

Plays well.

Sounds good.

The enemies are too aggressive during the tutorial stage. Dude is trying to tell me what to do and I can't concentrate on what he is saying because the enemies are climbing in and I have to keep killing them. It's also hard to kill them when the other NPC is standing in the way, so I can't see them all that well.

So currently I cannot survive long enough to hit the red bar. I will keep trying. I like this game so far.

The trailer that you can't skip is annoying though.. *Wandering Stars is a gem of a puzzle game that deserves far more attention than it has received. It takes a hard-to-intuit game mechanic (orbital mechanics) and finds all sorts of potential in it. An hour or two of play may be needed to gain an instinct for the movements (unless you're an astrophysicist who thinks about eccentricity and plane changes over your coffee), but this is a learning curve worth climbing. The nine chapters each introduce a new element, but the twists are generally simpler than the core orbital physics, so each comes a welcome change of pace, not as a return to square one. Within each chapter, the levels are intuitively sequenced in ascending difficulty, and the difference in difficulty between passing a level and perfecting that level is excellently calibrated.*

The graphics are beautiful. The scripted text is funny enough (usually), and even when it's a bit lame, it's brief. The only thing this game really lacks is a pause or slow-motion mode; some levels have so many moving bodies that it can be hard to mentally absorb everything important in real time. It's a tiny flaw in an otherwise impeccably developed game.. Sometimes I just sit in the tapes just to relax.

The soundtrack is killer.

Play it without much knowledge of it, it's much better that way.. I never really liked horror games, but SOMA is one of those games that transcends a genre. It's been a while since I've been truly fascinated by the story of a game and absolutely love how it ended. This game is something special and highly recommended. Days after completing it I was thinking about the story. Just brilliant.. I had a good time with this game. If you can get it and the Planetary Exploration "xpac" it does add some elements which are sorely lacking from the main game. As others note, it's not a strategy game, you will lose people and the random chance element does mean that you can do everything right and still lose everyone. Since I have to choose one or the other, I'll say "Recommend" but know what you're getting in for first.. wow, how can I say. It's a really nice work. I love this game.. Story is poor, kinda put together for lame puzzles. Many of the puzzles are a find the object from list type of deal. There are some other puzzle types, but got bored to continue...only made it about 1.5 hours in...lucky I got it on sale and didn't waste too much.. I've been playing for a couple hours so far, and having a blast.

I don't usually like puzzle games, but this one really got into me, because it's a great challenge.

Besides that, the soundtrack is amazing! I'm listening to it every day.

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