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## About This Game

Described as a cross between Minesweeper and Picross, ShellBlast is an action packed puzzler where you travel the globe to defuse bombs before they explode.

## Game Features Include

**Classic Mode-** Play the fifty-level campaign as you tour the world defusing bombs. From prank bombs to nuclear superweapons, this mode will give you the grand tour of what ShellBlast is all about.

**Simulation Chamber-** Choose from eighteen empty bomb shells and fill it to your specifications. Want a massive Biological bomb with a short timer? Or a small Oxidation bomb with plenty of extra helper tools like Chaff Grenades? Go for it!

**Blast Editor-** Build your own bomb from scratch using the editor or play custom levels built by others. Create the ultimate superweapon!

**Endurance Mode-** Take on this massive bomb one layer at a time. How many quadrants can you unlock?

**Shell-Drop-** A unique randomly generated bomb mode that puts you to the ultimate test. Can you beat the top ranking bomb solvers?

**Puzzled-** Take on the bomb from another angle...this time, using preset grids and an unlimited timer. Only true masterminds can solve the harder challenges...

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**Nuke-** Team up with another agent working on the field to tackle one of the hardest bombs in the game!

***NOTE: This is a Legacy release of Vertigo Gaming Inc.'s back catalog titles. Because it is an older game running on newer hardware there may be some unexpected errors. Here's how to solve them:***

- If you have an error of "Failed to load the game data, File seems corrupted.", you will need to disable the Print Spooler on your computer, as older GM8 games can have this issue. First, right click on This PC or My Computer and select Manage. Select Services and Applications on the left side bar and then select Services. Double click the "Print Spooler" key and go to the General tab, select Startup Type, then select Disabled. Finally, select Stop below the Service Status and then click Apply. The game should now boot up correctly.
- If the game does not close properly and continues to run on Steam even after exiting the game, you will need to run it in compatibility mode to resolve this issue. Right click the game in your Steam Library, go to Properties, then Local Files, then Browse Local Files. Right click on the main .exe in the folder, and go to Properties. Click on the Compatibility tab, then click the "Run this program in compatibility mode for:" box and select Windows XP, then Apply and OK. Restart your computer, and the game will now correctly close after exiting.

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Title: ShellBlast: Legacy Edition

Genre: Indie, Strategy

Developer:

Vertigo Gaming Inc.

Publisher:

Vertigo Gaming Inc.

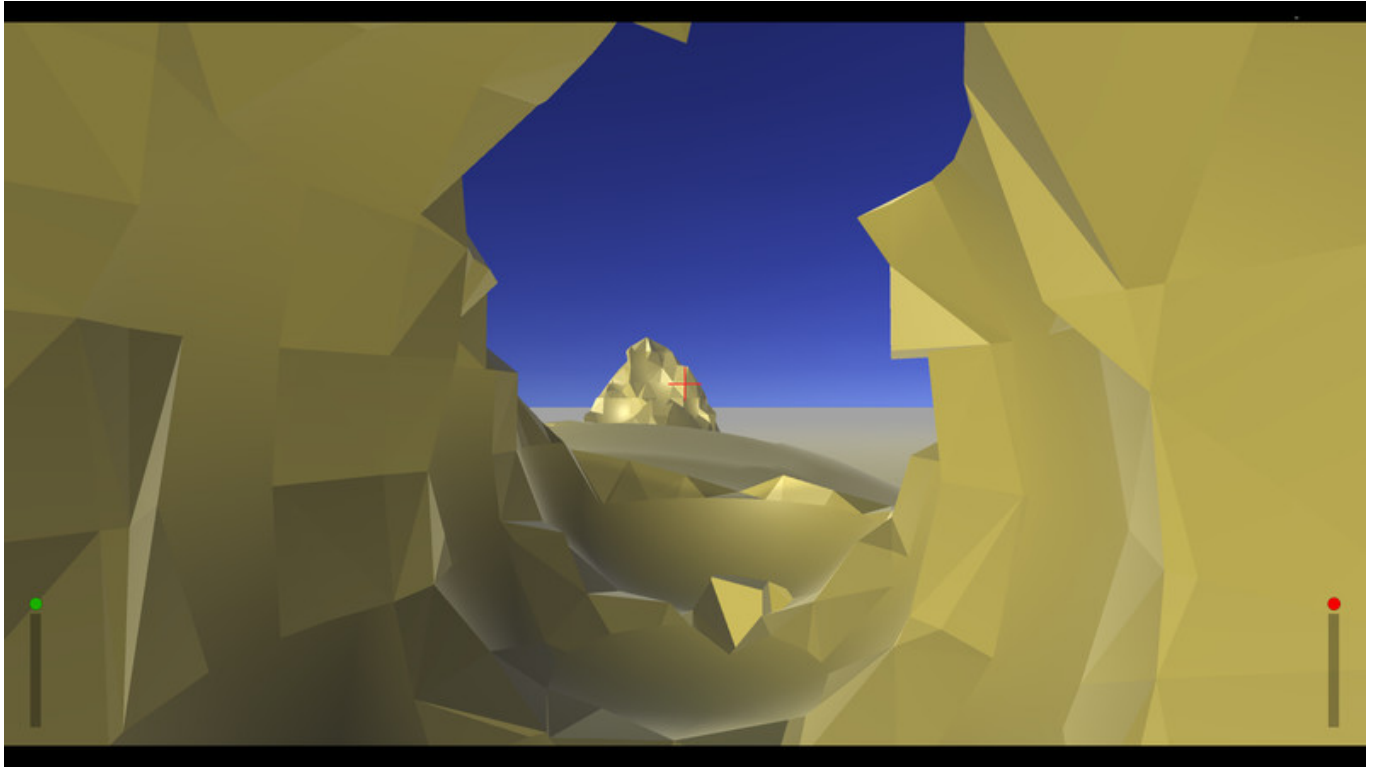
Release Date: 3 Sep, 2007

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English







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I love this product, it's the best free-to-play tactical game I ever seen. I don't think it's a Pay-to-Win.. The best playable concept art I've ever seen.

Also only.. Short. Completion time is under 30 minutes for the average person. The game is fine, there are no major issues, it's just not a good value for the price.. There's a lot of bugs, which is sad because I like the story and the world design. The combat system is boring and usually it seems like button smashing is more efficient than actual strategy. I've got stuck in moving walls and I've been stuck forever in mid air because some rats were standing under me and I couldn't fall all the way down from a ledge. Some graphics layers are in wrong places. The water animations only work in places where there are splashes, otherwise it's the regular walking animation. There seems to be no other way to get back to main menu than to restart the game.

Anyway, I hope they fix all this. Other than the bugs, I really like it. Seems like they forgot to playtest it completely.. even though this game is old and dated graphics it is a fun game. Beautiful game well built. Graphics are amazing and the game play is legendary. It's one of these games with simple controls with which you can do a lot of ♥♥♥♥♥kicking if mastered.

To be honest, it's a fun game. Loading it up and playing one quick match, or having some time and playing the story for a little bit longer, both are fun.

The music is good, the graphics are wonderful, the gameplay doesn't lag (and I am playing this on my good ol' laptop), so yep, I recommend this if you think this looks fun.

Ah yes, also you unlock stuff by simply playing, but I think I also saw an option where you can turn that off.

The only downside for now is that there is no online play, and the dev(s) (it's one person coding all this after all) may just look into that, so it may be only a matter of time B). I love the game. The real unsung hero for Britain imho. I just got into the whole FSX thing so my planes are basically get in and go, I haven't fully utilized all the cockpit features but it's still fun to fly and installed without a hitch. Lots of variations will keep you busy flying this for hours.. First time I ever asked for a refund via Steam.

The game itself is kinda cute, but the controls are horrible! I played the game with an Xbox One wireless controller. The game require finely tuned controls, but they are far from it which results in a very frustrating gameplay.

I've played many games with "bad" controls and always gotten use to it, but this is just way too bad.

I find this game impossible to play and I would never recommend it to anyone.. I have a new game under the category of 'favorites' on Steam. That's how much I think of Red Winter Software's Steam debut title, Dungenot: Shattered Lands. I had an inkling during my research of the game that I was going to enjoy this one and it has proven me to be correct. I generally try to avoid allowing myself to have preconceptions about games before I feature them on the site but in this case I found it very difficult. I'm traditionally not a huge fan of Minesweeper which is one of the natural inspirations for this game but I have to admit that that aspect of the game really works for it. The dungeon crawler – action RPG aspects of the game mesh very well to create an interesting game that was able to keep me captivated throughout my playtime.

The game offers players a very thorough challenge. Although the presentation may make the game appear easier or more hand-holdy than other dungeon crawlers it takes incredible use of strategy to delve deeper and deeper into the game once you have successfully completed the game's tutorial-like difficulty levels. Players have to advance through a number of floors – varying by the dungeon – in order to advance. You begin with the armor, health and weapons and must search for more otherwise you'll ultimately lose as enemies become stronger. Generally I notice whenever I gain a new achievement and to my surprise on my first session I was more than a little surprised that I walked away with ten of the fifty two on offer such was the attention that the game itself held for me. I was also a big fan of the art style used both graphically as well as audibly. I felt that both worked to aide the game's immersion.

If there were things that I would advise the developers to add to the game I would begin with Steam trading cards. This will help foster a greater purchase base for the game because without a multiplayer aspect you're not going to get people playing so that they can play with their friends. I feel that trading cards will increase the number of people buying the game. Another extrinsic value that I would like to see is a slight lowering of the price. Don't get me wrong at \$9.99 I feel that the value is there for people like me that would really enjoy the game but for those that are on the fence that price is a tad high especially if you have an ability to purchase the iOS game at \$2.99. Another small issue is the UI. It's a little clumsy and could have been built better. Only minor tweaks need to be made but it would make a world of difference.

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Dungelot is a game that I know I will return to weeks and months, perhaps even years from now. It's a very fresh and energetic take on the dungeon crawler and action RPG genres. Who knew Minesweeper could be so much fun? It's easy to learn yet requires some serious thought to master.

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For our Steam group please feel free to join <http://steamcommunity.com/groups/Steamified>



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A short point and click puzzle game with an ambient setting. It was fun and for free.. Awesome little game, Shame it hasn't got more attention because it really deserves it.. With mixed reviews and those which are positive sounding reluctant, I didn't know what to expect from this game. I booted it up and immediately discovered that it's the best thing since sliced bread. It's ♥♥♥♥ing great. Stop reading the bloody reviews and install it now. It's free!. good for bench marking. Dunno if I'd recommend this or not. Whoever designed the Zamasu training is a sadistic peice of work, though. Not fun.. This game is hella fun! BUY IT

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