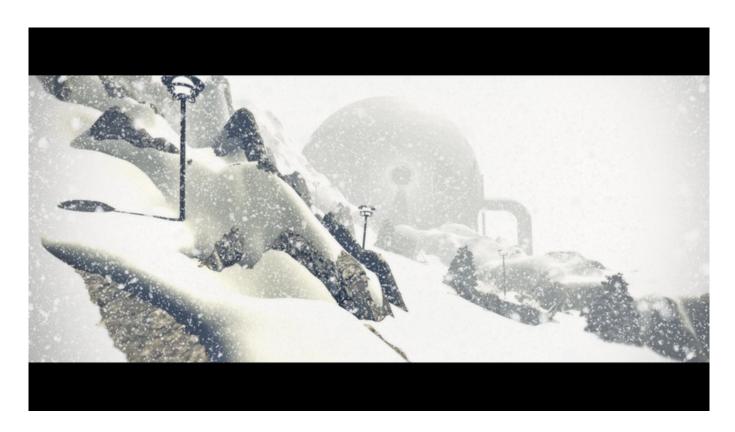
Bomsy Addons



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About This Game

Bomsy is a fast, aim-based, multiplayer arena brawler with destructible maps. Take out your opponents by launching bombs in their direction, breaking the ground from under them, or pushing them off the edge! Go after your enemies right off the bat or dig around and hoard upgrades before you decide to engage. The map is your playground; swing off blocks, blast jump to high ground, or quickly roll to safety. With so many ways to get around, Bomsy is made to feel smooth, responsive, and rewarding. Round up your friends and start playing in the bright and colourful world of Bomsy!

FEATURES

- 7 different maps, each with unique level mechanics!
- 70+ block layouts!
- Lots of items and per-round upgrades!
- 6 player local multiplayer!
- 6 player online multiplayer!
- Play against bots! (available in local play only and in certain game modes)

- Create online lobbies just for you and your friends or join public games!
- Tons of skins to unlock! (gift boxes containing skins are dropped at random by destroying blocks in game)
- Multiple game modes!
- Customize your matches! Control item counts, round time, rounds to win, comeback, etc.

Join our Discord

Chat with other players and set up matches! Join here: http://discordapp.com/invite/vUv8Qde

*Bomsy is best played with a controller.

Title: Bomsy Genre: Action, Casual, Indie Developer: SUPERMEGAQUEST INC. Publisher: SUPERMEGAQUEST INC. Release Date: 2 Nov, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1+, 8, 10

Processor: Intel Core i5, AMD Ryzen 3

Memory: 4 GB RAM

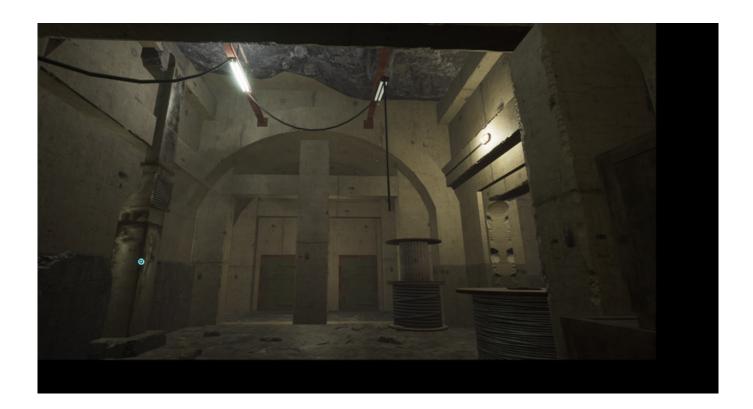
Graphics: GeForce GTX 480+, Radeon HD 7900+

DirectX: Version 9.0

Storage: 500 MB available space

English







bom symbols. body events. bomsy trailer. bomsymbols noun project. bomsy studio. bomsy junior. bomsy steam. bomsystem gymnastik. bom sydney radar

I'm going to be honest, I picked this up because it's a game about 1920s high school girl gangs, and frankly, that sounded too good to resist. (Well, technically I picked it up because it was in the Humble Freedom Bundle, but, y'know.)

It's not a game that you'll get wildly immersed in, by any means. But it's a good game to sit down to, for a while, and play some odd little board-game style mini-games in which your girls make their way through their rebellious life. Also, I accidentally vandalised a school door with a crowbar, so take that as you will.

. Ever since I was little I've read the Nancy Drew books and played the games. Alibi in Ashes took me back to the books I read as a chld. Being able to not only interact with Bess, George, and Ned but being able to play as them was a wonderul feature. I spent si straight hours playing this game and I regret nothing, it was wonderful. If you're going to get a Nancy Drew game, get this one. You won't be disappointed.. Overall Score: D+

While a polished presentation, in the end this "puzzle" game is nothing more than a bunch of blind guesses. After you figure out the combos that actually make sense (seeds+field=wheat, etc.) you're stuck with a bunch that are just shots in the dark. Water+glass=ice, because it kinda looks the same, I guess? Apple+cellphone=religion, hyuk, hyuk! And it's not enough to discover all the "elements." You have to discover every possible way to make each element, if you want to 100% this one. It's just tedious and boring.. I've been searching for a game like this for quite a while!

I was pleasantly surprised when I encountered a game that was actually really fun to play on Kongregate, then I found out that the steam version has had updates and will recieve more updates in the future so of course I had to buy it after having a good time playing the "demo".

Fun?:

I've had a lot of fun playing this game, it is quite the timesinker, which is a sign that it is enjoyable. I have high hopes for future updates as well, more content would be fitting, it could definitely be expanded further. There is basically an endless stream of things that could be added to a game like this due to the random generation of levels and the random appearance of pre-made levels.

Graphics:

The sprite work in the game is not quite there, they are "get by" quality. I'm not talking about the canvas size of the sprites, some of the linework and especially the coloring and shading should be improved. There doesn't seem to be any hue-shifting and some of the outlines are inconsistent.

Regardless of my personal gripes regarding the some of the sprites I throughouly enjoyed the game and I believe a lot of other people would as well.

. It is a short, yet fun game that lets you go through a small obstacle course that features randomized rooms for every playthrough.

Please take that into consideration that this game has a rather large space requirement of 4x3m. I was able to play it with 3.3x2.4m but I had to leave the chaperone borders here and there (which should work if you planned in an arm length of buffer around your playarea).

Works well with the HTC Vive on a GTX970/i5-2500k setup.. I don't like the mechanics of the game.

It's a td where I can't maze, and the soldiers I place out move without me asking them.

I'm not even gonna take time to elaborate this, it's just a very plain experience.

Also, the connection to Selknam is vague at best.. I don't recommend this game, it's a mobile port grindfest. I just wanted a nice classical roguelike, with a decent presentation, and this game is just tedious to play, no real sense of adventure, dungeons are dull, heroes are so disposable that you don't know what to do with them, combat is meh. Even for 2\$ in a bundle I feel I have wasted my time (and money).. Well, as you can guess this game takes some inspiration from the Mega Man franchise, but stands well enough on its own.

Though I have to warn new players that the stage design is somewhat unforgiving here and there.

The artwork, boss battles and music are also enjoyable.

At the €3,49 pricetag its definitely worth your money.. click* *click* *woosh*

This is an amazing innovative concept in a world of fps games that has gotten stale its an amazing concept and all that I ask is for a pvp game mode maby with toy planes set in someone's back yard. its good game but you need friend to play with best chess game out there :). One of the best games for two hours I've played. Great story. Hope to see more!!. This is not a typical mobile or browser or facebook games like Top Eleven or OSM or Hattrick. It is designed to be a true Online Football Manager game (as in FML or Football Manager title) for the hardcores which requires good strategy, time, and skill to master. It is definitely not a game for everyone, but if you are the diehard-fan for this genre, you will fall in love from the first sight.

I truly enjoyed FML and Football Manager titles for many years and I love this game from the beginning. If you have ever played those titles, this game should come naturally to you. The potential of this game is enormous, but it's true that the game at current stage is still far from what it can become.

About gameplay, you create a team, buy/sell players, playing matches in many different FA or Cup etc. a season lasts one month.

Most of the game design decisions are very thoughtful e.g. FA based on timezone so you can play games online, transfer took 24 hours to make sure people from all timezone can bid etc.

Having played quite many titles in Steam, I have not seen better Dev/Designer who is passionate and talented like Nick. I truly recommend this title.

. For the price, this is pretty cool!

The UI leaves something to be desired in spots. Like for some reason you have to hit enter on the keyboard to confirm engineering when everything else can be done with the mouse. And there's some typos here and there. And the tutorial doesn't really explain everything, like that you have to unlock the other colony pods, I only stumbled across that in the quests screen. It feels a little early-access-ish, but it just came out and maybe there will be some polishing patches.

BUT, for 5 bucks (three on sale right now), it's a really chill little "wander around the universe" game where you scan planets and maybe terraform them a little, and put down colonies to make more money to buy more stuff. And then occasionally you can like, use something called THE WORLDTAKER to basically a kill a sentinet planet and use its neuro network to build a really good colony and that kind of makes me feel like a monster, and that's fun. And I guess I could bomb the colonies that the other alien races set up if I ever find the stuff to do that?

If this was priced higher, it would be hard to recommend, to be honest, but there's a lot there for cheap and so far it's been a really relaxing little game to chill out with while I watch tv or listen to a podcast. So, thumbs up.

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