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## Aqua Lungers Download 2019



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### About This Game

When treasure is at stake, there are no heroes!

Race your way through challenging stages while contending with deadly creatures and dastardly opponents to collect the most treasure.

While everyone's goal is the same, each player is afforded several options to get an edge over their competitors. Players can use their speed and agility to outpace and evade their opponents, while others might use devastating attacks to slow them down and steal their hard earned goods.

Be sure to check out information on how to play Aqua Lungers with the basic user guide provided on the community forum:  
<http://steamcommunity.com/sharedfiles/filedetails/?id=1328542958>

An here you will find information on controller support for Aqua Lungers:  
<https://steamcommunity.com/sharedfiles/filedetails/?id=1534694517>

Aqua Lungers features a variety of stages, each with their own distinct challenges, powerups, and foes.

**\*\*DISCLAIMER\*\***

In testing it has been found that some antivirus software prevents Aqua Lungers from launching correctly. Please check the steam support page for more information!

[https://support.steampowered.com/kb\\_article.php?ref=4361-MVDP-3638](https://support.steampowered.com/kb_article.php?ref=4361-MVDP-3638)

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Title: Aqua Lungers  
Genre: Action, Adventure, Casual, Indie, Racing, Early Access  
Developer:  
WarpedCore Studio  
Publisher:  
WarpedCore Studio  
Release Date: 18 May, 2018

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English







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Short (I needed less than an hour to finish), but nice atmosphere and different possibilities to actually die increase the tension. Puzzles difficulty level is low, but it at least forced me to take some notes on safe codes, frequencies and especially the plant-mix-puzzle.

I enjoyed this one.. A good game for the price, even more so if its on offer. NOTE: Do NOT expect a AAA game, note the price, and he aint asking for much.

the developer's response is what made me buy this game, and its a good jump-in-and-play horror game with some elements of survival on an alien dark world.

As of 18th\08\2016, ill personally give it a 8\10, bumped from 6, due to the cheap price. (P.S its officialy "out", not EA and does have some minor bugs still which the developer is fixing and supporting, 1 man army bro!!). Looks awesome if I could find it, it says installed but its not in the same spot all the other DLC tilesets. Mods literally do this better.. Underrated puzzle game with some tough puzzles and a lot of replayability from its many modes and modifiers.. I highly recommend this game if you have friends, this game is one of the best unique multiplayer games you can get on steam in my opinion.

Amazing game mechanics, potentially addicting, pretty music and charming style!

this game can make you and your friends laugh and share wonderful memories!

I hope you enjoy it!. simplistic, not like proper complex fighters, and unlike bushido blade isn't actual 3d fighter

just fine for 2 shekels (seems abandoned in terms of lack of MP however). i bought it when its 50% discount.. for less than a dollar game its great  
even thought i dont know why at level 30> its start laggy.. but overall its good

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A great idea for DLC but really I expected more, these are way off how they are played by the band which dissapointed me. It dissapointed me most because I've learned all of these songs already, and exactly as the band played them. Honestly after getting this I'm sad to say I will never purchase Rocksmith related games and/or DLC. I really can't express my dissapointment in whoever in the Rocksmith team tabbed these songs. So a little bit of a warning to anyone who thinks of purchasing these, they aren't tabbed as they are actually played, so if you are using this to learn the songs I say you would be better off trying by ear or just finding good guitar pro tabs. I rate it a 10/10 for the song choice but a 1/10 for execution due to bad tabs. Seriously if you guys make another BFMV song pack hit me up for tabs to use for the game, I guarantee they will be closer to 100% accurate than the person who tabbed these.. Best dlc yet!. im missing track i tried to reinstall but tracks are still missing why???. This dlc is strange for me to explain. While it does put out game changing content that adds a random variable and interesting ideas, some of it is rather counter-intuitive to the elements of the original game, not to mention the stuff added feels like something that should have already been in the game to start with.

The dlc adds some rather interesting ideas to the game. For one, it follows the concept of the forbidden worlds dlc by adding variation to the galaxy, particularly in the star types. Black Holes, pulsars, and neutrons all add a danger to their systems depending on which one you have for a star and make that area harder to protect, forcing any star strategies one might have pretty much useless depending on what you get. Black Holes slowly damage ships, Pulsars disable abilities (I think), and Neutrons slow ships to a crawl. Regular star types still exist, but they are now much harder to have spawn in unless you are playing a custom map.

The anomalies are probably one of the few things this dlc has going for it. The 6 anomalies add a new level of strategy to games as most are rather benefical and can be found on practically any premade map.

Random events are the last thing this dlc brings to the table, luckily however, compared to the other additions, these can be manually turned off in the map setup. There are 11 events and can range from magnetic storms wreaking havoc on a planet to a global market crash in your empires economy; sometimes stars will shoot gases as well along with enemy empires supposedly "sensing" weakness in your planets. For the most part, they are all annoying and pretty much work against you as the game progresses. It is interesting, however, to use these in multiplayer games as you can use a few of them to your advantage against another player.

The question I know everyone is going to ask, is it worth the \$5? Well..... Kinda. Like the forbidden worlds dlc, it adds interesting ideas to the mix to give some spice to your galaxy on one side of a coin. But on the other side, the dlc is rather poorly executed on how it delivers the content, more of it is just plain out annoying than it is fun and really does feel like it should have already been in the game to start with, particularly the random events and stars. I still recommend it as it is kinda interesting and the anomalies are rather helpful. I highly suggest to wait for a sale before buying it, you'd be much better off.

Overall, I give this dlc a 6/10, worth getting, just not worth \$5.. Such a great game, check out my videos if you would like to know how to play it.. In short: This game is 35 minutes of an old solid puzzle mechanic in a surprisingly poor implementation. During a -80% sale the price is fair, but you should probably skip this.

**In long: The core mechanic is solid, mainly because it's ancient. Each of the 60 levels has a premade network of paths with a fixed start and exit. To complete a level you need to step on each tile exactly once. Three levels towards the end randomly feature a portal mechanic, but the rest is all the same. The controls are competent. For the over-all poor quality I was pleasantly surprised that I could freely alternate between arrow keys and WASD.**

**The difficulty ramps slowly and some mid-game levels have actually interesting and mildly challenging layouts. Since there is no undo mechanic you are forced to restart if you ever make a wrong move. I like the challenge of having to map out your path in advance, but making the game artificially longer by not allowing undo is not a compelling design decision. Most endgame levels are incredibly uninspired, as if they were in the wrong order or as if the developer had lost interest. Twice a level even straight-up repeats.**

**While the game mechanic is decent, the implementation is poor. I didn't like the music or the sound effects, but I also disabled them pretty quickly and didn't give them much of a chance. The graphics are laughably poor. The game has only 3 options - disabling music, sound effects and fullscreen. I'm happy there is a windowed mode and volume sliders are not strictly required (but would be very nice to have!). But it all falls apart when you restart the game. None of the**

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options are kept and have to be set each time again. It's almost as if the developer hadn't considered that you would play the game across multiple sessions. Further evidence: There is completely inconsequential coin collection in the game, which is only used to trigger 3 achievements. But while your step-count is saved, coins are reset every time you restart the game. But on the flipside they are kept when you restart levels, so you can just collect the same coins over and over. Either these are really strange (and bad) design decisions or quite obvious bugs.

In conclusion this feels like a proof-of-concept student game that was abandoned halfway through testing and turning this into a proper release. There is no way this is worth full price, but on sale for -80% it passes for me. You'll get more than half an hour of decent gameplay out of Illie. I'm surprised by the poor quality, but I don't exactly regret my purchase for such a low price. Still, I can't really recommend the game when the same mechanic is used in other games much more competently for a simliar price-point.



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