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## About This Game

In the beginning there was a dot, levitating in white nothingness. Eons have passed and nothing has changed, but the power of creation was slowly stirring within the dot. And this is how the adventure begins!



**Qbik** is a beautifully designed pixel-art puzzle game. Enter the world of Qbik and explore a square land full of brainteasers, puzzles, and riddles – traverse all 63 levels and discover the origin story of this square little fella!

But that's not all, folks! **Qbik** gives you the ability to make your own cave in the Level Editor! Put your designs to the test on Steam Workshop and play on other players' levels!



Use every brain cell you have to help Qbik navigate the caves. Dodge deadly traps and use technology in your favor so you can eat every yellow block (hopefully they're gluten free!) and move forward into the unknown!

## Features

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- Pixel art graphic design
  - Story to discover
  - 63 levels to explore
  - Level Editor

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Title: Qbik  
Genre: Adventure, Casual, Indie  
Developer:  
Norbert Palacz  
Publisher:  
Forever Entertainment S. A.  
Release Date: 17 Nov, 2017

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English,French,Italian,German,Japanese,Polish,Portuguese,Russian



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Fähigkeit aller Gegnertypen inklusive Stärken und Schwächen

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For quite a while, I wasn't sure whether I was going to give this game a thumbs up or a thumbs down. On one hand, it's a very charming game with some interesting and at times challenging puzzles. On the other hand, it is absolutely nothing like what I was expecting after having played the first Toki Tori game.

The first Toki Tori involved you using a variety of gadgets to solve puzzles in a small area. Your goal is to gather eggs, of which there are a known amount in every level. It was a fun, challenging puzzle game and I wanted more.

Toki Tori 2+, now... You don't have any gadgets. In fact, the only two abilities you have are to sing and to do a ground pound, neither of which were in the first game. Those are the only two things you will use to solve every single puzzle in the game.

It's also a pseudo-Metroidvania map style now. I say "pseudo" because you don't really gain new abilities to unlock new areas. You can access any part of the game from the very beginning, just so long as you know what to do. Not necessarily a bad departure.

There are no tutorials. At all. You have to figure out everything on your own. And I have to wonder why they left out anything explaining the basic functions of the game. Toki 1 had a single tutorial level for each new gadget you used. Here, there's no dialogue or explanation of anything. Even in the pause menu, you have several icons and you have to figure out what they mean for yourself.

In Toki Tori 1, you had the clear goal of finding all of your eggs to complete a level. In Toki Tori 2, I'm not sure what exactly you're gathering or why. Instead of eggs, you're gathering... something. They're yellow shiny things, but I don't know why you need to get them. Actually, after playing six hours of the game, I'm still not even sure if gathering the somethings actually has an impact on the game, apart from a sense of completion. There's also no indicator for how many somethings you've found or haven't found, so if I was going for full completion, I would have no way of knowing how many I'd missed. I cared about gathering eggs because they helped me finish a level. Here, I don't even know what I'm gathering, much less why, so why should I care?

That sort of brings me to another point. Without any sort of guidance, I have no idea what to do or why to do it. Even open world games like Skyrim or KOTOR gave you an idea of what to do. With Toki Tori 2+ I've just spent hours wandering around the world map (after figuring out how to use it - which I needed a walkthrough to figure out), solving puzzles, and looking at the pretty visuals. It all feels rather pointless if the entire end result is just that you see more scenery.

That being said, the game is very charming. It's a very interesting world and there are some beautiful settings. The puzzles also can be very interesting, if a bit repetitive (there's only so many times you can get a frog to cough up a bubble before you're just going through the motions). I wouldn't say I hate the game, just that it's not at all what I expected based on the first game and that I'm a bit confused why they decided to change, well... everything.

As the sequel to Toki Tori 1, I do have to say that I was a bit let down. Change in a sequel is good, but you do have to keep enough the same that it's at least recognizable as a sequel. However, as a standalone game, my only real complaint would be that

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without anything to explain what we're doing or why, there's no purpose. Apart from that, it's still a fun game. Perhaps for that reason, I'll give it a thumbs up. However, if you're planning to buy this because you liked the first game, keep in mind that it won't be similar at all.. Its not bad, I mean it is better than what the negative reviews make it to be. I played it in 4k resolution, and it looks decent, given its age.

My main issue with this game is that it seems the developers wanted to have some realism build into it while keeping it a little arcadey. The result is a mixed bag. Movement feels arcadey, yet the mechanics require duck a cover tactics, HOWEVER, duck and cover too much and you get pinned down, badly. As in you will lose a life, which are called deployments in this game. It also tends to put you into situations in which you have to die to be able to reach a good vantage point and proceed. In the final level I was pinned by two tanks, a shielded turret several troopers, and it wasn't until I died that I magically deployed to a safe location from which I could kill the tanks - 6 lives later and desperate kamikaze tactics later. Also, remember I said it is arcadey? Don't try to conserve ammo, you get plenty of ammo boxes, so feel free to use your grenades, grenade launcher, or whatever to avoid dying. Then again, remember it tries to be realistic, so you have to run around and go prone for best shots, so you shouldn't really be running around... you get the picture.

It also has some cheap and predictable enemy spawns that are designed to redeploy in the quickest manner possible, but they ARE predictable, so you can "prepare" a least, and they do not happen often. Also, no matter what the distance is, enemy soldiers will be equipped with what seems to be a machine sniper gun, while at said distance your shots rate as original trilogy stormtroopers at best. I once got jumped by a trooper at near point blank range, and emptied an entire clip at him and did JACK. This was aiming with the reticle guys. Anyway...these are thankfully just highlights, as in things you will encounter but not often enough to detract you from the game experience, which could use a bit of a better story though (there was something going on, but it seems like the developers didn't care enough to flesh it out).

Single player is just an excuse to train players for multiplayer, which, sadly, seems to be no longer available (it looks like that was the main draw of this game). Also, weapon selection is limited. I don't mind much, but those who like to shoot many things dead with many types of guns will not like this. I think I fired my pistol thrice in the entire game, that is how needed it is.

Why do I still recommend it? I will make it clear, I only recommend it if you get the new THQ Classics bundle, and even then at a discount. Darksiders I and II, Titan Quest, and Red Faction are awesome, and if you are grumbling about getting the others, well they are ok, and may keep you busy a lazy afternoon. As a solo game? Not at full price. Not unless it were, I don't know, less than 3 dollars. And even then, there are better games at that price range.

...I really wish Steam added conditional recommendations, or a scoring system. (6/10)

. You can have the power of party god.

10/10 would buy again.. nice story and good graphic for low PC.. recomended. Most depressing 15 minutes of my life. Made me hate even more my life as a wageslave.

Still good though.. Very good graphics, very smooth gameplay but VERY hard!

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I'm getting a return on this game, like constructing a well-put-together production line gives out the success buzz of achievement. I've never play a factorio style game before and I was pleasantly surprise how quickly I got into building bigger, more efficient, more complex and multilevel production lines.

You start off building and setting up an oxygen and food generator, connecting power and plumbing and really that's all the survival element there is. From there you build into oar extraction and your first production lines and then you start to build up your infrastructure to include tech point's production lines, spaceport, ship and producing materials for the galaxy gateway, a little pre-planning is wise. The last degree is to build your own colony with colonists, so I believe there's an adequate amount of content.

Some cons, I think mostly on the to-do-list, like the need for more game saves but just minor stuff really. I don't mind EA since the game is playable and to me it means that the developer is still developing and there is a whole lot of room and potential for the developer to explore and expand on.

In classic mode there's some figuring out of what to do next stuff, like working backwards from the options to find out what you can or should build next.

The game first person and third person aesthetic makes it easy to mine, construct and produce materials for building capital of your own design. Infrastructure over infrastructure won't suit full on action craving players but maybe a strategist style candidate, if that's you.

This game differs from usual piece placement type in that there's no auto utilities connection, so you have to build the infrastructure as you go along, thus inspiring your intellect.

The developers have fostered a contemporary genre and all in all a spiffing "playable" game for this genre type.. Awesome intro too a cool, abstract narrative and arty puzzle game. One of my favourite games from my childhood. I remember spending hours trying to get as far as possible when I was young, which made it feel really weird when I made it to the final level without getting hit.. Although there are multiple characters to play as, no true "metroid progression" style, and for the most part optional upgrades it still feels like it has a lot of backtracking when you realise you need more potions to keep up your health, or upgrades to do more damage. I still think that overall it's great, other than the familiars which require you to move the mouse to move the familiar, as well as control the character.. I was drunk,it was only £1.39,thought I'd give it a try....I should have kept that £1.39 to put towards another pint.

0/10. Cuteness Awaits!!....^\_^ . GIVE ME MY MONEY BACK!!!

The WORST GAME i bought this year. The graphics are from 1995 and the gameplay is boring like there is no tomorrow.

There is only 12 servers to play on, none of them under 140 ping and i'm on the US East Coast.

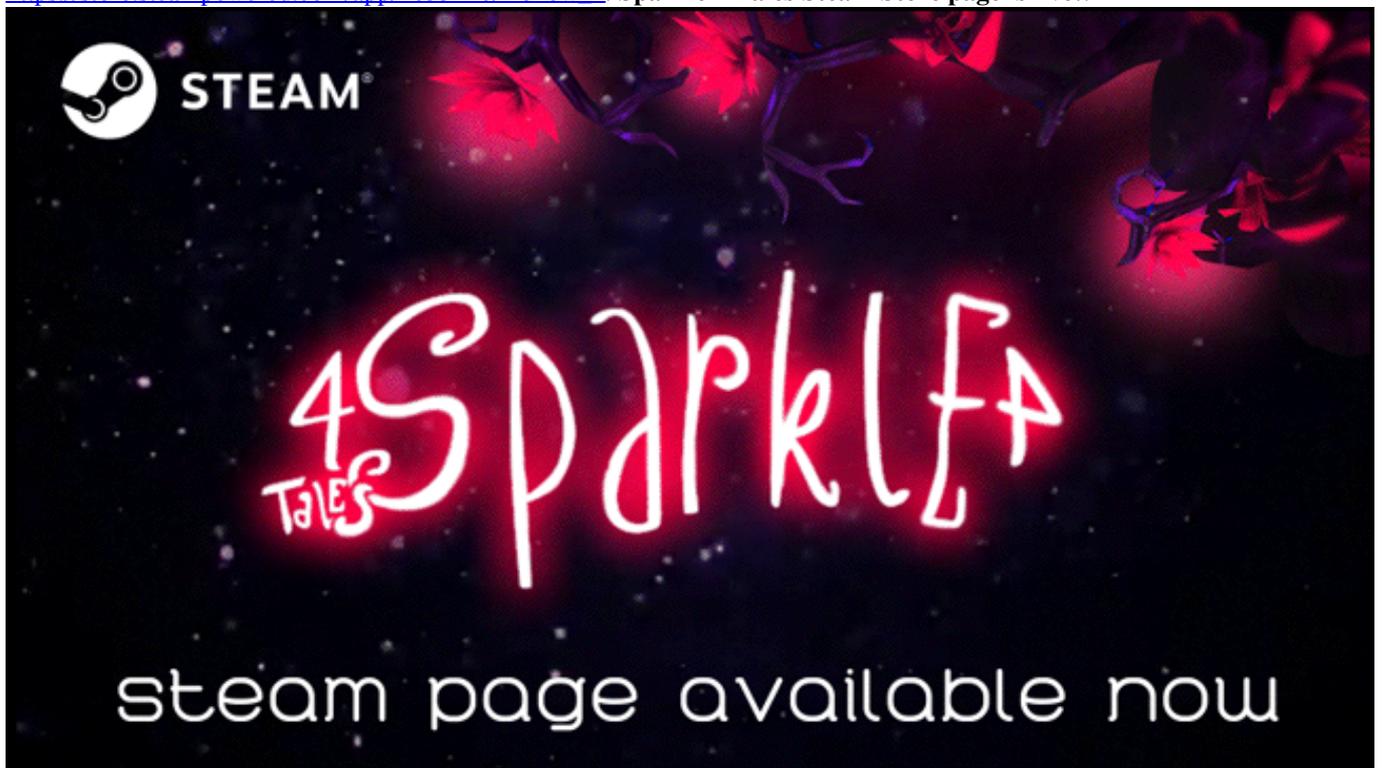
DO NO SPEND YOUR MONEY ON THIS, YOU WILL REGRET IT.. beautiful definately recommended, why not get the whole series. Despite what many people say this software is capable of making anything for RPG Maker Ace. The tools are self explanatory and very easy to use once you take the time to familiarize yourself with the interface. You can create custom sprite sheets, characters, even animations and battle backs. All you half to do is go into RPG Maker Ace and export the type of content you want to make and boom! instant template. Want to make a damaged character like you see in the default sprite sheets? Make your charter, import the pose you want and start cutting and adjusting your character to fit over the imported one and your done in ten minutes or less. Want to mix two tile sets together without risking messing up the format? Just use the grid system to copy past what tiles you want into the corresponding area. There is NOTHING that this can't make for RPG maker. All of the tools are there, just think outside the box and make them work for you.

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Grab your trustworthy shovel and dig through countless mud layers! Who knows what you may find - treasures? Explosives? ANGRY HUGE MOLE?

Diggerman Steam Store page is now available - add to your wishlist for more!

<https://store.steampowered.com/app/1001600/Diggerman/>. **Qbik Update | October 31st:**



Newest patch for Qbik on Steam is now live and ready to download! Among the bug fixes and tweaks we are adding some new elements like sound effects and move counter - read the full Patch Note below:

PATCH NOTE | October 31st. **We are the Plague BETA KEYS!!:**



We'd love to hear your professional opinion about our game - so if you are an influencer, Steam curator, twitcher or youtuber we've got a treat for you! Mail [pr@forever-entertainment.com](mailto:pr@forever-entertainment.com) from your official account for a chance to get a **Stem key for "We are the Plague" prologue** before anyone else!

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. We are here:



Join the mysterious Plague and seek your revenge. Customize your character, traverse the devastated land with a team or alone, and fight against humanity!

Demo for 'We are the Plague' is now available on Steam!

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The Plague is bountiful. It has prepared for you all a gift, that will wait for you on Steam... Soon Plague in us will receive a free, playable prologue, chapter 0 for the story!

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Play as a youngling surviving through the night in the pixelated horror. Your once beloved teddy bear had come to life and became conscious!

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