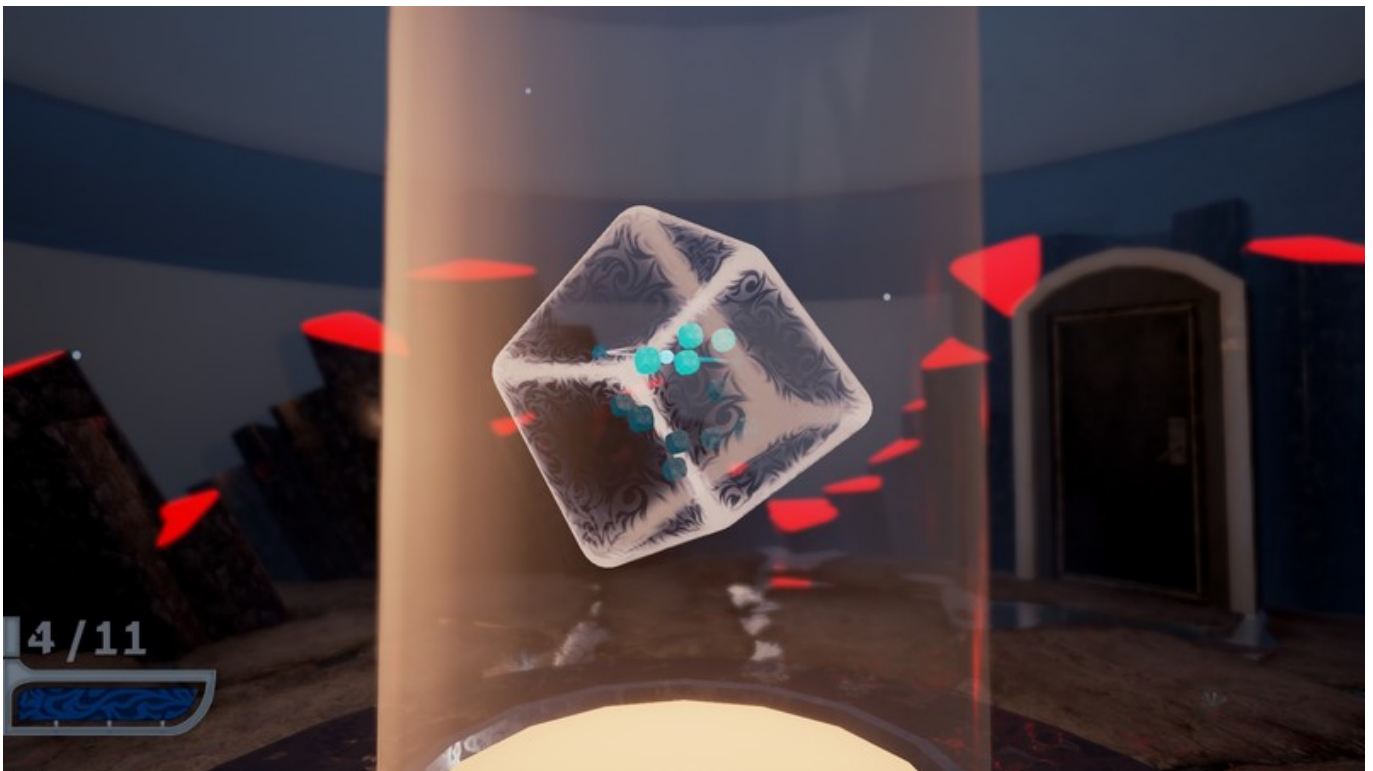


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Repulsanoid Download Unblocked



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## About This Game

Repulsanoid is a unique but simple 3D Puzzle game, that features a one-of-a-kind control method and provides a wide variety of challenges based around it.

It tasks the player with controlling the bounds of the stage, rather than a character.

It's a stress-free, but engaging test of your reflexes and 3D thinking.

Guide the projectile around the stage, to mark every target within.

With a variety of controllable shapes, types of targets and obstacles, you'll find a wide range of increasingly complex tasks.

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Title: Repulsanoid  
Genre: Casual, Indie  
Developer:  
NedoStudio  
Publisher:  
NedoStudio  
Release Date: 4 Nov, 2016

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**Minimum:**

**OS:** Windows XP

**Processor:** 2-core 3 GHz processor

**Memory:** 2 GB RAM

**Graphics:** GeForce 400 series, or AMD equivalent

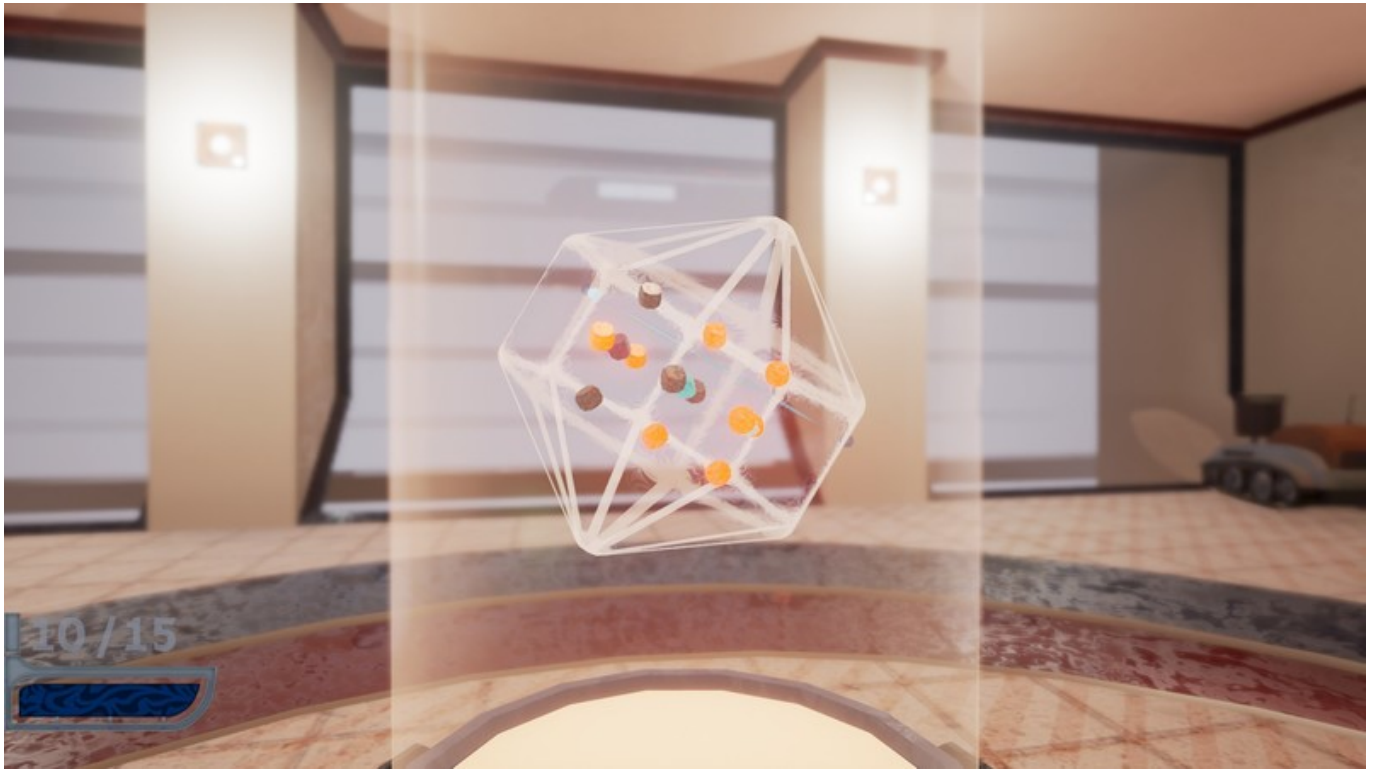
**DirectX:** Version 9.0

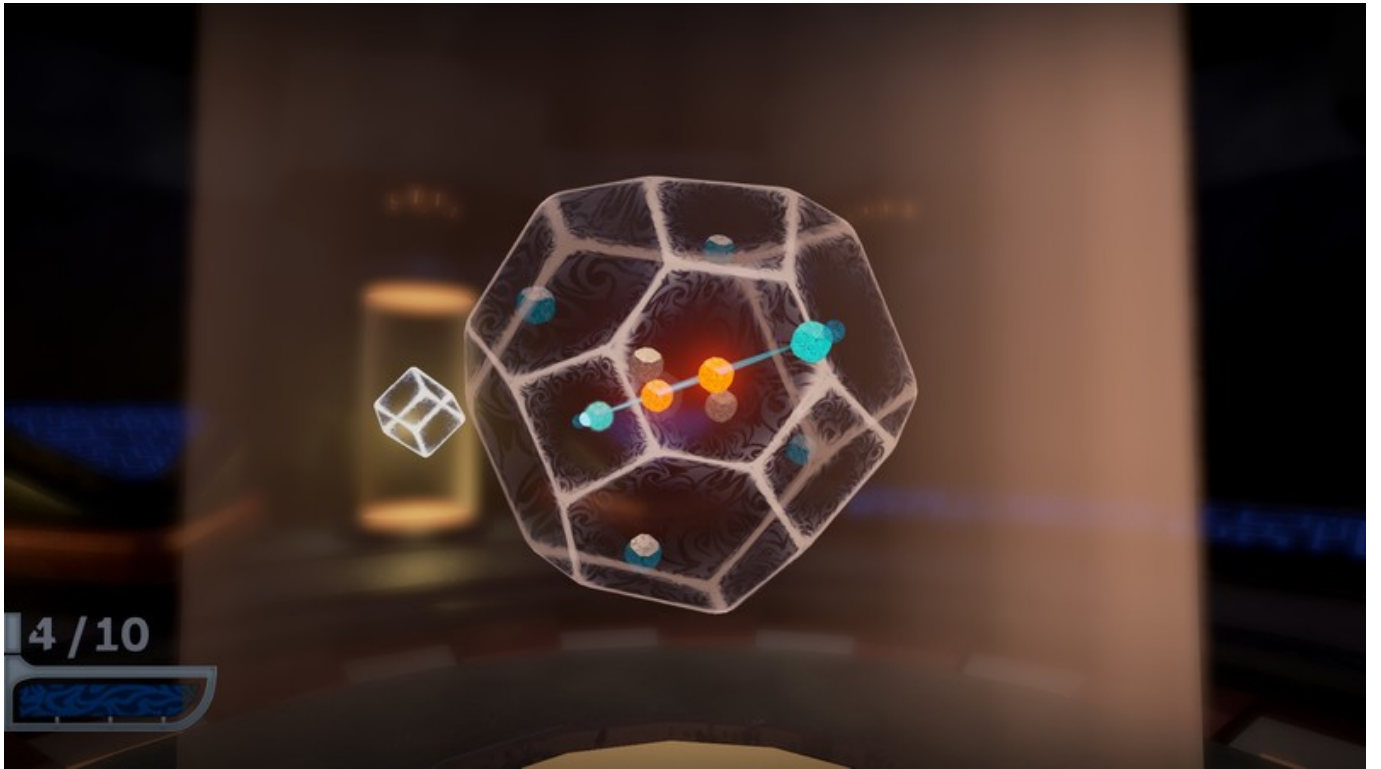
**Storage:** 1 GB available space

**Sound Card:** DirectX Compatible Sound Device

English







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\udb40\udc21. Early Access Watcher Public Service Announcement

Game: Repulsanoid

Update Version: 0.5.6.0

Disclosure: This game copy was bought by the reviewer.

Gameplay Footage: <https://m.youtube.com/watch?v=yQs7YESaDMo>

I have been debating whether or not this game deserves a positive or negative review for what really is a down the middle purchase right now and decided to be generous for once. The game is relatively short and I do not recommend it at the full price right now, but for a couple of dollars it is somewhat reasonable.

Currently there are 25 levels with varying difficulty and it took me about an hour to get through it. The only major issues I noticed did have an impact on gameplay, so it is worth noting. Texture issues can cause part of the screen to become blocked and obstruct the view of the puzzle. It happened a few times on different levels (as seen in the footage) and made solving one puzzle in particular annoying.

Fundamentally, the mechanics work and it can be challenging. There are currently three colored nodes that include blue (always on), yellow (triggered on or off if hit multiple times), and red (timed deactivation). Some powers are available to help aid in hitting the nodes, but you can complete the puzzles without them.

There is a disjointed story involved as well, which I hope gets fleshed out and organized better so it feels more coherent. Music is decent. Sound effects are minimal, but appropriate. UI is passable.

It isn't terrible, but it might not be enough content to warrant the price right now. Discounted, it is reasonable, but with puzzle games skill is a big factor.

This has been a EAW PSA.. Pretty brain-wracking, but in the fun kinda way. Getting used to thinking three-dimensionally (can't...quite put it into other words, but you get my point) takes a while though, and the fact that the "powers" are piled onto you in one batch instead of one by one doesn't help.

Oh, and the aesthetics are pretty nice.



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