Storm In A Teacup Download] [Xforce]

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About This Game

Take Storm on a wonderful adventure in his magical teacup. Storm's brother Cloud has created an amazing dream-like world for you to explore! Solve puzzles, avoid pitfalls and beat the bad guys in this imaginative and unique platformer!

Key Features:

- Wonderful, rich rewarding game-play with physics based puzzles

- Explore and discover 50 magical levels

- 5 Survival mode levels to compete against

- Customize in-game Storm character options
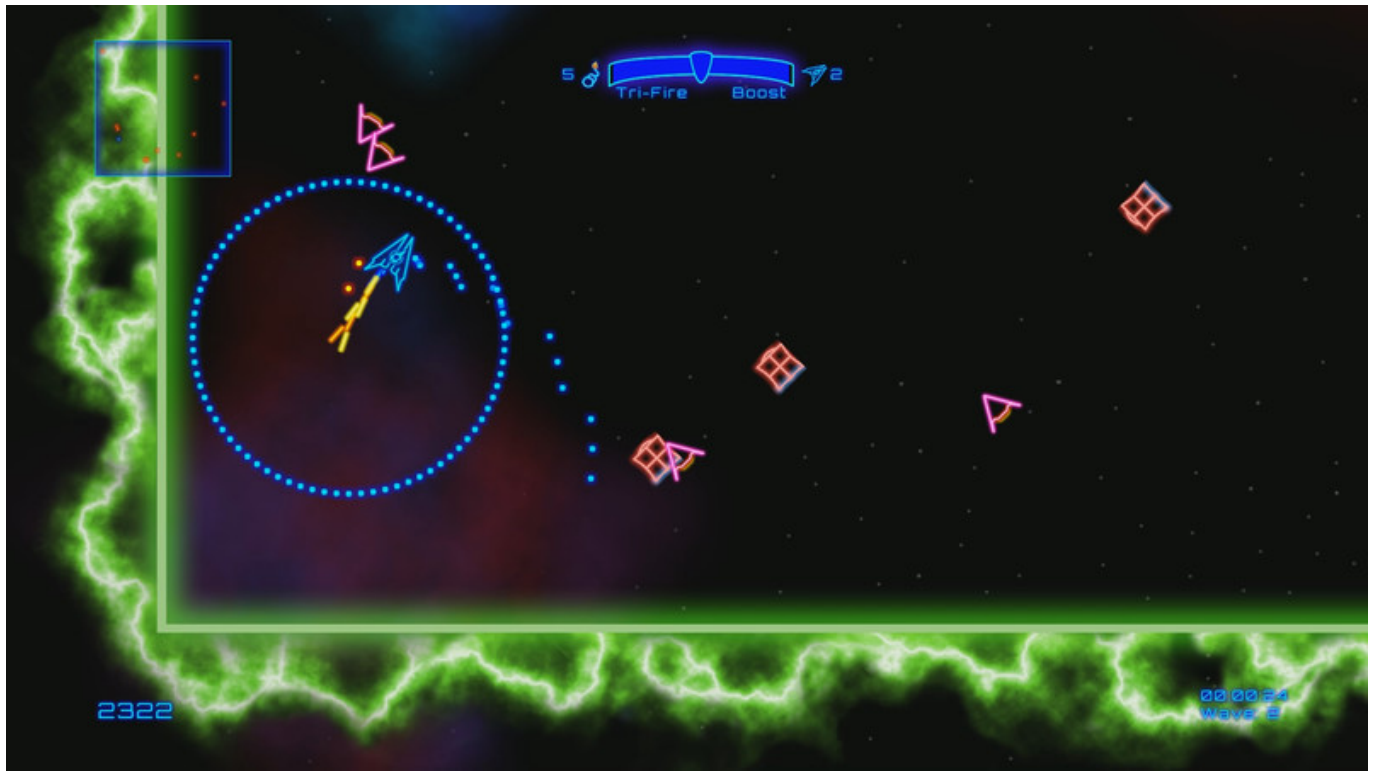
- Rich, gorgeous, graphics

- Full Joypad support

Title: Storm in a Teacup
Genre: Casual, Indie
Developer:
Cobra Mobile
Publisher:
Cobra Mobile
Release Date: 19 Jan, 2012

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English

Music composed by Alexandre Rivaud

Smashing up zombies feels good.
The car controls do not.
The game needs more enemies and a clear idea of how to progress, which it lacks right now.
Could be good after some updates but right now it is only really fun for ten minutes or so.
Wishing for a sideways thumb.

https:\/\/youtu.be\/_1ji75dfb4k. I voted yes, but this has to be the first time i've ever wished a game was in early access. It has the bones to be a decent pirate sim but thats all. You will find no meat here, not even a half way decent tutorial. All you will find is a game that plays EXACTLY the same every single time and there is only a few hours to be had to experience the entire game for the most part. Idk, I was left feeling like I played a vaguely concieved game in just a few hours. With that said, the amateurish visuals coupled with an excellent jobs system for the villagers (Once you teach yourself how it works) make it a surprisingly fun few hours.

So i do recomend this game if only for more people to ask the devs to put out an UPDATE.
. Anyone know where to get the manual? I am suprised it's not included as if I remember correctly there are quite a few commands etc.

Cheers. this game is a classic.

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...\\.................(..............................)................\/. Sadly enough I can't recommend this. Repetitive gameplay, lack of challenge, over-reliance on the same childish humor. An utter waste of my money and time.. played this game with my brother it was pretty awsome if you like driveing around trying to kill each other and also at the same time mowing the lawn trying to keep a decent pattern and hateing life when someone reks it this is your game honestrly tho i did enjoy it

needs controller support tho. and more people

maby things like power ups or something random events like a tornado or something be cool. I'm enjoying this game. It's a little rough around the edges but I like it. It's challenging and I like the Star Wars esque environment. I'm looking forward to see how the devs continue to update this game, and in the meantime I'll continue to playing it.. It's even more frustrating than Getting Over it.. My friends and I play the sc2 version of this game pretty frequently so I had assumed that with more creative control this game would be an improvement over that one. This game is listed as a work in progress and I would say that's very accurate. If you're a fan of the sc2 version I would stick with that one for now.

A few suggestions:
- Better Tutorial - had I never played the sc2 version I would not have had a clue what was happening.
- Economic Improvements - Perhaps I missed something but the economic function of dumping additional resources seems to be missing in this game, and is a core element of the other.
- Lack of unit\/race variation - Again, unless I really missed something there is 1 race and that's it.
- Clunky UI\/Graphics- My eyes were flying all over the place, couldn't make heads or tails of much to begin with based upon the UI itself.
- "Go" Button - I really liked this feature, really speeds up gameplay. This would be really nice in the sc2 version where each player might have the ability to "ready" up.

I'll keep an eye out for future updates, but for now this game is FAR from what I would personally consider a polished product.

10\/10 best chicken game.. This program has so much potential. The downside, is the lack of friendly controls. There is a bit of a learning curve that will require using this for an hour or so to get use to how things work. You can tell the devs created this as a tool for their own use because of this...BUT once you figure it out this is really addictive. There are so many models to use and position that you can create almost any scene. You have so much control right down to being able to bend and twist every joint, even each knuckle on each finger. Super detailed. then you can zoom out to take it all in, or shrink down to the size of a character and walk around your scene and see everything in your face, up close and personal!

If the devs just took some time to make this idiot proof with more easy to understand controls and on screen help boxes, etc I think they could begin charging much more than the 1.99 they are currently asking for!

For this price you would be crazy not to try it.. I have played this game and finished some stages....
my conclusion: its absolutely weird. its completely different than what I thought it will be.
I expected some sort of explorer Indie game where I just look at new worlds by going through doors...
Oh boy .. I was wrong.
this game is some sort of adventure puzzle game, and I HATE those haha
Sadly I think I wasted 9 euros but I guess why not support a new game. maybe it will improve?
It really reminds me of the Stanley Parable... idk why.
Also... I have 70 fps, yet it feels like 15 fps. dunno whats up with that.

In general I wouldnt recommend it though, its not TERRIBLE and if there was a "Meh" option Id pick that,
but its just not what I expected it to be and it takes way too long (at least for me) to figure out these weird puzzles.
Oh and yeah... I f*cking jumped when the Red ball at the start turned into a moon haha. This is actually a really fun game at first, when you are first upgrading and manipulating your ship. You can make missile boats, blaster-based ships, you get option drones to fire when you shoot, and so on. Mining is actually somewhat interesting to fool around with early on.

It, however, gets repetitive, starting with mining, and then upgrading, and finally the combat. The final ship components cause all end-game ships to look the same, and the final boss has a stupid mechanic which requires you to either have a way more responsive ship than the game gives you, or to angle a shot in a way that gives you a generally unsatisfying win because you didn't do the high-agility maneuvers that it feels like you should do. It caps the game off with not even allowing you to have a solid victory in the final "cutscene."

Overall, a good 75% of a game marred by an overly repetitive final zone. If you don't mind this, and the late 90s graphics, go ahead and get it! It's actually pretty fun, reminiscent of Asteroids with an upgradeable ship and uh, better graphics, though still a far cry from anything you'd call "modern.". It gets boring really fast. This was my first VR experience. I find it quite difficult but addictive. These games are fun playing with friends. This Mega xp boost is something to have when you want to rank up really fast. It really does work, you get 2.5 more xp each round which is alot if you want to rank up faster then other people. The price of this is really high though. I would recommend getting this when its on sale then you will feel like you got your monies worth. This is a must have if you are going to go for the 100 ranks this game has. The good thing is that it just ranks you up, but if you wanted to help out your team then you will have to get the team xp booster. I recommend it to anyone wanting to rank up faster.. it deosnt work for me