
One Hundred Ways Patch

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About This Game

100 tricky levels to solve “One Hundred Ways” to achieve it!

The goal - make the ball reach its goal. Sounds simple - but it's not! To solve the levels, there a 5d3b920ae0

Title: One Hundred Ways
Genre: Casual, Indie, Strategy
Developer:
Sunlight Games
Publisher:
Sunlight Games
Release Date: 23 Oct, 2015

English,German

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The game itself can be enjoyable, however there are a bunch of things holding it back: - The camera control is super clunky and sluggish, no way to rotate too. - No speed-up time feature, you have to watch the ball slowly make its way to the end every time, if you failed too bad you're gonna waste your time just sitting there watching the ball again. - Every time you place something you gotta click on inventory to open it then click on the thing, over and over, doesn't matter if you're gonna place the same kind of gadget. It sounds minor, but gets irritating after playing for like 15 minutes. - Sometimes the ball would stop moving for no reason, and you have to reset the level and watch it slowly make its progress again. - Gadgets glitch out and you can't click on them after resetting the ball, so what you need to do is reset the whole level and place every gadget again. - The ball is constantly slow-ish, no matter if it goes through speed boosts. - There is no indicator of how far the ball will be thrown by some of the gadgets, so you're left experimenting until you get it right, not because the puzzle is hard, but because the game fails to give you useful information. - First 30 or so puzzle were really easy, don't know if they become hard at some point, but I personally don't have the patience to play anymore. That being said, the game can be enjoyable for those with patience and high tolerance. I personally won't play much more and can't recommend it because of the reasons stated above.. A pretty fun casual game for some quick gaming sessions. The only real downsides are clumsy, controls and sometimes strange physics behavior, but you get along with these pretty quick. Aside from that however it is a straight forward game with some fun mechanics which are interesting to fool around with. it also really succeeded in making me just want to play one more Level, until I was at the hundredth Level before even realising it.. This game has some ups and some downs. The Ups: Puzzles!!! There is 100 puzzles. I beat the game in 9 hours or so and could be solved faster. Downside: There should be more puzzles. It felt really fast for me. There is a ton of glitches that can happen. Picking up the pieces of machines can be a daunting task. I fairwarn you! The game is fun, but not super smooth. Things will launch in ways that are not consistent with each other. If your level glitches while your in the middle placing objects, I suggest quitting the level and then restarting. You don't lose much on any level if you restart. There is a lot of spelling errors in the translation of this game. It will annoy you if that thing annoys you? Thought I'd mention it. I wrote this as a positive comment to show I played the game and thoroughly enjoyed it, just wish it was longer. Maybe some new levels can be released as DLC. Would be worth it for another 100.. 100 ways of trial and error. One Hundred Ways is a nice looking, nice playing puzzle game. When i first started the game, i clicked Play and got to the level screen, i pressed the forward button and the screen tilted right. Everywhere i clicked, no response. I went back to the left and realised the icon on the below left on the screen was the first level. A bit confusing. But. After the first 10 tutorial levels i got the hang of it. The tutorial is self explaining, all you have to do is press Play on most levels or place items. I'm now at level 39 and most levels are easy, but some are tough (it took me quite some time for level 38). You have to realise you must get certain hazards at the right speed, jump over obstacles, or find another short-cut to the finish. Every level you are given a limited amount of items, which can be jumps, detours, speed up, reverse bungee-cord, etc. So far i like this game, i wish only for a reset button to take the items back in the inventory and start the level again and on the level screen i miss the level numbers + Nice overall graphics + Much levels + A nice mix of Easy and Challenging Puzzles + Nice sound effects - Picking up items does not react as wanted sometimes - Only one background music, gets boring - No level editor - No rotating the screen, only zoom in/out (or i missed the buttons for rotating) If you want a nice puzzle game to play, i recommend this game. The current price would be right if there was a level editor. Needs a reset button and buttons for rotating the screen (if there are then they are too well hidden).. The game itself can be enjoyable, however there are a bunch of things holding it back: - The camera control is super clunky and sluggish, no way to rotate too. - No speed-up time feature, you have to watch the ball slowly make its way to the end every time, if you failed too bad you're gonna waste your time just sitting there watching the ball again. - Every time you place something you gotta click on inventory to open it then click on the thing, over and over, doesn't matter if you're gonna place the same kind of gadget. 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