
Maize Original Soundtrack Torrent



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About This Content

The Maize Original Soundtrack features, 12 tracks, over half an hour of music including the Top Secret singles.

Game soundtrack scored by and Jeff D. Elliott and Brian Gair and produced by Eggplant Collective.

"Top Secret" New Wave version
Written by Jeff D. Elliott
Performed by Chris Tait, Jamie Grant, Jeff D. Elliott

"Top Secret" Power Ballad version
Written by Jeff D. Elliott
Performed by Nick Walsh, Jeff D. Elliott, Steve D'Angelo, Adam Damelin, Jacob Damelin

The Soundtrack music files are available in your Steam Maize directory upon purchase:
...Steam\steamapps\common\Maize\Soundtrack\

Don't forget to grab a high resolution Maize album cover art using the screenshots above!

Title: Maize Original Soundtrack

Genre: Adventure, Indie

Developer:

Finish Line Games

Publisher:

Finish Line Games

Release Date: 16 Dec, 2016

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Minimum:

Requires a 64-bit processor and operating system

Storage: 112 MB available space

English







The controls for this game are just terrible . very unpolished, and rough...this should have been refined MUCH MUCH better.. Even though I only played this game for like 2 hours, it's still pretty good. Easy to understand gameplay and fun at times.. As pretty as this "game" is. I feel but compelled to warn people. This is not a game so much as it is a clicking simulator.

There is no strategy. There is no game play. The only thing that makes this game difficult is the poor controls and poor game response.

The pictures are pretty but in the end you do little more than click on roots, click on leaves, click on bugs and for variety, click and hold sometimes.

. This is a fun game, it's definitely something easy enough that I can let my nephews play it. One note if you have a web browser open while playing this game it causes performance issues for some reason. I'd recommend anyone get it who is looking for some time to kill and is not expecting a overly in depth 2d side scroller.. Gorgeously looking, challenging and surprisingly tactical fun short shooter.

Here upgrades are not simply more of the same but require different play styles (a tank crashes everything), each of the two has it's own strengths and weaknesses, which means you have to prioritize targets differently.

What's missing is a bit more variance in music, upgrades and enemies. Also would like if your own carrier would have a bit more an active role.

Since the game also currently lacks any deeper tutorial I highly recommend reading the somewhat official guide here: <http://steamcommunity.com/sharedfiles/filedetails/?id=877545455>

The enemy spawn order slightly changes daily, so it's worth revisiting.

If you're somewhat competitive and use a mouse the game is well worth it's money since you will be stuck in the short game loop (normally way less than 5 minutes) for way longer than planned, since mastering the deadly enemy waves is quite rewarding.

Never stop flying. (But you should definitely pause firing for repairs). A simple Worms-style gameplay, at a rock-bottom price. Could have used more polish. For example, the functions of the two action-types are not explained. There are no golf clubs to select, nor directions to aim. The mechanics of obstacles, wind speeds, and ability-skills are not explained. The system of meta-game unlocks are not explained. Also, I am very annoyed that the xbox-style gamepad controller doesn't work, and the keyboard controls do not access the menus.

If you have the patience to look past the short-comings, then I think there is a golf-campaign to be explored. You will be limited to only one club, only hitting the ball straight ahead, and a having to learn as you go. Maybe you can even get your controller working with it. Dog Gone Golfing uses the Game Maker game engine. I tried playing this on an Ubuntu 18.10 system. I bet the designer had a lot of fun playing this game, but he seems to have had trouble figuring out how to share his experience with new players.

I had so much fun playing this game back then, the music, the atmosphere, the graphics, the game itself, it is just amazing, it's a shame that they don't make games like this anymore.

I had forgot the name of this game but I had a picture of what the houses looks like and I knew it was about history.

Then after all this time, they decided to bring this game on Steam along Zeus + Poseidon.

Seriously, if you love city bulding games with or without combat, then this game is for you!

If you like Zeus + Poseidon, Caesar, Emperor: Rise of the Middle Kingdom, Imperium Romanum, Tropico and Children of the Nile then chances that you like this game are even higher.

9.5/10 - Of course I recommend this hidden gem..

<https://steamcommunity.com/games/593110/announcements/detail/180866424033155775>. Simple as moving object from point A to point B by using different modules that can move the object in special ways, easy? Well there are some limitations, the movement procedure has to function flawless three (or more) times without colissions.

[The further into the game you progress, the more complex the puzzels get and the more modules you can access.](#)

[Great puzzle game, many hours of braintwisting puzzles, really worth the money.. Short and not too challenging, but fun.. I can still remember the birthday I got Zelda II: The Adventure of Link. Being a huge fan of the original, I was so excited to dig into the sequel despite knowing nothing about it. For years it was one of my biggest NES disappointments, being too hard and too confusing for my elementary-aged self. I've learned to appreciate it in the intervening years, as well as similar games from the era like Simon's Quest and Journey to Olympus. I only bring this up because Elliot Quest has done an amazing job of refreshing all those memories, good and bad alike.](#)

[You play Elliot, a terminally ill youth on a quest to maybe save himself through divine intervention. There's a pretty rich and developed world to explore that contains four guardians that might have the key to saving Elliot's life, and it's your job to guide him through those forgotten places, and the cliffs and caves that lead to them, mostly unscathed. The world map is huge, with tons of locations of interest, side areas, secret areas, and even enemy encounters.](#)

[Elliot's default weapon is a bow that fires in an arc, but you gain experience from enemies that can be used to upgrade your attack \(and movement and health and magic\) that can make it fire faster or straighter. You'll also pick up magic spells, items like bombs and potions, and abilities like double jumps from the many locales you visit. Almost every single area has alternate paths and secrets accessible only with the right powers, so you'll have plenty of reasons to revisit parts of the world.](#)

[There are SO many paths and secrets, in fact, that it can often be hard to tell where you're supposed to go next. My main complaint about Elliot and his Quest is the difficulty, and it's a two-fold issue. The game dumps you in a wide-open world with a fairly clear path to the first temple, but after that there are tons of caves and forts and forests and cliffs that may or may not be the path ahead. You'll need to be very familiar with your abilities to know how to proceed, and many of them are creative enough to make that difficult. Your reward from the first major area, for example, is unlike most powers found in platformers and takes a good bit of experimentation to understand.](#)

[Even if you know where you're going, though, there's no guarantee you can get there alive. Elliot Quest can be very difficult at times, with a major spike around the second temple that came as a shock to me. Some enemies are posed in ways that make them almost impossible to avoid, and invincible enemies start appearing with more and more frequency the further in you get. Checkpoints are plentiful but you lose XP every time you die, a particularly brutal punishment considering how challenging some sequences can be. After a few hours my problem wasn't so much where to go, as my options being almost too difficult to face.](#)

[It's pretty remarkable how faithfully Elliot Quest follows in The Adventure of Link's footsteps, down to the confounding levels and difficulty spikes. They're both games that demand a lot of time and attention to appreciate, but are undeniably worth it in the end. Elliot Quest has an absurd amount of secrets and side content to uncover, all presented in charming pixel graphics and pleasing ambiance. If you like your retro platformers challenging and engrossing, you'll get all that and then some here.](#)

[Did you enjoy this review? I certainly hope so, and I certainly hope you'll check out more of them at https://goldplatedgames.com/ or on my curation page!. I LOVE THIS GAME](#)

[why?](#)

cuz i had it on xbox 360, when i was like 8 years old..
this game is super nice.. but a shame there is no skirmish or something :(
but the campaign is just for getting in love.

<3

pm me if u want to play with me!. This game is a very interesting one to me. I like the found footage/VHS ascetic it has going for it and the overall atmosphere of the game, it actually reminds me a bit of the Ring and the movie V/H/S. The film grain effect didn't really bother me though it can be turned down in the options menu.

Overall the game is slow and creepy, starting out in a farm house and seems well put together. It IS fairly short with a slightly abstract plot which in my mind makes the game creepier. I haven't played any of the bounus modes yet, though the main story mode took me a little over an hour to beat.

There were some good creepy moments and nice details in the environments I was disappointed that there was almost no interaction with the background to text descriptions. The animation was fairly good, and I encountered a couple minor bugs. Overall I really liked The Tape and had fun with it, after getting it on sale for 51 cents. I'd say this game is well worth picking up on sale.

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