Squally Download Xbox

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About This Game

Squally is a 2D puzzle RPG game that teaches video game hacking -- **WITHOUT** boring lessons, lectures, nor the need for prior experience. Instead, Squally teaches hacking through fun engaging puzzles where learning is a by-product.

This is **not** crappy education software masquerading as a game. Entertainment and education are equally important, and this game won't disappoint.

A 12 year old should be able to complete the main storyline in this game. For the more hardcore players, there will be more challenging side content. Topics such as data types, data structures, bin/dec/hex, and x86 assembly are gradually introduced through puzzles and gameplay.

In other words: this game teaches you the hardest parts of computer science in the coolest way possible.

We're constantly pushing out updates, and appreciate your early support! To get in touch, join our Discord at https://discord.gg/3maVXN5

Title: Squally
Genre: Action, Adventure, RPG, Strategy, Early Access
Developer:
Zachary Canann, Matt Bucci, Nathan Lewis
Publisher:
Squalr, Inc.
Release Date: 6 Nov, 2018

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Minimum:

OS: Windows XP

Memory: 512 MB RAM

English,French,Italian,German,Arabic,Bulgarian,Czech,Danish,Dutch,Finnish,Greek,Hungarian,Japanese,Korean,Norwegian,Polish,Portuguese,Romanian,Russian,Simplified Chinese,Swedish,Thai,Traditional Chine

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The two Indie Devs did a great job... i like the game! =)

One small glitch: Game crashed after killing first boss... I died exactly in the same moment.. It tried to reset my location and probably couldn't do that for the already killed boss = crash.. When this game came out there haven't been that many good shmups on the steam market. But as it is now I simply recommend to save your money for better titles.. Out of respect for the game itself....I will still recomend this game mainly for the fact that this is still somewhat uses what the game was suppose to have :P
The price is decent....but doesn't seem very fair to most of the backers that had to pay 25$ or 20$...can't exactly remember what the amount was again but I do know it wasn't for 10$.
Will however admit that I am somewhat dsappointed at the fact that the game has been turned into...this...
If this isn't the actual game itself, but more of a different approach, then sure it is indeed fun and the This War of Mine approach is interesting considering that game was 2D while this isn't.
But here is a couple reasons why I was really hoping for the game I gave some money to back then. It had a Open world situation...no "spend # hrs to travel to ****", sure time could be used traveling in open world...but it isn't always the same...that and it had vehicles. Another is that the creativity in base building...has now been downplayed and has been brought down to smply base customizing. Will admit it is still decent, but I would of loved to build the base rather than have a pre-set building the entire game.
Another point so far is survivors...I simply go up to one...ask...and they join...seems silly when you would likely consider they want something done first or want something in return...not a simple "wanna join? > sure!" situation.
Another point I was wanting to add is that the character sheets are...really confusing.
Example: I chose 2 survivors, one who had a skill in scavenging and the other at crafting. But somehow my crafter had MUCH better scavenging stats while the scavenger had crappy scavenging stats...and sure the crafter had great crafting skills...but my scaveger also had great engineering and good crafting. I am wandering if the "skills" add certain things rather than actually effect the stats.
Other than that...if they are still working the the offical game, then great ^_^....if this is now the offical game...then...kinda unfair :(. One of the best looking games paired with a nice mix of sim and arcade.. Okay... Before you buy this and play it for 30 seconds and RAGE because you think this game is "crap"...

STOP! ..Give the game half a chance. I can assure you that it will quickly grow on you.

I was in that very same situation. I was about ready to refund it, but I wanted to write a negative review about how "garbage" this silly game was with awkward controls. But I needed at least a few minutes of game play to leave the review before I promptly refunded this game!

And then...

Within those few minutes of playing the game I needed to write that negative review... the game grew on about a hundred times! WoW!

This game is so simple...

It's so simple it's brilliant. And..

It's challenging as hell... And...

It's addicting as hell too!

All you need to do is use the left mouse button to control everything. Pressing the button changes your ships direction from left

to right and then from right to left. And you'll also fire a bullet when you change direction! ...Brilliance!

This all is why I tell you if you buy this little game, just give it half a chance. Give it just ten damn minutes. Those fancier 3D games can wait that long! This little game.. it WILL grow on you!

Great game, no lie. 9 out of 10 and worth every penny.

RECOMMENDED.. It was dramatic. It was a game that can change your outlook on not making such rushed decisions in your life. Yeah, I mean this game.. it might mean that you've bailed on that potential girlfriend\/boyfriend that you've thought was too simple and not fun too! You might should give them a second chance for ten minutes too! You might end up loving him\/her! ..Okay, okay, maybe not.. it was just a random thought! =). BEST GAME EVER!!!!!!!!!!!!!!!!!!!!!!!!!!! NEEDS MORE PEOPLE DO!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!. Story of my life

I didn't even know they were making a sequel to the original Insult Simulator, so I was pleasantly surprised to see this pop up in the suggestions. After taking it for a drive, I expect I'll be spending many hours on this one, just as in the original. There are some improvements in the game, sometimes allowing for even more constructive sentences, which have a tendency to make more sense overall and can allow you to be a bit more creative.

Also, I'd like to add there are some minor flaws which I expect will be cleaned up as time goes by (the game has only been out a few days). This mainly includes phrases spoken which don't match up at all with the words you chose. Though this has little to no impact on the gameplay, it is minorly distracting.

Overall, I recommend this game if you played the first, but do keep in mind this one has a different feel to it, especially as the overall theme revolves around acting/Hollywood/etc.

Also, as a sidenote to the developer, if you're reading this: Could you PLEASE :) lower the volume of the intro credit scenes? I'm talking about the first two momentary screens that load, when the game first loads. The sound effects/music are extremely loud (RIP headphone users). I've adjusted the volume in settings for the gameplay itself, but it has no effect on the game intro music (perhaps a bug?). I love the game, but always dread that 150 decibel flute that starts playing. It's a cute/creative intro, I wouldn't change it, except for the music level.. Well, I could never start it up first off, second I did pretty much everything to get it to work and yet it didn't, third sega probably has gotten many e-mails (including mine) about this. I'm almost to my limit here, I've searched the internet and nothing is there that helps. Hey! Buy this game so it "stops working" on start!". Epic ragdoll gameplay and the ammount of destruction you can pour onyour your little clone is amazing gratz to the devs on such a good game hopefull there will be some updates and new weapons to keep the game fresh https://youtu.be/dGwRyzmJg_o. I nutted like five times bruh.. The hell did I just play.. First got into this game after watching another person's video clip on this game where he went through the first few levels. Took a look at the description on Steam, and given it's only $2.99, decided to give this a try, as I'm into puzzle games. No regrets on this decision, as this is a very nice puzzle game with many interesting elements in it.

Graphics: When you open the game, it starts in full screen, but you can modify it to a smaller screen size, which I usually do. Nice Sci-fi space graphics that change from level to level, so you're not looking at the exact same background each time. Sprites are simple and easily labeled so that you know what you're looking at.

Sound: Space-like music atmosphere is nice to listen to, but you can mute the music and sound effects at any time if you want to. However, it may not hurt to have a few more soundtracks to choose from to listen to as you play to increase variety.

Controls: Not too many options to have to worry about, as the controls are pretty self-explanatory. In reality, all you're using is the directions on the keyboard (WASD or up/left/down/right) and R to restart if you get stuck and can't go out of bounds. Controls are responsive with no lag, and if you push 5 directions ahead of time as you're going through a long part, the Orbox will move in those directions with no loss or delay. Orbox moves quickly, which is nice for the longer stages, as they flow better with no real delays.

Gameplay: I'll break this down into pieces.
= It's easy to get the hang of this game, but you'll quickly see how the later puzzles make you think a bit. Luckily, there are no enemies, and you can scout the board out before moving to see what you're dealing with. There are no lives, or game over, or anything like that to pressure the player, so feel free to try various things out. If you go out of bounds, you'll just go back to the start point (you'll want to go out of bounds a lot anyway to get a few of the achievements).
= There are no time limits on the levels, so feel free to take as much time as needed to think through possible routes. You'll need to look ahead a bit in later levels to see any tricks that may be present.
= You can play a level as many times as you want, mainly to go for your best score, time, and moves (though the moves record is a bit glitched, as it doesn't keep your best move score, but rather your score on the last time you beat the level).
= I like how in Easy, the levels start very simple with just getting to the goal. A few levels in, new elements get introduced, one

at a time. This allows the player to learn how to best deal with these types of elements. And as the levels progress, the player sees how these elements get combined together in having multiple tasks to do in a level. The player will deal with anything from collecting stars to dealing with gates, grow blocks, sensors, ice, and bombs. Nice job with the symmetry designs in most levels, giving a little more substance than just the basics to many of the levels.

= There are a whopping 210 levels, split into seven packs of 30 levels. You start with the Easy pack and unlock more packs as you complete the packs you're working on, which include Average, Normal, Hard, Easy 2, Speed, and Bonus. There's a spot for an eighth pack depending on feedback. Difficulty progresses steadily on Easy -> Average -> Normal -> Hard. I would guess Easy 2, Speed, and Bonus are somewhere in between in difficulty.

If you're into puzzles, I would give this game a try. $2.99 is a good price for the amount of content you get. With the multiple puzzle elements and levels present, Orbox C makes for a solid puzzle game.. Super underrated STG. Interesting and unique mechanics, bunch of difficulty options, and a great soundtrack.. Very good!
9\/10.
https:\/\/www.youtube.com\/watch?v=1kZs-UoFoOQ. Very fond of this game so far. Took me a little bit to get the hang of it,but its all good now.
If your looking for a challenging open wolrd game with great crafting this is your game.. So, despite what the game has to offer, as well as any entertainent value it has.
There is one major issue which makes this an "ABSOLULTELY NOT IN A MILLION YEARS!!!" review.

Granted if the details I mention are changed I will gladly change my reveiw to a recommended because this IS a pretty fun game. (As long as you like games that last about as long as a single game of solitare per play)

The issue I have with this game is simple,
You can work on your game for years, have whatever grahics or machanics in it you want, you can even make it actually more entertaining than the price would lead you to think if you know what you're doing (and no this game is not entertainment value wise worth more than $4 by a long shot) but N-O-N-E of that matters if M-O-S-T your players can't even get the game to E-V-E-N R-U-N outside your splash screen that says who made the game in the first place.

I've seen a numerous amout of people saying they had these issues or similar to it.
 - Normally the topic starts by someone complaining about a black screen before they get to the start up menu.
 - Then there are people who offer help:
 ~ Help verys from person to person and I've tried all of these without any luck
 - Uninstall and reinstall
 - Update A-L-L your graphics drivers
 - Go into the game files themselves, find the startup.exe and change it's capability settings to AN O-L-D-E-R V-E-R-S-I-O-N of W-I-N-D-O-W-S.
 - Make sure that your firewall is not blocking the game like it's made to do.
 - Alt/Tab out of game then Alt/Tab back into game, hit escape twice.

I have attempted all of these fixes at least once if not more times, as well as the only results I've gotten from my time/effort to be able to get the game to run again is a solid black screen, a solid white screen, and the game crashing on me. The only thing the game is missing is the blue screen of death at this point.

Don't waste your time or money on something that doesn't even work.

Until these issues are resolved I will not change my reveiw nor will I retract any of my statements.
If you need me I will be spending my time on the games within my library that don't get stuck on the splash screen, give me a single solid colored screen, or crash on me upon attempting to run them.

Here are a few more links if you need more proof of how serious this major flaw is:

Game Crashing:
~ http://steamcommunity.com/app/342970/discussions/0/353915847942206099/
~ http://steamcommunity.com/app/342970/discussions/0/343785574534247433/

Game Downright not starting:
~ http://steamcommunity.com/app/342970/discussions/0/1470840994980432152/
~ http://steamcommunity.com/app/342970/discussions/0/357284131793114758/
~ http://steamcommunity.com/app/342970/discussions/0/1353742967823870687/