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## The Little Ball That Could Activation Code [License]



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### About This Game

There is no exception to the rule - only balls with a heart can enter the Haven, and others, well... others have to move on. It was your turn to get your heart and be allowed in when the stamping machine stopped. Your only choice to join your kind is to prove your worth by finding enough hearts to refill and restart the machine. On your path, there are deadly falls to avoid, dangerous traps to evade, mind-bending puzzles to solve, and maze-like levels to traverse. But all is not grim, for there are shiny gems to collect, hidden puzzle pieces to find, and trapped friends to help. Perhaps there is another way to prove your courage?

**The Little Ball That Could** is a marble platformer with exploration and speed-run elements, inspired by Marble Madness, Manic Marble, Super Monkey Ball and Marble Blast. However, unlike its predecessors, TLBTC is not only about going as fast as you can - instead, you'll need to use your wits if you want to make it through its many non-linear levels and deadly traps.

### FEATURES

- Roll through 120 large, non-linear levels spread across 5 beautiful low-poly worlds.
- Test your speed, precision and curiosity in over 9 hours of increasingly challenging gameplay.
- Take part in a minimalist story and unlock an alternative ending by saving trapped friends.
- Unlock beautiful ball skins using puzzle pieces, and try out fun powers that will let you play the game in radically different ways.

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- Use the checkpoints and level skips to progress through the game without frustration.
  - Experience the best platforming action with our tight, physics-based controls - you'll have a blast whether you prefer to play using the keyboard or a controller.

## **WORKS GREAT ON STEAM**

- Complete fun achievements
- Compete on the leaderboards for the best level times
- Enjoy the game in Big Picture mode
- Save your game on the Steam Cloud
- Play it on Windows, Mac or Linux

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Title: The Little Ball That Could  
Genre: Action, Adventure, Indie  
Developer:  
NaissusWorks  
Publisher:  
NaissusWorks  
Release Date: 12 Sep, 2017

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**Minimum:**

**OS:** Windows 7 SP1 (32-bit/64-bit)

**Processor:** Intel Core2Duo E4500 2.2GHz (or equivalent dual-core processor)

**Memory:** 2 GB RAM

**Graphics:** AMD Radeon HD 6450 (or equivalent card with 1GB of memory)

**DirectX:** Version 9.0c

**Storage:** 1200 MB available space

**Sound Card:** Any

English,French,Italian,German







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the little ball that could. the little ball of skin. the little ball of yarn. the little ball that could apk. the little ball that could download apk. the little ball of hate. the little ball of fur. the little ball of sunshine. the little ball of. the little ball of spit. the little ball that could download. the little ball of cuteness. the little ball village

Game about being a sperm, done in the right way.. absolute weeb trash

only pair with kawaii decal

10V10. I bought this game when it was still a multiplayer game. Guess what, the multiplayer did not work.. This was marketed as a multiplayer title, you were supposed to cooperate with a friend, not switch between characters. Very nice.

This is really bad in single player though, stay away, spend those dollars on something better, like used toilet paper.. Wether you like the genre or not, THIS is one game that is absolutely worth experiencing for 3 simple reasons.

Pro's:

-It's free. It's so good it should have a price to it, but it's free. Why.

-Dark humor mixed with childish humor. The entire game is a spin around the idea that we need to have a "second name" in the world. See, back in the day before WW1 or 2, that used to be a thing. John the Smith, John the Shepperd and John the Pervert were three different men. Albeit John might have just been a blacksmith who liked butt♥♥♥♥ing sheep while wearing plate mail armor...the reason you needed a second name was to identify WHO you are and what you do.

-The graphical style seems rather terrifying at first look, but once you get past the first screen that you are given, you start seeing things from a different angle.

Con's:

-If you get stuck somewhere you have to resort to the good old rub everything to everything until something happens.

-If you are still stuck afterwards, think about something illogical and silly yet logical in the same time. The only time I got stuck was when... yeah won't spoil what's the answer but I NEED to leave a hint here because the answer was alien as all hell. TUBA. MUSIC. GOT IT? TOUCH IT.

-It's not done yet. I want more, what can I say?

I went in with doubts and low expectations and I came out with a grin as wide as my ears, wearing a suit made out of metal that is indestructible unless hit by a rock.. The game has pretty unusal gameplay mechanic which is kind of strange at first sight, but further you play, the more you feel it intuitively native. Minimalistic graphics is just what such gameplay needs. Music completes the game feel, so one can find himself meditating.. Wow. Wow. Holy Cow. What a hot mess of a game.

The 7th Guest holds a soft place in my heart due to a mix of childhood nostalgia, and legitimate recognition of optimistic and ground-breaking (if supremely awkward) game design. That shiny colorful little game was so innocent and pure of heart at the time, and it hasn't lost its charm. Played the entire thing in an afternoon just recently and I don't regret it. Then, on a lark, decided to give the sequel a try, having never played it before. Wow.....just wow.....

The 11th hour...jesus what to say.

I can only imagine that this game was another important and necessary step in the burgeoning awkward years of game design. Nobody had ever seen anything like 7th guest. They loved it and wanted more. God bless the creators. What they ended up with was a discordant mess, striding painfully in disperate directions whilst ripping itself apart.

The prime fault in this game is the lack of cohesion. The cut-scene driven narrative and the game mechanics clash harder than in any game I've ever played. The shifts in tone are so very jaring it's laughable. Everything in this game clashes. The acting style of the characters clash with one another, the in-game settings clash with the film sequence's, the special effects, the terrible riddles, everything. It's truly marvelous to behold.

If there's one thing that seems consistent in the game, it's in just how terrible the riddles are, and there are a bunch of them. Most of the game consists of an awkward treasure hunt, with horrifically obtuse riddles guiding you to the next destination. These riddles are terrible. There's an in-game hint system that is necessary to progress, and I'd be absolutely shocked if there's one single person in the world who has ever beaten this game without cheating a little bit. They reminded me of the riddles from the 60's Batman TV show, with solutions that could not possibly be solved with pure reasoning. They're nonsensical, difficult,

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and it's shameful just how much of the game they take up.

The puzzles themselves are also difficult to a fault, but that's nothing new, and most of them are skipable. They're much the same as they were in the 7th guest, except that here they seem even more out of place. Stauf, after all, had invited the guests over to solve these riddles in the first game. There's absolutely no mention of them in this one...they're just...there.

Not that the first game made much logical sense, but I felt that it earned some of its ambiguity due to the fact that it took place in some sort of dream-space. Some limbo between worlds where the events depicted had already happened, and nothing was concrete. This game, when not inspiring you to beat your head against a wall with difficulty, aspires to tell a much more fluid and fleshed out story. These folks at Trilobyte sure tried. They really tried.

Ignoring the actual game play, the narrative is its own beautiful little disaster. In an attempt at spinning a more mature tale, the 11th hour relies even heavier on the full motion video narrative. The settings and acting style, for the most part, seem to strive for an element of forced, day-time drama realism, with actors trying their best to take the material seriously. Now before I get too judgmental, I have to laud the attempts of some of the performers, particularly the actors playing Robin and Samantha. You can tell that these are working professionals just trying to do their best with the material they were given. They are, however, the exceptions to the rule. Gone are the cartoonish caricatures and grand sweeping gestures of the first game. Here we have grim, somber, cheap cable tv style storytelling, with most of the acting and staging coming across as painfully awkward and, dare I say it, soft core porno. But dispute these flaws, or perhaps BECAUSE of these flaws, there's a subversive charm to it all when viewed as a whole. As the game progresses, the cut-scenes themselves become more varied in style. They span a wide range from subdued to carnivalesque. There's a particularly jarring scene where a buxom, scantily clad young lady has a dog on a leash. The dog's head transforms into the head of our main villain Stauf, gives a hearty howl, and then the lady's face, for just a split second, distorts into a horrible pixelated grimace while the game's audio farts at you. Seriously, the game farts. Sexy lady - transforming dog - howl - monster face - fart noise. All this before awkwardly snapping back to the loud (terrible) midi music and CG scenery. It's impossible to describe adequately. You have to experience it for yourself. And y'know what? I almost recommend that you do.

I can't explain exactly why, but somewhere along the line I found myself spellbound by this game. It's so disjointed and so all over the place that often you're taken completely off guard. It's delightful in its chaoticness. I was laughing out loud on several occasions, and I honestly can't help wondering just how much of this was intended effect. It's so stupid and goofy, but then goes so dark and serious that you never know what to make of it. In one sitting I went from poking a tube of tooth paste until it oozed into a tiny, green, tentacled booger monster, to listening to a tearful disabled woman describe her permanent nerve damage from the back ally abortion attempt of her mutantrape baby. The damn game feels like huffing paint; I'm light-headed. This feeling is embodied by the brilliant performance given by Robert Hirschboeck in the role of Stauf himself. This guy gets it. When he's on screen, it feels like being right back home in the haunted mansion. He's campy he's over the top, and he knows exactly what he's doing. He's literally the spirit of the game, and every scene he's in pops. It's almost good enough to fool me into thinking that the developers knew what they were doing by creating something so scatter-shod. I've never played anything like the 11th hour in my life, and I doubt I ever will. This game is a beautiful mis-step, and I'm truly grateful for having wasted my time in it.. Thrilling gameplay, awesome story, better than FNaF in so many ways!. WARNING WARNING WARNING WARNING WARNING

#### DON'T BUY THIS GAME

after you start game you will see black foe plane come from upstairs and they do nothing  
they don't shoot gun or missile they will fly to downstairs only  
you control black plane and you can shoot gun only  
if i must insinuate gun of this plane is pistol be not assault rifle  
this is all you can find in this game shoot gun and dodge plane  
this game don't have upgrade your plane system  
this game suck than game in nes or famicom or atari  
you must trust me don't buy this game



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This is a must-play for fans of R-Type and Gradius.. I purchased this game well over a month ago. It launches to the main menu, then becomes insanely laggy and the game never launches to play, it just crashes.

I left feedback and a dumpfile in the forums section, where it seemed someone involved with the creation of the game was helping people. I followed his instructions on how to leave the dumpfile, and it's been weeks, maybe over a month and he's never acknowledge my post or anything like he had been previously.

I guess I just own a broken game. I guess it's been too long for Valve to refund my money, but I was trying to give the people that made the game the benefit of the doubt and time to respond.

Don't support broken games and teams that don't fix them.. Short. Would't work on a laptop connected to a TV, but when streaming it to my laptop it worked.. Recommended. what is this, why do i have this. Challenging platformer with great soundtrack. Worth the price.. Guessing this is the result of a game dev that got high because everyone forgot his/her birthday.. These VR micro experiences are actually priced accordingly compared to a lot in the marketplace. Both Blocked in and Marchland are essentially just single rooms with different views, but I have been waiting to play them for 2 years since never being able to get them to work on our Oculus DK2! Both experiences are overflowing with prescence, even if for only a few minutes of your time.

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