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Free Download Unforgiving Happiness



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## About This Game

### Unforgiving Happiness

Unforgiving Happiness is a small puzzle-platformer. The objective is simple: connect the batteries to their matching color and collect the energy. How to connect the batteries it's not as simple. Each level gets more difficult as the game progresses.

The reason why I made this game is because I want to challenge the minds of the players.

Each level has an achievement, and that achievement has a little puzzle. Some of the achievements are hidden.

When I was making the game, I was worried about providing only entertainment and not something that you could take with you, for the rest of your life.

That's where the story comes in. Caught between a full-time job and a dream. I share my story of what was happening in my life as I was making this game. I then shifted the story into the future to make it more interesting.

## Features

- Push, pull, jump, grab and a Gravity Gun
- 43 Achievements
- 40 levels

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- 12+ Tracks

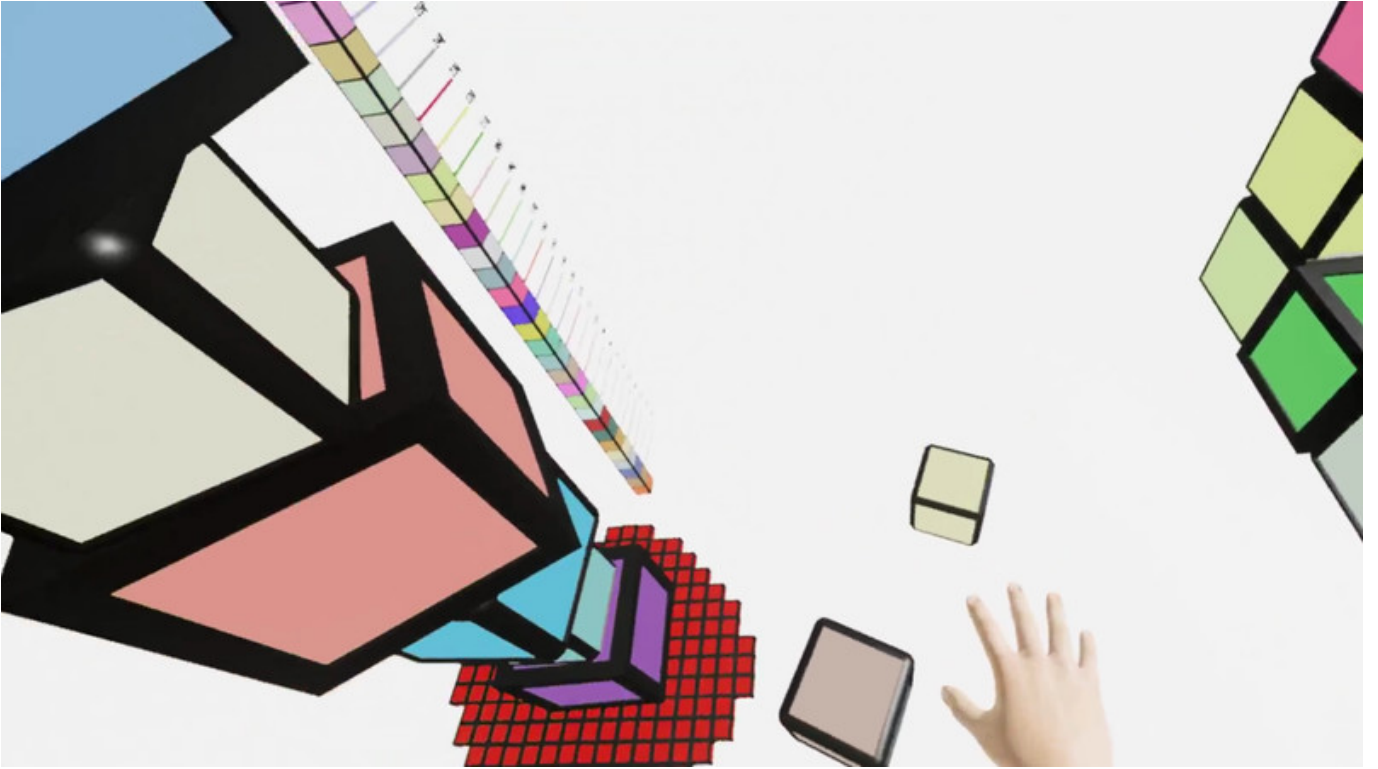
- My Story

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Title: Unforgiving Happiness  
Genre: Casual, Indie  
Developer:  
Ezalbot  
Publisher:  
Ezalbot  
Release Date: 15 Nov, 2017

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English







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unforgiving happiness

Excellent software for playing older low resolution games with pixel-perfect scaling and the option for HQ4x style filters is a big bonus.. good game !! I recommend it.. This is one of those heartbreaking games where you really, really want to like it. I'm glad that I only paid a fraction of its cost, though. That is to say, I paid a fraction for the bundle, and all of them seem to have just one flaw that wrecks the game - and TW3 is merely the least annoying.

The first one was a nice proof of concept: military simulator without any of this 'ballancing' garbage. A Sherman is inferior to a Tiger, period. But its age makes it clunky and somewhat dull. TW2 was a vast improvement - except for pathing, which was lousy. Because the missions are not timed, all the panzers who cannot cross the bridge at the German spawn point stay there until you get bored and turn off the game. A flaw that makes it impossible to complete a mission? Fail.

So there is TW3: Korea, which isnt bad. It feels small, like the Korean conflict in Red Dragon - a handful of Korean tanks and a few platoons v. a similar American force - and if you win, their entire division retreats? And the flaw in TW3 is that you can no longer select individual personell. This is huge because that platoon of useless infantry could spare 3 guys to go man that 57mm and take out the imperialist tank - except it cant. Unless there is some 'break formation' command I havent found - the interface isnt exactly intuitive, so it may well be.

So, yeah, 7 bucks for the bundle, which essentially translates to 7 bucks for TW3. Its a fair price, wouldnt pay more, though.

-Don. I played this game when I was younger and I looked everywhere for it. I was so excited when it finally popped up on steam that I had to get it. Definitely no disappointment here.. Game is riddled with bugs in its current state and saving/loading games doesnt always work.

Core gameplay mechanics are good and I can see a lot more being added, looking forward to future updates!

I think this game has a lot of potential, just try to look past the issues people are moaning about, its early access for goodness sake.. This was a total hoot to play. best FPS so far. I would like it to have a inhouse leader board so I can who is the best in our family.. I went into this expecting nothing and still was disapointed.

Cons:

-Awful selection of characters, the only classic disney characters avialable are Mikey Mouse and Jack Skellington, almost all others are actually pixar characters or modern disney characters, who the hell wants to play as god damn Phinious or pet platipus!?

-Extremely Easy

-Low quality in many places, even in the UI pictures from pickups and character portaits are very visibly blurred like a low quality JPEG

-awful PC options, the Audio/Video menu contains only audio options, the only video settings I found that can be adjusted is choose resolution below the Audio/Video menu, with the highest setting being only 1080p

-Having access to every set and character from the getgo feels very boring, that such content shoudl have been distributed throughout the game as unlockables

-Obviously pandering and manipulative, the tutorial tries to show off sets/characters that if using the proper hardcopy starter kits would not be available, and character specific chests actually play a short video trailer of the required character so as to say "oh look at what your missing! Better go tell mommy she does not love you if she does not buy you this character!" (I know here on the steam version we have access to all that, still does not make it any less disgusting)

Pros:

-You can see hwo bad it is right away, so yo ushould be able to ask for a refund within steams narrow 2 hour playtime requirment

To anyone that thinks that being a kids game or a disney game is an excuse for low quality and lackluster gameplay and design, I refer them to Kingdom Hearts and the lego game franchise.. This game is a lot of fun. Large level maps. I'd recommend a twin stick gamepad.



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I must say, for a game that was damn near free this is a gem. I don't feel like I'm playing an RPGMaker title, I feel like I'm playing something that had a lot of time and love put into it. If the rest of the games in this series are as good it's definitely something I recommend picking up, even if it isn't on sale any more.. Kind of a throwaway entry for TW.. Starts really nice but falls off heavily somewhere in the middle; i got a feeling like the author perhaps was trying to hastily wrap up something that was supposed to be a slightly bigger story, or just ran out of enthusiasm; some "plot inconsistencies" were annoying too. Overall i'd say the book was not worth the time spent reading it, or, rather, the feeling of disappointment after finishing it - i'd probably been better off reading almost anything else.. Early Access Watcher Public Service Announcement

Update Version: #1

Disclosure: This game copy was bought by the reviewer.

Generally I would write a full review, but with the amount of problems in regards to controls, I found it difficult to justify it. I tested the game using the HTC VIVE and Keyboard + Mouse to very negative results. The key issue involves the main window being unable to catch the mouse cursor before it leaves the border of the screen. If this happens, you cannot register the mouse clicks. I ended up, after several failed attempts, resting the Vive on my forehead and looking at the display window on the monitor to at least attempt a few more playthroughs. This allowed me to see where the cursor was, but it does not help the initial problem. Graphics are presentable, audio is extremely loud on default (and stuck on default), settings for volume and display options do not work, and motion sickness is a possibility. The content for this game is bare minimal with a couple of environments. The main objective revolves around destroying the alien mothership and that is pretty much the gist.

I cannot recommend this game purely on the circumstances I played it, which is a Vive owner using a mouse and keyboard. You might have better luck with a controller or the Rift, but if you fall under the other two categories I highly recommend skipping until these issues are fixed. I know this is Early Access, but if a game is barely playable with a listed component, it still needs work. I wish the developers all the best and hope to review this again six months down the line.

This has been a EAW PSA. Included is a short video of my play through using the display window on the monitor.

<https://www.youtube.com/watch?v=4ewTFrfhxO0>. Bad graphics and gameplay quit the game within 2 minutes. Really interesting VR experience. The game is a mix between a survival game and an escape room. I really appreciate the graphic of the game (usually VR experience don't reach this level) the lights, and the colors. I spent 10 minutes just laying on the sand looking the sunset.

I hope there's in plan to implement the game soon because I'd love to explore more islands.. This wave shooter is comparable to space pirate trainer. but much more artistic and atmospheric. Also every level has a different and unique environment.

My only beef is that I wish I were better at it. It gets pretty hard after a while, and since it's less arcadey than space pirate trainer, getting killed is a bit more frusrating (as i'm more invested in progressing.)

anyways, the only reason i havent played this game more is because of the overabundance of wave shooter mechanics in vr games. i do recommend it if you think it would appeal to you.



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