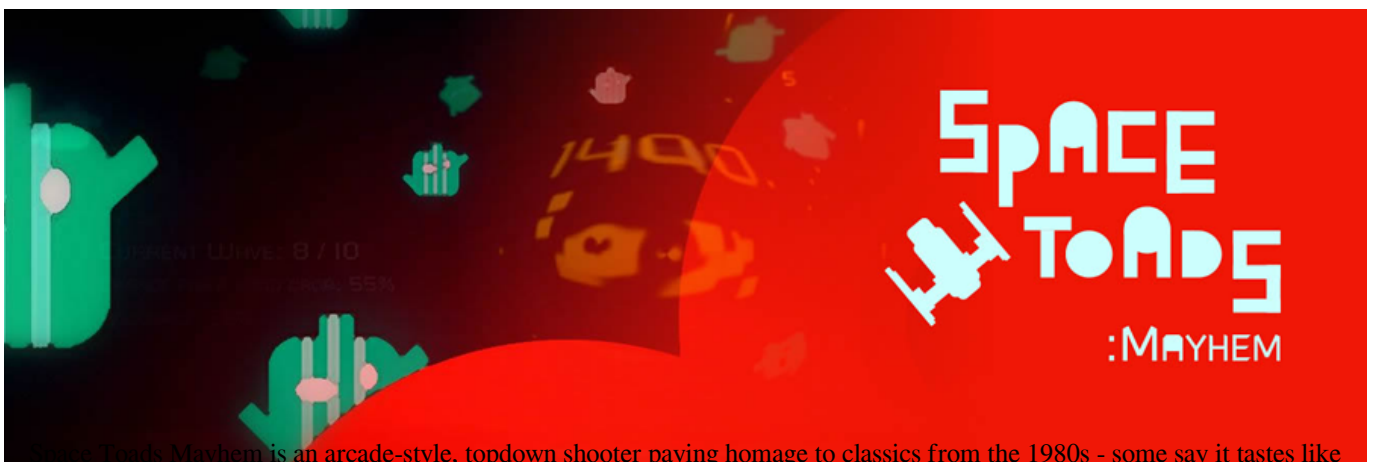


## Space Toads Mayhem Cheat



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## About This Game



Space Toads Mayhem is an arcade-style, topdown shooter paying homage to classics from the 1980s - some say it tastes like arcade-flavoured ice cream with laser blast sprinkles :)

It's a challenging, reflex-based game, rewarding a player who enjoys fast-paced action and can utilise enemy behaviour to his / her advantage.

## Select Features

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- **Dodge 'em up style gameplay:** constant, skillful player movement is required in order to survive at later stages. Anticipation and skill are key as the player's spaceship is often not fast enough to twitch out of trouble at the very last moment.
  - **Enemies with a bit of personality:** simple emotional states are implemented which affect how enemies behave. For example, each of the enemies chooses to attack the player at a different point in time since being spawned.
  - **Epic Powerups:** Mega Death Sun and Vicious Red Hole are among those making easy work of the incoming hordes.
  - **Chance for a good drop mechanic:** as the player progresses through the level and the difficulty increases, good powerups are harder to find and nasty traps start to appear.
  - **Arcade-style, challenging action:** Due to a degree of unpredictability in enemy behaviour and randomised gameplay elements, it is not possible to truly learn any levels by heart - therefore the player needs to stay focused all the way through every single time.

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Title: Space Toads Mayhem  
Genre: Action, Casual, Indie  
Developer:  
LimeVibe Games  
Publisher:  
LimeVibe Games  
Release Date: 20 Nov, 2018

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English



Fire Rogue emerged!  
Fairy emerged!







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I liked Kairo, I enjoyed the puzzles, I enjoyed beating the game and I definitely feel like I got my \$\$\$s worth -- but when you get to the ending, the game gets pretty disjointed. The tone of the ending really doesn't fit at all with the atmosphere of the rest of the entire game, and there's no resolution of anything at all.

So, if you like very abstract puzzley stuff with no narrative whatsoever and a deeply ominous atmosphere, jump in. But don't expect it to go anywhere beyond that.. I edited my previous review to this:

After trying the game again I found out that the graphics were at their lowest settings which made control of the dot to be poor and erratic. If you are having trouble getting the ball to react smoothly, maximize the graphics settings.

After adjusting the graphics so that the game works I no longer regret buying it, per se, since it was only \$.50 when I bought it.

The difficulty rises very quickly. Contrary to what one reviewer claims, this is not a game for perfectionists. You need to be very quick and dextrous otherwise you will be quickly frustrated.. Decent puzzler. Puzzles range from easy to pretty hard - a good mix. Some I'm still working on (as of writing this).

Graphics, audio, and interface are clear, simple, and nice. Haven't seen any bugs or glitches, although I haven't tested the hint yet.

The biggest problem is that you can solve the smaller puzzles relatively quickly by just trying every combination.

Also, it could really do with an editor and user-made puzzle exchange system. Maybe for v2.0.

While it's a simple game IMHO it's good value at the current price.. This game is about 3 hours long I like the detective gameplay there isn't anything bad i would say about this game the only thing is there were bits in the game that didn't seem like it was needed and some of the clue solving didn't feel like it suited the game if I'm making sense here but overall not a bad game. It did seem like there might be a part 2 coming. Check out my gameplay if you wanna see what it's about

Part 1: <https://youtu.be/VK5Zb5aAsCzM>

Part 2: <https://youtu.be/VgVS28bTjU5k>

Part 3: <https://youtu.be/JiM8j167Y9E>

. Game won't play. Loads first screen and then dumps to steam screen.. It was recommended by a friend, but there's too much repetitive backtracking.. Good but the song The Demon King is the song that plays when you fight Barma'thazel not The Demon King. over all 100/10

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It's meh for now. A bit too slow and floaty for my liking. In short: This game is a good representation of mixed martial arts and it is fun to play.

If you are into MMA and/or into Deckbuilders, I think you will like this game. It offers A LOT for the price.

To go a bit more in depth.

I have been an MMA enthusiast for a long time. Pretty much from the start of the UFC in the mid 90s.

So I would say I have pretty extensive knowledge of MMA, and I also like deckbuilders, which this game essentially is.

This game captures the spirit of MMA and there is also a bunch of real gyms, real sponsors and real people represented in the game which really adds to the flavor. There are plenty of known people in the MMA business, trainers and legends (People that do not have an exclusive contract with the UFC).

The main game is a deckbuilder, with a bunch of other minigames included.

The deckbuilder part is for the fighting, where you basically have a Full deck of 40 cards, that make up 4 smaller decks, being Standup offense, standup defense, groundgame offense and groundgame defense.

You can fully customize these decks.

The minigames are for training your character to get extra XP, unlock new outfits and moves.

When you create a new character you get to choose two disciplines, from Boxing, Kickboxing, Muay Thai, Wrestling and Brazilian Jiu Jitsu. So already starting off, you can choose if you want to be focused on striking, grappling or both.

So starting off I chose Tristar as a gym. Being greeted by Firas Zahabi.

I personally chose a Boxer/Wrestler so that I would be able to dictate where the fight takes place, so that I could take down strikers and stand with grapplers. Maybe hit a big takedown at the end of the round against grapplers as well.

The cards I got early on represented this well, I basically focused on heavy strikes and holds on the feet and I upgraded my "knee crank" card to level 3, which means I got three copies of it and I could use that to do serious damage on the ground as well, and then I had a bunch of "stand up" cards, so that I could get up if I wanted to.

Once I progressed further I unlocked another style and chose BJJ so that I could add a submission game to my skills.

So each discipline brings different cards to the table, so that you can build your own style, or if you meet a bad matchup, you can edit your deck, to counter his strengths and expose his weakness. As you progress in each style you also get new moves. So yes it is a really good representation of MMA, even tho of course it is simplified in certain aspects.

The basic gameplay:

The fight starts on the feet.

You take turns attacking and defending.

The attacker gets 3 random cards from his standup attack deck.

The defender gets 3 random cards from his standup defense deck.

Then both players choose cards that they play, you can play several cards if you can cover their stamina cost.

There are three target areas that cards represent, the head, the body and the legs.

A head attack card will for instance be blocked or partially blocked by another head card.

Then the cards are compared to see which cards hit, and which cards are blocked.

Some cards have special effects on them, like for instance "takedown" which will bring the fight to the ground.

or "standup" which will bring the fight back up if you win that challenge.

Next turn the guy who just attacked will be defending instead.

When one guy's health goes to 0, or he is knocked out or submitted the match ends. Or it can go to a decision.

The overall production value is good, even tho the animations are somewhat repetitive.

So yeah.. I would say it is a very very good MMA game, and let's be honest here.. for the price it is a steal!

A very pleasant surprise as I have never heard of this game before I saw it in new releases!

Two thumbs up!. Don't buy this game.

It's a great idea poorly executed.

Really expensive, bad gameplay.

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Nada recomendable, ha pasado mucho tiempo desde su lanzamiento y el autor no ha tenido un avance significativo en el desarrollo del mismo. Pesima interfaz de usuario, poca jugabilidad.



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Con ese dinero puedes comprar muchos juegos mejores!. Tr\u00e9s belle petite surprise que ce petit jeu. Vous incarnez un cam\u00e9ra\u00e9on agent secret dont le but est de prendre des photos compromettantes, voler une recette, traquer un gros rat... Pour se faire, il vous faudra toute votre habilet\u00e9 pour d\u00e9fier les 75 niveaux du jeu et \u00e9viter poissons, rats, robots, cam\u00e9ra, mouches glu\u00e9es... Votre arme principale ? Comme tout bon cam\u00e9ra\u00e9on, vous pouvez alterner entre 4 couleurs afin de vous fondre dans le paysage (Sur des tapis, des pots de peintures, des taches au sol). Mais ce n'est pas tout, \u00e0 votre disposition \u00e9galement, des boites en carton (pour vous y cacher), des armoires \u00e0 d\u00e9placer afin de vous lib\u00e9rer un acc\u00e8s, des machines arr\u00eatant les mouvements.... Pour finir, restez bien accroch\u00e9 et concentr\u00e9. Si le jeu n'est pas si dur une fois la m\u00e9canique comprise, certains succ\u00e8s (les 3 coccinelles en 17.5s ou le niveau 50 a faire sans changer de couleur) ou niveaux ne manqueront pas de vous faire p\u00e9ter un cable !!! Tr\u00e9s chaude recommandation pour ma part et vivement la suite (D'ores et d\u00e9j\u00e0 en pr\u00e9paration) MIAM !!! Those who read the description before buying clearly have an advantage...

This isn't a proper game (yet). It's more of a little teaser level in alpha stage.  
I like the idea of the explore Mars setting. It's not too far fetched and involves - surprise! - no shooting.  
If I understood correctly, buyers will have access to an upcoming MP game beta by the same devs.

I liked it, the only negative point were the extremely clumsy controls and player behaviour (inertia, momentum). Really annoying.. Ah Starscape... what's not to love?

Space shooter? Nice.

Physics based handling? Not bad.

Upgradable ship designs? Pretty good!

Lots of semi-interesting characters with a less than vomit-inducing plot? Not great, but it could be worse.

So... what's not to love? Why's this a thumbs down vote?

Well... here's the rub: the handling on your ships is very realistic, but it's slow and clunky. I'm alright with that, normally. It requires some planning of momentum and some good piloting to be competent, and that's fine.

The problem is that the boss battles aren't designed for the controls nor the physics of the game. They assume perfect, pristine, pin-point keyboard turning in rapid order. I'm fine with that if the interface made such a realistic possibility. Unfortunately, starscape's boss battles are like waltzing into the olympics' figure skating event wearing cross country skis.

It doesn't matter how good you are, the controls simply flat out SUCK for trying to fight the bosses, and player skill seriously only has a very small amount to do with it. Someone with godlike reflexes could theoretically get through in a few tries, but most of your boss battles involve being expected to start moving out of the way before a boss even begins to box you in, without knowing when or where that attack will come from. If your ship were even remotely possible to be set up to cope with that, great, but it's not.

Keyboard turning and physics-based thrust maneuvering simply doesn't work for the style of bosses that Starscape throws at you.

The rest of the game is fun and fine, a few minor nitpicks here and there, but it's good overall... but the act-ending bosses are mandatory, and they suck HARD. I don't mean "it's difficult", I mean it in the sense of "this is one of the worst design decisions I've ever seen anyone ever make... did they even play test this to see if it was fun?".

Any fun you get from the game will be sucked dry as soon as you're stuck in a boss battle, and since the controls and interface flat out aren't up to the task of fighting the bosses, it's going to make you pull your hair out over it. I highly advise staying the hell away from Starscape just in general. Unless you're a masochist, then go right ahead.

Anyway, to stress it again, there's a difference between "difficult" and "bad design and poor UI/controls". Having a\u2665\u2665\u2665\u2665\u2665\u2665poor interface does not equate to "difficulty", it just equates to being BAD.

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### Final Verdict:

Not worth it, even if it's on sale for \$1. You'll probably break a keyboard that cost more than \$1, even if you don't have a history of such, and are a pretty mellow person normally. While the game has lots of really good points to it, and does a lot of stuff very well, it's flaws are gamebreaking. When you put more effort into fighting the game's interface than you do fighting the boss, the game's a bust.

Score: About 35%. It has some really good stuff, but the flaws are devastating and overpower any potential the game had.. That's pretty nice, it's a nice game to travel.. While it does have a few problems and frustrating moments, it still is a really enjoyable game. The writing is pretty funny, the gameplay is good, the soundtrack is good, and it has a really nice aesthetic. I wish it had been more successful, because it deserves it.. The Light Aurora skin gives Aurora orange hair with a blue dress. Please keep in mind Aurora will still keep her default skin during dialogues, but it works for the rest of the game. Also this skin "overwrites" a "skin transformation" Aurora goes through at the very end of the game, which might ruin the scene a little bit.

I've never really used her healing spell. Maybe once or twice. Characters don't have a large MP pool in this game, so MP is pretty scarce in battle. That's why I prefer to preserve her MP for her Light spells and heal with the "white mage" instead. However, there are more than enough (non-tedious) ways to heal HP/MP for free between the battles to compensate for the long run.

Despite it only being a Level 1 healing spell, its healing equals that of the Level 3 (max) healing spell of the "white mage". Even if the "white mage" happens to die, there are tons of potions you find in treasure chests for rare occasions like these (note: I never used any potion, except for 1 Revive, in my 2 playthroughs and I played on Expert and New Game+ Expert). I guess it can be nice in the first hour of the game where you don't have your "white mage" yet, but again there are enough potions and/or ways to heal outside of battle.

The rough oculi are very insignificant. You'll easily get over 100+ of those in a single playthrough so 3V2V2 is almost nothing. But I guess it's better than nothing.

### Conclusion:

The healing spell isn't needed and the rough oculi are insignificant. Get it if you want the skin or if you have money to spare and really want the healing spell anyway.. If you're into simple matching games then this game is for you!

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