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HUBE: Seeker Of Achievements Download 100mb Pc



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## About This Game

**HUBE: Seeker of Achievements** - is a hardcore-platformer game. Try to open all game levels, and collect all achievements.

### Features:

- Simple controls
- Pleasant music.
- Over 15+ levels.
- Hardcore gameplay.
- More than 2 hours of gameplay

Music by Alexandr Zhelanov.

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Title: HUBE: Seeker of Achievements  
Genre: Action, Adventure, Casual, Indie  
Developer:  
AFBIK Studio  
Publisher:  
AFBIK Studio  
Release Date: 16 May, 2018

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**Minimum:**

**OS:** Windows XP, Vista, 7,8,10

**Processor:** 2.0 GHz CPU Dual Core

**Memory:** 1024 MB RAM

**Graphics:** 512 MB

**DirectX:** Version 9.0

**Storage:** 100 MB available space

English







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Joy personified. The follow up to Job Simulator really takes the idea of being in a fully interactive virtual world to the next level and lets you take a mini-vacation any time you want. The mini-games are fun to play and the world and characters are packed with great humor and the most smile inducing art direction that even doing random things like virtual yoga makes you giddy and relaxed. this is what I want VR to be. highly recommended.. I enjoyed it. Interesting story. Beautiful graphics. Fast travel map. Nice to have two types of hidden object screens (regular HO screens and fragments of HO) along with various types of minigames. Would recommend on if sale.. Do not buy this game if you don't like frustration. This game is for a very tiny minority of people who like to play without a manual, and who like a user interface (UI) that is not intuitive.

1) The lack of a manual is a supposed selling point, but a manual is necessary to use the UI effectively. Sadly, there isn't one, and you have to figure out how to get out of screens and what keys do what because no one ever has to write down keyboard key-mappings prior to playing in any other game except THIS one. Write down the PC controls when you first load the game, because you can't access them within the game at all, and you can't re-map them. The Options menu is worthless in that respect.

2) The controls are wonky, and the lack of a manual makes it hurt. Minor spoiler: as you get further in your research, a white screen will pop up showing what you just unlocked. But you can't leave the white screen by any means EXCEPT clicking on the remaining card on the screen and dragging it to the side - THAT is what kicks you back to the game table. I tried every key on the keyboard, and nothing works except the mouse-dragging of the card. If you click or double-click on the card, it will only show its description. I ended up hitting Ctrl-Alt-Delete and killing the game the first time I got that screen, thinking it had locked up on me. Very frustrating. The game gives you no hints or help text to move you along, either. Extremely poor UI design.

3) There are multiple ways to die in the game. Health and Dread are two of them (running out of money makes you sick, BTW, so don't do that). Either one basically is a timer thing. Health, you get sicker, and Dread, you go into a state of despair. You NEED cards to block this from happening, and you're not told what you need to do to get those cards...and you're not always in a position to get those cards even if you know how, because it seems like the negative counters hit randomly. Even trying to maintain my Health, they snuck in there eventually and I died.

4) You will have to move the game table to avoid popups that block your cards. Changing the settings does nothing for this. The popups stay on-screen for 10 seconds or so, and you can't make them go away. You just have to figure out where the popups come up, and position your table and cards accordingly. It would have been better to have a dedicated card area. The best area I've found is placing the focus towards the bottom center of the table, with three rows for my cards, and the popups just above that. YMMV.

5) If you've seen a demo on YouTube, you know you start with one counter: work. As you progress, more counters come into and out of existence. Most times, you have 6 running at once. However, when it spawns new counters, it will spawn them immediately next to the counter that spawned it. Don't put cards next to the work counter, for instance, things will have to move around a lot. While it can do that automatically, the AI's placement is not always intelligent, and usually requires inventory management (a mood-killer in any game).

That was just in the first hour of my playtime. It's not pretty, and it can be extremely annoying. But wait, there's more:

6) The game lacks an option to auto-stop time when a counter completes. This can result in counters completing that you don't want to complete, given human reaction times are slow.

7) The collision detection for cards vs. the table needs work. You can click ON a card, and somehow the table moves instead.

8) The flavor text for each card and counter is too small, and there's no way to increase the font size. Not good for people with poor eyesight.

9) There really is only one way to win the game, because failure = death = start from the beginning. If you dislike going through the same material time after time, don't buy this game.

10) The number of ways to pick up dread cards and contentment cards is way out of balance. You either keep doing the same

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dream sequence to find contentment constantly, or you end up dying from despair. Despair has killed me every time past the first play. Experimentation = death is the rule in this game. Either get used to it, or don't buy the game.

11) Fans of the game will attack you on the forums if you ask for changes to any of the above. It's no fun if you want a feature change or addition, and some snarky people fresh out of elementary school start attacking you because you want to ADD to the enjoyment of the game. Such "fans" don't realize that you can put toggles on features, so that people that want to play without the manual still can (because the unchanged mode is the default mode), and people who want to change stuff can go into Options and change the settings. They can play their way, and I can play my way. If you buy this, and you want to get something changed or added, be prepared for a flame war.

In short, I gave it my best shot several times, and I ended up doing the same thing over and over again, because nothing else was available. There's only one way to win, apparently, and that makes this a Choose-Your-Own-Adventure game instead of a card game. That's not what I paid for. If you think about buying this game, look at ALL of the reviews first (not just mine). I'm sure other people had other problems I didn't. Let the buyer beware.. Selling your game for \$0.49 on Steam appeared!. Casually walking around talking with a friend on discord completely unawares of anything. Instantly dead. No idea where it came from or how it found me but nope, just nope. Never squealed like a pig before but I did today! Now excuse me as I change my underwear

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If the controls were a bit different, and the pace a little faster I'd recommend it. It's frustrating because sometimes you have to rely on luck to get where you want, then when you die it takes forever to get back to where you were.. It's super fast paced, but controls strangely. There are better flash versions of this game out there. Character customization is cool, but not cool enough to spend 10 dollars for. The biggest flaw is how short a match is. The game needs rounds so you're not kicked to the lobby every time. It's early access, but I can't recommend it right now.. fighting games lol. Surprisingly better than what I would expected. Well balanced battles (kinda. once you get Helga and learn how to abuse her dual wield, you're OP af), funny plot, ultimate bosses and weapons, and you can even be a detective at the end. The plot is the strong point of the game. I'm not into romance story but the writers (mostly females, i think) merged it well into the adventure.

Now, cons: well. Not sure if I have any, a few minor bugs, and terrible cutscene arts. But that was expected considering the budget of the game. Would be awesome if they could hire a small artist than trying to sketch it out themselves, though.

ps: No it's not a racist game despite the name. In fact, the plot have anti-racism value. You cant treat someone by their races. Except rich white guys, especially ones that owns a hotel. Do you even see his face? Definitely evil.. Everything about this game is a clear downgrade from 4. The art is much more bland and the tokens don't pop out at you like they did, orange and yellow are a little too close to the same color for a match 3 game, the music and sound effects just aren't as good, the tone of the whole game feels way more generic and bland, the level goals and mechanics are worse. It's extremely clear that whoever made 5 did it for a cash grab and didn't put any of the love and effort into it that were put into 4 to make it a great game. I can't recommend this to anybody, maybe if it were a free mobile game but even then there would be better alternatives.. **tl;dr This game is fun, but overwhelming and dead. Developers have abandoned this game and left to work on the next one.**

*Victory: The Age of Racing is a racing simulator akin to stuff like Formula 1, but with arcade gameplay controls in the vehicles. I'm much more of an arcade racer (hence my repeated Black Flags when I play anything in here), so Victory does cater to my tastes as well as the average sim fan. The cars are very well modeled, and the tracks are pleasing enough.*

*However, the UI is incredibly overwhelming to me, and it's not intuitive for me to get around at all. I'm sure I haven't even discovered half of the menus because of how much there is to take in. Additionally, the multiplayer is dead and you'd be lucky to find anyone who plays this.*

*Most importantly, as other reviews have pointed out, the developers - Vae Victis Games - have fully abandoned Victory. The game has not been updated in (edit:) over three years, since April 2014. They're working a new game called Racecraft, and they have given free copies of Racecraft to everyone who purchased Victory before they made it free-to-play. Essentially, there's no reason to get Victory as it's superseded by Racecraft (which will not be free).*

*It's up to you if you want to give Victory a try, but it's dead.. A great game for losing friends.. Really really, good story driven text adventure\graphic interface\interactive media\whatever you want to call it! I fell in love with this game and cannot get enough. It really sets a mood. You will get fully immersed in the story before you realize it. Could not recommend more.*



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