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IMAZE.EXE 2 Download No Virus

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## About This Game



# IMAZE.EXE 2

IMAZE.EXE 2 - game where you need to found the way from maze.

### Features:

- 60 levels.
- Pleasant music.
- More than 2 hours of gameplay.
- Simple controls.
- Steam Achievements.

### Achievement Showcase



### Credits:

- Programming: AFBIK Studio
- Music and effects: zapsplat



# IMAZE.EXE 2

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Title: IMAZE.EXE 2  
Genre: Adventure, Casual, Indie  
Developer:  
AFBIK Studio  
Publisher:  
AFBIK Studio  
Franchise:  
AFBIK Studio  
Release Date: 14 Dec, 2018

a09c17d780

**Minimum:**

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

**Processor:** 2.0 GHz CPU Dual Core

**Memory:** 1024 MB RAM

**Graphics:** 512 MB

**Storage:** 100 MB available space

**Sound Card:** Any

**Additional Notes:** Use headphones for better experience!

English,French,Italian,German,Arabic,Bulgarian,Hungarian,Vietnamese,Greek,Danish,Traditional Chinese,Simplified Chinese,Korean,Dutch,Norwegian,Polish,Portuguese,Romanian,Russian,Thai,Turkish,Ukrainian







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Cleverly written game.

---- 7 years later ----

I played this game with my then 7 year old granddaughter. It was our first point-and-click adventure game. For the last seven years, we have continued to play point and click games together at her request, which is pretty cool, since I expected myself to be viewed as very uncool as she hit teen years. It was a significant factor in keeping our relationship going.

It should be no surprise that I recommend this game for family to play together. It is tried and true.. software so cool but i need chinese thanks!. This game is amazing and beautiful and I can't wait for the full version.

[Cons are everything wrong with the game, but definitely don't outweigh the pros]

**PROS:**

Awesome magic system (seriously, nothing can compete with this)

Didn't see much of the story, but it feels good so far

Awesome premise

**CONS:**

Horses. They're good and work really nicely, but I can see how they could cause major motion sickness (I've never experienced motion sickness)

Not well optimized engine. It doesn't make the game unplayable, but sometimes the loads are in jarring places, and looking at certain things caused lag

Voice acting is a little weird

Sometimes sound sources weren't where the NPCs were

**WORST CON:** We have to wait to see more of this greatness. Crysis revolutionize the FPS genre, being a distinct masterpiece. I will start by saying that It has the most beautiful graphics ever. But, what you need to know is that the gameplay is really enjoyable, fast and exciting. It's not only with guns, the main character has a Nanosuit, where he can be invisible, where he can have an electric armor, where he can be stronger and where he can be incredibly fast. Well, gameplay is really unique, is like 50% sandbox! You feel like a bad♥♥♥♥♥while playing Crysis. The story is decent, and It has intense moments. But, If you want to play this game with the highest settings, then you need a powerful PC to play it. Crysis is amazing, and you should buy it!. I recommend this game if, like me:

- You like short, simple indie games
- You like puzzle games
- You live in 2007
- You aren't looking for a lot of story
- You aren't achievement hunting

You'll get about 5-6 hours of real gameplay out of this game, and for \$1/hr, I think the price is fair. This is the kind of game I'd rather pick up in a bundle, rather than a sale. There's probably replay value, because it's unlikely one would be able to memorize all the solutions, but it's not a game I think I'll find myself revisiting.

This is a game that'd be fun in 2007 on a Flash game site. While it's still a cute puzzle game, it definitely shows its age, with very cheesy 3d effects (the 2D stuff is fine). It's a little rough, but the glitches are not gamebreaking. Linking each level, and each act, are a set of Flash-style animations, telling a set of overarching and interconnected stories as a series of vignettes. There is "narration" of sorts in the form of the pop up boxes that appear at the start of each level, but there isn't voice acting, or real character dialogue. There's only one? named character.

The game premise is simple. There's a series of types of tile, each with the name of an archetype: nerd, girl, robot, etc. Every tile has various other tiles or situations it likes, or that it dislikes. For instance, nerds like sitting near girls, like sitting on edges, dislike sitting near other nerds. You have to place characters on a grid to fulfill some condition: hitting a certain number of points (positive or negative), putting out fires with cow's milk, making crystals glow, etc.

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I think there are around 100? levels in the main game. The 7 extras you can unlock include 5 "hard" levels, where you are trying to configure people in a way to maximize happiness and are given a public rank (you can't see the leaderboard, you're just told you are rank, say, 127)(this means it's impossible to tell what score you need to try to beat), a "jukebox" where you can listen to music from the game, as well as "Nerd Drop", which is basically peggle with a minute amount of player control.

The game has three acts, each broken up into about 10 sublevels, with each sublevel containing anywhere from a few to maybe eight? puzzles that have a special kind of conceit. Difficulty scales through an act, and between acts (so level 1.1 is easier than level 1.10, and act 2 is harder than act 1, etc.). You're run through a lot of tutorial puzzles for learning each new concept, however, the post-tutorial puzzles do tend to be medium to hard, so it balances out just fine.

The strongest levels are ones that have to do with tile utilization, standard levels with tasks like "make sure the board is neutral" (balance of unhappy and happy characters, with neutral characters not needing balancing).

The weakest levels are the physics based levels, where character tiles just meander around the screen and you have to grab them and put them down on a grid. The firefly level was especially weak and broken because it was too easy. In the firefly level, you place tiles to make other tiles bounce off of them and hit targets. However, if you place a tile as another tile approaches, sometimes, it'll make the tile go somewhere random, including the targets, or it'll hit other tiles. There were a few times where I was given three tiles to beat a firefly level, and I could beat it one, due to the physics engine.

The physics games were really not trackpad friendly and were more of a test of skill with a mouse than a puzzle, so I can't recommend those.

I think there was a set of puzzles with a time limit (the conceit of various levels isn't always clear) and that was also annoying, because the puzzle is the same each time it's played, so a time limit just means the player is going to have to place the tiles faster, even if they solved the puzzles a few tries ago. Very annoying.

Various special tiles do not appear in other levels, so the cast of characters/tiles to keep track of isn't huge. I think too many games in this genre end up with dozens of tile types available at the end, which can be confusing and annoying to keep track of.

The weakest element of the game are the levels where the tiles must be placed in a certain order. The order is the same each time, but having some sort of queue that shows what tiles will be placed in the order would make planning the placement easier.

There are some graphical issues on Mac. More than a few times, the screen flickered, and a swath of just one color appeared. I don't think this'll be updated, given the dev's statements about being done with the game in the game's discussion forum, but maybe it'll get fixed one day.

If you're interested in puzzle games and finishing all achievements, note there's a very long game that's essentially slow motion peggle that you'll need to play to get 100% achievements. The game "Nerd Drop" features a character icon falling through space. You can, in theory, move the character left and right, but it doesn't do much and it's not like the player can see much of the play space, so it ends up being super boring. The game Nerd Drop can also play itself, so you can leave it open for a few hours to finish the achievement on its own. It definitely seems like a weird time wasting achievement.

I saw the dev had a defense about the achievement, given that their other game (Elegy for a Dead World, which I also played, has a "really hard" set of achievements nobody's done, however, the statement is disingenous. Namely, in "Elegy", users can essentially write stories set in various video game worlds based on Romantic poets. The achievements are linked to getting 1000 commendations, essentially "likes", on a story, with one achievement for each world. The reason the achievement rates are so low is more due to lack of playership and lack of people utilizing the story feature, rather than anything to do with merit. This isn't to say the achievements are bad, broken, should be easier, etc., but, I don't see how it's related to an achievement that, even with player interaction, takes hours of playing a repetitive game to complete.

I've had the minigame on in the background for OVER 7 hours, and still haven't hit the achievement. I'm maybe at the halfway point (the number of points needed to go up a level increases, so it takes more points to go from level 49 to 50 than it does to go from level 4 to 5, etc.)(so I don't actually know how close I am to the achievement, I'm at level 35).

Nerd Drop is an exceedingly weak "mini game" with minimal player control, closer to a demo reel game than anything, and the

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dev literally advises leaving the game on for "a few hours" to get the achievement. It takes longer than "a few hours", and using the controls honestly doesn't help much. You cannot run the game in the background and let it hit the achievement that way, because the game won't run unless the window is in focus. The game's pegs don't load as they should: often times, if my nerd bounced too far left or right, pegs would be absent for way longer than normal (nerd would just drop through empty space until pegs showed up again), and when the nerd did bounce upwards, pegs would appear. Because of this loading issue, the game is way slower than it should be.

There's lots of games with "difficult" achievements or "weird" time based achievements, e.g. "open this game on Christmas" or "don't open this game for two years", and while I really dislike those achievements, I'm not going to give the game a negative rating over a single achievement unless the achievement is broken or the game client has an issue.. I HATE IT IT IS TO HARD AND ITS IMPOSSIBLE TO BEAT. Overall : 2V10

Graphics : 2V10

The graphics are ugly and choppy. The characters are drawn with ridiculously exaggerated expressions and poses. The female characters manage to be overly sexualized and completely unattractive at the same time. The men are pulled straight out of bad Steven Segal films. The turrets are so badly drawn you can't tell one from the other. And I'm fairly sure the villain is stolen from a 40's nazi comic.

Story : 1V10

The storyline appears to be written by 12 year olds. The dialogue makes no sense and has unbearable grammar. The character is plunged into a fight supporting a side that is being punished for breaking a treaty. There may be some redeeming quality to your side later in the story but it would take an inhuman level of patience to get there through the awful posturing and overdone archetypes.

Gameplay : 2V10

Fixed turret placement, about 10-14 per map. no strategy. No depth. No money management, you get 10x what you need. Just build an even mix of the total of 4 turret options you have immediately, upgrade them all in the next few seconds, then spam mines and repairs with your effectively infinite funds. There are heroes but they act just like a less interesting turret. They don't even move.

Replayability : 0V10

It's not even playable much less replayable. No options or variations on strategy exist.. This game deserves many more positive reviews!

Corinne Cross's Dead & Breakfast is a little point and click adventure where you play Corinne, who is house sitting what used to be a bed and breakfast. She is an insomniac and divides her odd day/night awake time between the locals of this little town and the ghosts who show up after her first night.

Charming graphics make this little story very endearing. It was a slight adjustment to get used to keyboard only controls and figuring out how to deal with the game's resolution (you can change it in-game by looking at Corinne's laptop). But it is a simple set up which does not take any kind of fast reaction time or anything like that. And if you've played other keyboard control/RPGmaker games you will already be used to it.

Story-wise I want to give this game ten gold stars. There's no sarcasm or trying to be edgy, it's just people saying their thoughts and trying to do their best when faced with one of the hardest subjects any of us will have to deal with: death. The NPCs gave a surprisingly heartfelt performance and you'll find smiles and tears here in a way that few if any video games can pull off.

I hope the people behind this game can keep making wonderful things like CCD&B. I definitely recommend this game, it's worth the full price tag.. I was disappointed, the price is extremely high at what is \$7.99 for a maximum of 2 hours. I paid a little over \$5 for this and I still feel ripped off. The background never changes and there is only one "enemy", it crawls in a straight line back and forth and it dies if you jump on its head. No unkillable enemies, enemies that chase you, anything to make it a little less boring. The backdrop also never changes but I didn't mind that much at all.

The real issue I have with the game though is the camera. It is perfectly fine for levels which fit fine on your screen, but my god when the levels get taller the scrolling is horrible. It seems like every vertical movement you make the camera adjusts, there



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were a good few levels where I couldn't even see the only hud there is, which lets you know if you can teleport or not. Also when you die and respawn the camera starts in the middle and quickly pans down to your character, so the first third of a second is spent without your camera focused on you. It is disorienting and made my experience very bad. Also the funniest part, there's a few areas where you have to drop from the top of the level to grab a key and when you hit the ground the camera doesn't pan all the way so you can't even see where you are landing. Absolute joke.

I didn't like the teleport ability that much, it was very difficult to control. It seems you can only teleport up and to the side, might just be a personal gripe but I thought it felt awkward to use and preferred the normal platforming when I could.

The normal controls were solid though, with normal movement I felt very in control of my character which is probably the only reason I completed all 40 levels.

I can't see justifying this purchase if the price is anything above \$2.50, there simply isn't enough content to justify spending that much money. If you are really trying to beat the game quick you can have it done anywhere between 35 - 50 minutes if you are decent at platformers.

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The game itself is decent, but getting to play it is difficult. I have a fairly beefed up MacBook Pro (2.8 G Intel Core i7, 16GB Memory) but it takes SEVERAL MINUTES to load the game. There's also no status bar so at first I thought my computer froze.. Great game that has trading and political interactions. Most ♥♥♥♥♥♥♥♥ game on this planet!. Do not buy this game, i got health issues after playing it. Okay, so i'm not normally one to write a review, but this game has been an utter disappointment. It has sat in my installed steam library for a while now and I hated that I had never found the time to try it out.

Well I tried it out, and after having to repair the game file i found myself with a tiny box on my screen, not full screen option, no settings of any kind besides the obvious sounds and music on/off switched.

So issue one... no full screen, but who really cares, with a cheap boring knock off game that serves little purpose other than to occasionally work, it's the smallest of the issues.

Maybe it is just my computer, I just finished playing some Xcom on max graphics though, so I doubt it's the hardware at fault with the game designed to require clever physics and specific timing froze more often than a 10 year old boy trying to talk to his crush.

Maybe it was the hype, maybe I got too excited to check out a mediocre game, maybe it just wasn't meant to be, I spent an hour trying to play this game and less than half of that time was spent restarting repeatedly because of the crashing.

This game... just... don't bother, not worth the memory used and the cost of the internet to download, even if you have unlimited.. I have to admit it, I bought it for the Matech but it's a bit outrageous they charge 5 EUR for 3 cars.. I really like this route, but it feels like it doesn't feel like Dana didn't have a large amount of character development (as in growing as a person). It feels like she's starting to, but is not quite there. I'm excited for future expansions.

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