

Download ->>> <http://bit.ly/2QRuBQm>

About This Game

Turba provides a gameplay experience unlike any you have encountered before. Load in music from your PC and combo blocks to your favorite tunes in this unique new twist on the “match-3” style game!

The blocks on the game board generate and move to the beat of the song you choose. Clear blocks in time with the beat and make expert combos to maximize your score while you compete in online leaderboards for any and every song you play.

Key features:

- Three modes of play
- Seven Special Powers to change up how you play
- Online leaderboards for each song you play
- Supported file types: Mp3, Music CDs, Flac, Ogg, Wma, Ape, Mpc
- Last.fm Scrobbling support
- In-depth stat tracking and unlock system
- 20 Steam achievements, 50+ Steam stats, Steam leaderboards

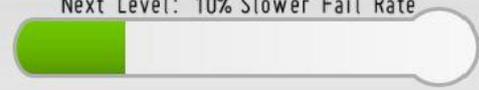
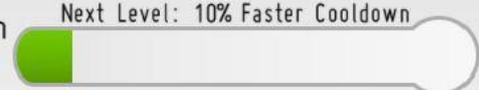
Title: Turba
Genre: Casual, Indie
Developer:
Binary Takeover
Publisher:
Binary Takeover
Release Date: Jul 2010

7ad7b8b382

English


 General

 Specials

Level	Challenges	Progress	
	 Ascend Mode COMPLETE!	 COMPLETE!	1/1
	 Descend Mode COMPLETE!	 COMPLETE!	1/1
0	 Slower Fail Rate Earn 2,500,000 Points	Next Level: 10% Slower Fail Rate 	610,649 / 2,500,000
0	 Faster SP Cooldown Activate 100 Powers	Next Level: 10% Faster Cooldown 	13/100

PAGE 1/2 ▲ ▼







turba juuksur. turban in sikhism. turba in latin. turbo boost switcher. turba ecologica. turbo chips. turbo back exhaust. truba jaya pailit. turban definition. truba jaya engineering bangkrut. turbo and ozone. turba janoušek. turban dictionary. turban shell. turba jiffy. turban in hindi. garrett turbo. turba gente. trouba jets. turba definicion. easy turban. turbo boost. turbans for tots. turba enardecida. turbo actuator. turba en pichilemu. turba kasutus. turban for women. turbo garage. turbo button. truba jaya engineering. turbo air warranty. turban drawing. turba jellentése. turban fabric. turba jardineria. turnbull canyon. turba gazon. turban for baby girl. turban headband target. turba derivatives. turba estonia. turbo ad finder. turban in the bible. turban headband. turbo baster. turban for baby. turbo air filter. turbo clean pro. truba group. turba en el whisky. turba etimologia. turba kömürü. turba escocia. turban hairstyles. turban fashion. turban ideas. turba gramoflor. turban headband baby. turbo blow off valve. turban head wrap. turba jardin. turban in spanish. turban in punjabi. turban hijab

Never really seems to work correctly. When using music you're familiar with, the beats never seem to be in the place you think they should.

Otherwise, yet another score-chaser without any additional goals.. Turba takes the enticing idea of a Bejeweled-style game that utilizes your music library and screws it all up by incorporating features that don't work as they should, resulting in a nearly unplayable mess. The simple task of matching three or more blocks of the same color is complicated by "bomb" blocks, which are blocks that will cause a 3x3 set of blocks to turn gray if they aren't matched within a certain number of beats. Adding to this problem is the brainless design decision that your board fills up with blocks with each beat of the song. This ensures that fast songs are literally unbeatable on certain play modes, even without the addition of bomb blocks. Worse yet, the game does not accurately detect beats, so blocks appear at completely random intervals. Finally, cheaters have devised a way to obtain the top scores on literally every song, so forget about ranking in the top 3 on anything, no matter how obscure it is. I've spoken with one of the devs (They have another terrible-looking game on Greenlight), and he sees nothing wrong with the game and has no plans to support it any further. This game is a horrendous waste of money at any price.. This game would be passable as yet another one of those match-the-color type puzzle games, but it chooses to add an awkward beat detection system as a key point of the game's mechanics. Said system behaves incredibly unpredictably, failing to roll over the beat counter for several seconds and then suddenly shooting it forward 4 times in a single second. Doing well on a song requires playing the same song multiple times to memorize where the game detects "beats". Stay away.. Was expecting something similar to Lumines, or even Audiosurf. It just feels too rough around the edges and amateurish.

I know it's cheap, but so are a LOT of other, much more polished games.. Good concept, terrible execution. Beat detection is a core gameplay element and is implemented so poorly that the game is often unplayable.. Overall a weak game, while the concept drew me in, the game itself, doesn't really live up to it's promise. The colors and shapes on the board feel random, and the gameplay isn't interesting. Worse, the user has to highlight the area to remove, whereas most games seem to allow a single click to clear the board.

Nothing really enticed me to play more than a half hour, and that's after two attempts to really get hooked.

If you want a game where you can "play your music" Beat Hazard at least has a more entertaining game, and Audio Surf attempts to get influenced by the music, Turba, well similar to the name, it's a confusing attempt at a game, where you think you know where they were going with it, but the seemed to fail to arrive there.

This game is one of those games where I'd wish there was a neutral recommendation button. It's a fun game where the tiles fill the screen according to the tempo of the song you play, but the beat-accuracy of this game is lacking. And since the difficulty of a song is related to its tempo, having poor accuracy makes for some odd play. It's a good game otherwise.. I just played Turba for 15 minutes, to get the Summer achievement that was added to it.

Afterward when I got up from my chair, I stubbed my toe very hard, fell and bashed my arm on a bookcase as I tried to catch my fall, scraped my leg rather painfully, and finally broke my fall by smashing my hand against the sharp corner of a wooden box. My arm hurts, my leg hurts, my hand hurts, and my toe is bleeding a bit. I also seem to have punched myself in the stomach or something on the way down, I'm not even sure on that, but it hurts there too.

Still, if I had no choice but to repeat one of those two experiences, I would not choose Turba.. The late 2000's gave us a cool new type of game which I like to call the "media player" genre: you load up music files from your own computer and they generate the level you play, often with elements of a rhythm game. This fad gave us many classic games such as Beat Hazard and Audiosurf, and continues strong to this day with games like Melody's Escape and Drive Any Track. It's personally one of my favorite types of game. Unfortunately, it also gave us some real stinkers like Ugly Baby and Turba.

Turba is supposed to be a rhythm-based match-3 game, but it's so ill-conceived and badly-designed on so many levels that it's almost a work of art. The basis of the game is that you're supposed to select groups of same-colored blocks, then right-click to clear them to the rhythm of the music. You get more points for using multiplier blocks, for keeping the rhythm, and for selecting one group of each color before clearing them at once. There are three game modes which determine how the tiles will appear: Free mode will give you a Bejeweled-style wall of blocks, Descend mode makes the tiles slowly push from the top of the screen like Tetris Attack, and Ascend mode makes tiles gradually appear on top of other tiles. To help you control the board, you're also given a choice of a rechargeable special power, which ranges from generating wildcard blocks to shooting blocks with a laser. The special powers gradually unlock and grow stronger the more you play.

The game concepts are all horrible, not just in practice but also in theory. For starters, the core game mechanic of dragging paths through colored groups is a terrible idea. Depending on what mode you play, the whole board is gradually moving, and punishment tiles are decaying and causing the board to collapse. In other words, the game consists of dragging paths through blocks which are always unexpectedly shifting or falling from underneath your mouse cursor. Imagine trying to draw pixel art in Microsoft Paint as the window will randomly jerk around, and you can get an idea of how it feels like to play Turba. I think the idea was that you're supposed to carefully select tiles between beats of the music, but it's ruined thanks to the beat detection.

Beat detection is downright unreliable. The game's registration of beats seems mostly random except on the most specific types of songs, so it's completely up to luck whether or not clicking on a drumbeat of the song will break your combo or keep it going. To get reasonable scores, I had to find a (very) small handful of songs in my library where the beat detection actually worked and stick to those.

Then you have to deal with the bombs. You cannot even rock out to your own music, because the game will constantly spawn time bombs which beep obnoxiously like 90's-era digital alarm clocks. They spawn on random tiles which must be cleared before they blow up into a 3x3 square of punishment blocks. On the higher difficulties it's nearly impossible to get rid of them, because they'll just keep spawning, and often land in places that are unreachable anyway. Defending against bombs is not interesting and not fun, not to mention that it ruins the music, and I don't see how anyone thought it was a good idea.

The menus are so badly-designed that they must be seen to be believed. They're filled with pointless, lethargic menu animations that sometimes take up to five seconds for buttons to slide into place or fade in. The selection box around items is a soft glow which is so hard to see that it might as well not be there. The menu music has some of the most depressing, boring tracks I have ever heard. Whereas games like Audiosurf punch you in the face with electronica the minute you hit the title screen and get you pumped to play the game, Turba's song select menu music will forever be burned into my mind as the official theme song for watching paint dry.

I've hunted for the achievements and tried to master the gameplay, and I feel like I gave Turba an honest chance at capturing my heart, but it never even came close. The gameplay is just aggravating, obtuse, and unrewarding. The minor satisfaction I got from holding a long beat streak was destroyed by unreliable beat detection breaking my combos, the massive

frustration of trying to paint selection areas as the board is constantly falling and shifting, and that constant beeping of the time bombs over the music that never seems to go away.

Bleh. Awful.. It's spelled "turbo", guys. After playing this, here's what I thought: Audiosurf is truly a masterpiece.. This is a really cool puzzle game powered by your music.. A solid premise, destroyed by terrible beat detection. More often than not this flaw makes play next to impossible. If you want a real music game, buy Beat Hazard and never look back.

[Chevo Lurker: Exodus download for pc \[portable\]](#)
[Flute Master - Play 6 full crack \[Patch\]](#)
[Assassination Classroom VR Balloon Challenge Time VR crack patch download](#)
[Hexters - Soundtrack Install](#)
[Homing Shapes Torrent Download \[serial number\]](#)
[SleepWalker Torrent Download \[serial number\]](#)
[Claire Free Download Crack Serial Key keygen](#)
[Wishmaster crack cocaine](#)
[Ashes of the Singularity: Escalation - Overlord Scenario Pack DLC patch 8 download pc](#)
[Transcripted \[full version\]](#)