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HUBE: Seeker Of Achievements Activation Code [portable Edition]



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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

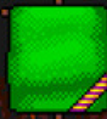
**Storage:** 100 MB available space

English





REPORT OF ACCOURTART



DAY 1

IN THE MORNING IN GOLDR THRORE  
RULING LITTLEFAKE  
GOLD EXTRACTED 0  
FOOD EXTRACTED 0  
POPULATION INCREASE 7



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One worst game ever.. If you're a fan of Zelda games for the puzzles, the adventure, the grand scale, seriously consider this game.

<https://www.youtube.com/watch?v=rTIAdeLebQYk>

[Stories of Bethem: Full Moon packs a LOT of content in it's small, unassuming package. If you watch my video, you will hear me complain about inconveniences in the game, the occasional slow-moving block puzzles, or even my own bad eyesight when trying to find out where to go next, but don't take that to mean that I think poorly of this game!](#)

[In fact, 90 minutes into the game I can tell that the scale of the game is as grand as any Zelda game. Sure the design may be clumsy at times, or the dialogue may not always be well-written, but you can tell a lot of thought and a lot of HEART went into creating this game and in spite of its flaws I am very impressed. So many collectables, a relatively unique combat system, and solid gameplay make this game worth considering if you're really hankerin' for a new Zelda title.. Fantastic retro NES platformer style gameplay, a rich 8 bit soundtrack, cool items and ride-on-dinos make this an enjoyable retro style indie title.](#)

[Gameplay is balanced and fun, as well as challenging in a way that NES platformers were known for.](#)

[I bought this and can absolutely say its worth the money and that I'd love to see more retro style platformer titles like this.](#)

[If you grew up in the 80's and loved NES platform titles like Astyanax and Adventure Island you'll love this.. Fun game to play and simple beat em up formula. I love it.. Would be a great game, only if you had a full 360\\* camera. I love this game. It's a good way to see what its like to run a biome. It's a good way so explore the cycle of life.](#)

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This is probably one of my favorite goto games of the 90+ VR games I own; but lets be honest, this game is priced a bit high. :) Each game is essentially \$10 and though there are upgrades you can save up star points to purchase and arguably there are endless hours of gameplay to try and beat your previous score or work the public leaderboards and different game modes to change things up; end to end though you're looking at a minute or two per level.

With that said, this game is a lot of fun. Fracture by far is my favorite. It plays like HoloBall and has a classic Brick Breaker feel to it. What is nice is as you advance the levels, not only do the bricks change and technique requirement changes, but so does the arena. Sometimes you're in a square or sometimes in a dome making the physics of the balls bouncing different so you have to plan your shots accordingly. The summoning of the ball is a unique feature as well. Took me some getting used to but once I got the hang of it, it's a handy feature!

Smash is a variant of Fracture in that you're in a narrow corridor and try to get the balls past the opponent at the other end. As you advance there are more obstacles, speed variables, mines, etc. to make it more challenging. You use shields in each hand to hit the ball and add spin to send it to the opponent's side. Still ends up feeling the same as Fracture from a mechanics perspective but that is not a bad thing.

Bowshot is my least favorite but not terrible. It is another bow shooter like many others out there. The charge shot which sends a blue ray to hit more blocks is probably one of the more unique features I've seen compared to others. If you like bow and arrow games, it isn't bad, just not as fun as the others in my opinion.

I posted some raw gameplay footage of a few levels from each game if you're interested:

<https://youtu.be/V9VIEI7-ab-U>

[. Air Conflicts is an arcade version of a flight sim which means you can have loads of fun without having to learn a vast number of key bindings like you do with games like the digital combat sims such as The Warthog and Black Shark sims. It reminds me of a vastly improved version of Wings of War, which was a lot of fun to play with back in the mid 2000's.](#)

[Compared to several other recently released flight sims it is rather dumbed down, but that said it's satisfyingly easy to play and has a reasonable number of varied missions to complete with decent graphics.](#)

[If you're a hardened flight sim enthusiast this isn't for you, but if you just want to jump in and start blasting away without having to learn any key bindings then this is worth getting, though I'd recommend waiting till it's on sale, which I reckon won't be too long as most of the reviews I've read weren't impressed with the game. Don't let that put you off though. Basically it's a budget arcade flyer.](#)

[. I dont have alot of hours beacuse of my laptop lagging but i see this has alot of potential, i love the fact that is just you and no enemies and no one else just you VS mars. its also pretty realistic and i only know of 2 realistic mars game that is lacuna passage and take on mars and both amazing games, i dont see any thing wrong or anything i dont like with it, i have a few suggestion to make gameplay more enjoyable and survivable like a green house module or plantable flag but deffently good and seems to have alot for being in early game cant wait to see what else adds. great open ended game that rewards skill i bought this last night and liked it alot but todays huge update turned this game on its head its incredible. For five bucks, this is a nice little add on to JA:Bia. Five bucks is pushing it. It's one map and the roll playing elements are very weak. One brief conversation with Fox. I do like that they have a paradrop point with supplies for your team. I would like it much better if your team was sent in with sane equipment in the first place. Bringing a knife to a gunfight here is quite litteral for Shadow. Do your sanity a favor and use an editor to hand him a gun. I do really like the concept of DLC mini missions for JA: BIA but if we could make it 3 maps and a choice of mercs that would be a big improvement. It would be nice if money was a victory condition as these are mercs. It would be a sensible trade off if you could get better starting equipment but only by paying for it and bribing smugglers or something. Victory level set by how much money you make. Still it's a fun little map and a chance to play JA without committing to a long campaign. THAT is very welcome. It's not a bad team and it's cheap, so it's a worthwild add on.. The story line is good with certainly a twist or two.](#)

[My biggest criticism of the game is that the choices you get don't really feel like choices at all, with only 1 seemingly having any appreciable impact on the game, beyond "kiss the girl?" type stuff.](#)

[Overall though, I'd definitely recommend the game for the ~6hrs to experience both arcs.. it's pretty good, it follows the stories and allows you to make some major choices.](#)

[not a lot of combat scene and character relationship scene, hopefully they could improve on that.](#)

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[but the storyline is solid.](#)



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