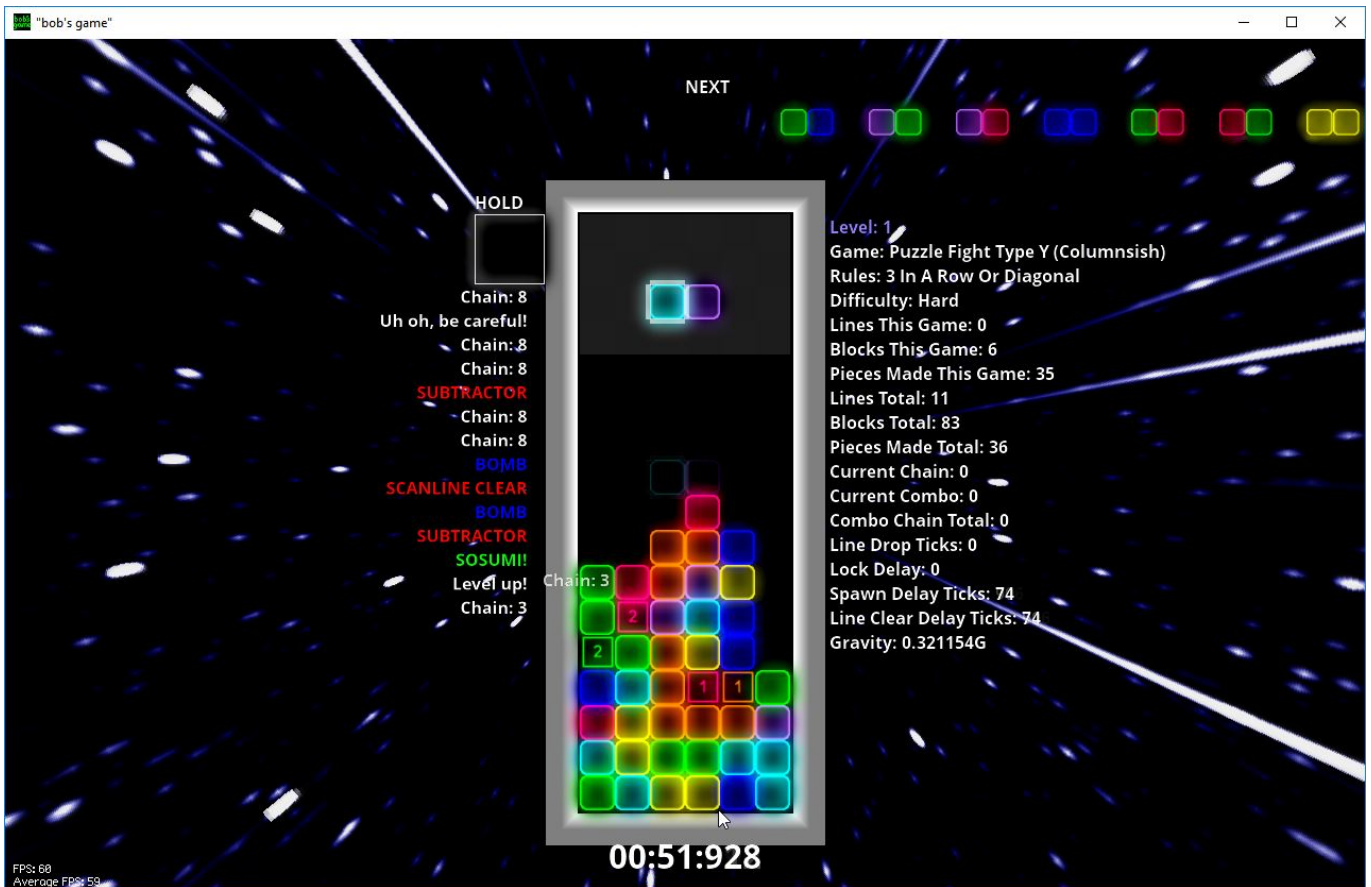

Bob's Game Ativador Download [serial Number]



Download >>> <http://bit.ly/2QQ4WHF>

About This Game

This game is being actively developed. New features are being added constantly. New builds are uploaded all the time!

This game just came out of Early Access and it is developed by one person for free, so it will still have some bugs! If something isn't working, please don't write a negative review, instead report it to bugs@bobsgame.com or in the development forum and I will fix it right away.

Main development blog: <https://www.bobcorporation.com>

Dev forum: <https://bobsgame.com/forum>

Source Code on GitHub: <https://github.com/bobsgame>

bob's game is:

THE GREATEST PUZZLE GAME EVER MADE

EVERY PUZZLE GAME IN ONE

A CUSTOM PUZZLE GAME CREATION SYSTEM

A WORLD TOURNAMENT PLATFORM WITH
GLOBAL RANKING AND LEADERBOARDS FOR ALL PUZZLE GAMES

LOCAL MULTIPLAYER WITH UNLIMITED PLAYERS

ONLINE MULTIPLAYER WITH UNLIMITED PLAYERS

MIXED MODE ONLINE/LOCAL MULTIPLAYER

THE ULTIMATE PARTY GAME

THE ULTIMATE TOURNAMENT GAME

COMPLETELY FREE

WRITTEN FROM SCRATCH IN C++

SOURCE CODE ON GITHUB

DOWNLOAD IT RIGHT NOW!

The legendary **bob's game** (from the infamous upcoming RPG "bob's game") is the **GREATEST PUZZLE GAME EVER MADE**. It is a **COMPETITIVE TOURNAMENT PUZZLE GAME PLATFORM** with a **CUSTOM PUZZLE GAME CREATOR**. It is **EVERY PUZZLE GAME IN ONE!**

The rules of **bob's game** change in real time as you play it, morphing from game to game and making every round completely unique!

More than that, great care has been made to ensure that **bob's game** is the *best* version of every puzzle game. I went through every puzzle game forum and wiki I could find and made sure to implement every detail and feature required by tournament level hardcore players. It has wall kicks, floor kicks, spin kicks, T-spins, adjustable timing, powerups, you name it. All of these features apply to all the games however you want, making it the best version of every game!

bob's game is a **MULTIPLAYER TOURNAMENT PUZZLE GAME** supporting as many players as you can fit on your screen, and many more features are on the way!

It is a **BUILD-YOUR-OWN SUPER PUZZLE GAME** with a **puzzle game creator** where **YOU** define all the rules to your own custom game!

You can **create your own puzzle modes**, invent custom rulesets or challenge your friends to a sequence of all your favorite games.

You can choose to just play your favorite game type against your friends or in a world tournament with fantastic controls, super tight timing, and features and powerups from other games!

bob's game is **COMPLETELY CUSTOMIZABLE**, allowing the player to create in-depth rulesets to mimic existing puzzle games or create entirely new ones to add to the online library!

bob's game is constantly evolving with new theme packs, new rules, and user-designed puzzle packs, able to be shared, voted on, and downloaded!

You can compete in an **ONLINE WORLD CHAMPIONSHIP** and improve your skills to reach the top of the **GLOBAL LEADERBOARDS!**

bob's game is under constant development with new builds being published all the time. It is regularly updated for Windows, Mac, Linux, with ports for Android, iOS, the web browser on the way!

bob's game is written in C++ by Robert Pelloni. The source code will be made available so that it can become the standard for all puzzle games on every system!

Main development blog: <https://www.bobcorporation.com>

Dev forum: <https://bobsgame.com/forum>

Discord Chat: <https://discord.gg/vgh4PqF>

Source Code on GitHub: <https://github.com/bobsgame/bobsgame>

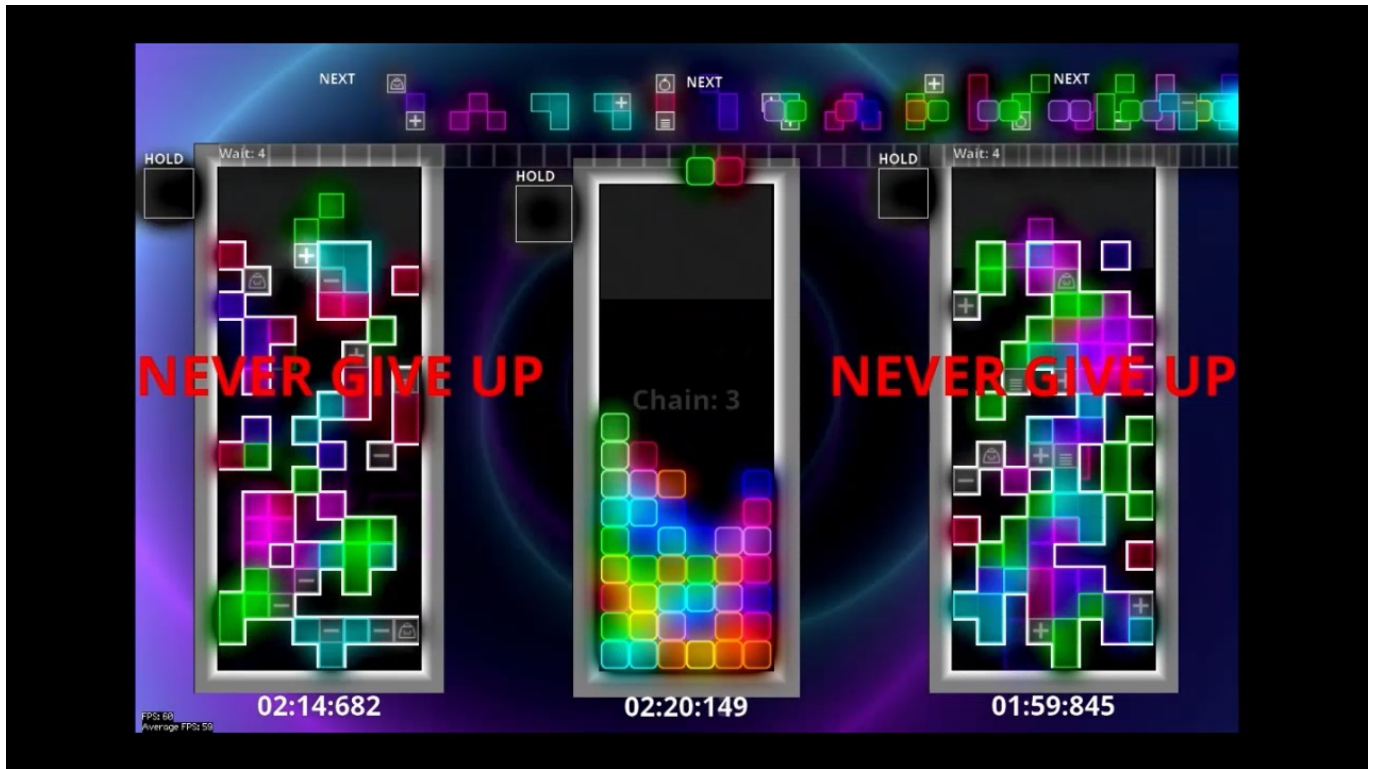
Next features being implemented:

- Lots more game mode features, modes, and goals
- Better multiplayer lobby with chat
- Tournament features and ladders, regional and global
- Matchmaking by region or rank
- Server verification
- Spectator mode, replays, challenge replay
- Custom themes, sounds, and music
- Android, iOS, and Browser support

Title: bob's game
Genre: Action, Casual, Indie
Developer:
Robert Pelloni
Publisher:
Bob Corporation
Release Date: 21 Feb, 2017

7ad7b8b382

English



"bob's game" - □ ×

NEXT

HOLD

■ ■

Chain Bonus: 3
Sent VS Garbage: 3 Total: 39
Chain: 2

Chain Bonus: 2
Sent VS Garbage: 2 Total: 41
Chain: 2

Chain Bonus: 2
Sent VS Garbage: 2 Total: 43
Chain: 2

2X Combo! Total: 2
Combo Bonus: 2 X 2
Sent VS Garbage: 2 Total: 45

Sent VS Garbage: 3 Total: 48

Level: 3
Game: Puzzle Fight
Rules: Breaker Block
Difficulty: Hard
Lines This Game: 0
Blocks This Game: 24
Pieces Made This Game: 69
Lines Total: 11
Blocks Total: 162
Pieces Made Total: 71
Current Combo: 3
Current Combo: 1
Combo Chain Total: 0
Line Drop Ticks: 0
Lock Delay: 0
Spawn Delay Ticks: 0
Line Clear Delay Ticks: 0
Gravity: 0.927778G
Go!

02:31:441

FPS: 58
Uptime: 674s (67)

"bob's game" - □ ×

NEXT

HOLD

Chain: 3
Chain: 4
2X Combo! Total: 4
Combo Bonus: 1 X 2
Sent VS Garbage: 2 Total: 8
Chain: 6
3X Combo! Total: 10
Combo Bonus: 3 X 3
Sent VS Garbage: 3 Total: 11
Chain: 3
4X Combo! Total: 13
Combo Bonus: 1 X 4
Sent VS Garbage: 4 Total: 15
Chain: 3
Chain: 3

Level: 2
Game: PanelSwap
Rules: 3 In A Row Or Column
Difficulty: Hard
Lines This Game: 0
Blocks This Game: 25
Pieces Made This Game: 46
Lines Total: 11
Blocks Total: 132
Pieces Made Total: 47
Current Chain: 3
Current Combo: 1
Combo Chain Total: 0
Line Drop Ticks: 0
Lock Delay: 0
Spawn Delay Ticks: 0
Line Clear Delay Ticks: 0
Gravity: 0.417500G
Wait: Pop 3

FPS: 60
Up times: 621s (621)

01:38:647

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This was really fun! I recommend at least trying it out.. Following the development and evolution of bob's game is one of the wildest rides i ever experienced. as far as i remember from my childhood I was following bob's work. But this review dosent have a damn thing to do about this so abandon anything you know about bob's game when downloading this game.

Bob's game is basicly a mix of every puzzle game into one game. you just play each one and it switches once you've done a good enough job. The game can get extremely fast as you get to the higher levels and it will kick your♥♥♥♥♥♥when you first start playing.

+pros

- Looks ♥♥♥♥♥ing baller as a fan of synthwave and outrun-type things i love the backgrounds
- there's 1 song but its very song and not repetitive.
- the gameplay is very addictive.
- 5 different difficulty levels
- open source and moddable

-cons

- the game still has some bugs
- the voice in the background speaks quite a lot if you spam spin the pieces.
- there's no "infinite" mode meaning once you're good enough you'll just reach the end and be done.
- score is measured in levels, thats a bit of a bummer.. you actually don't have an excuse. bob's game is the best puzzle game ever. it is fun as hell, and with the trippy backgrounds and music reminds me a lot of the Tetris The Grand Masters series in arcades. except it's also a bunch of other games, and if you think any are missing or you have a better idea you can MAKE YOUR OWN. I honestly think the trailer UNDERsells itself, the game has a lot of awesome features.. The game is way too glitchy and I can't make rooms properly and you made it look so epic in the trailer and its not even that good! come on robert!. Hey Bob, nice name for a game there

Anyways this game at first glance looked like simple tetris and i didnt understand what is it. I went back and read the description again, and realized it apparently changes as you play it which seemed interesting, however even while it did change it was still something tetris-style, so it needs to be more modes.

Another important thing to mention is that there is no tutorial, i wouldnt recommend releasing a game without it (i think alot of people consider game released as soon as they can click download and play button, early access notices can be easily ignored) since this game is bit more complicated and could really use explanation for each mode, you have first impression only once..

I have noticed alot of text color changes bugs for which i had to restart the game because i couldnt see anything. When i entered "online mode" all text went black and even when i went back into main menu everything was black. I tested it couple times, and couldnt find a solution, developer should see whats up with it. Multiplayer requires mail and password sign up, i would

recommend developer to use optional steam linking or optional direct account creation with steam account since its alot faster and turns down less people.

Btw music is really nice, like really really nice, i love the song, hopefully more will be added

Pros:

- Unique concept
- I like the music, hopefully there will be more nice music added
- Nice colorful graphics
- Online multiplayer
- Controller support

Cons:

- Bugs need to be sorted out
- Needs tutorial
- Signup for multiplayer can be annoying
- Could use more different games (its released too soon even for early access)

Overall i think game can be nice, but when worked on, and right now it needs more work. However i will support the developer because i like his idea, and i hope can and will finish what he is planning to.

good old tetris & it's variations

-too bad no one online. I feel like the people who greatly dislike this game either aren't a fan of puzzle games, or don't understand what bob is trying to do here. It's a WIP so obviously it isn't going to be perfect, although I've been having a lot of fun with it for what it is. Keep up the good work bob! :). As of now I am the second best player in this game.

<http://i.imgur.com/dB0lWnz.png>. Bob's Game in few words is indeed (The Greatest Puzzle Game Ever Made)

So much so that Starting the game is in it self a Puzzle.

Thoughts on bobs game before i downloaded:

- Many game modes for different styles of play
- Leaderboard and ranked for competitive players
- Multiplayer so Fun with Friends
- And much more

bob's game is in itself all that is good in the world and all that will ever be good, so good that it brought me to tears.

this game is my top game of 2017 no doubt , fantastic disighn , great creator , friendsd loved it so much that even speaking about bob`s game brought smiles to their faces.

i will definetly continue playing bob`s game the best game of all time.

-Loyal bob's game Fan KismetKing. one of the crappiest games ever. deleted it less than an hour after getting it.. Bobs game is, as it stands a pretty neat Tetris style puzzle game with variable rules as you play. Its decent now, but hopefully it gets better and has even more variation as it gets developed.. Can't turn off music.

-In multiplayer players pick their own difficulty and it doesn't show you what they picked.

-Needs its own account in order to play.

-Can't exit game unless you are the host.

-Doesn't tell you how to play.

-Game modes seem to randomly change. Bob's Game in few words is indeed (The Greatest Puzzle Game Ever Made)

So much so that Starting the game is in it self a Puzzle.

Thoughts on bobs game before i downloaded:

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-Loyal bob's game Fan KismetKing. Well, I saw the name bob's game\u00ae pop up in my recommended games and almost jumped out of my pants. Then I saw that it was some weird puzzle game and not the RPG game some dude locked himself in a room for.

Doing some looking into it, apparently now bob's game\u00ae (the rpg) is about making bob's game\u00ae (this puzzle game) and is still slated to come out soon\u00ae. So yes, this is the bob's game\u00ae you're thinking of, but not totally the bob's game\u00ae you're thinking of.

Barring that confusion, I think bob's game\u00ae (the puzzle game) is a pretty cool idea wrapped in this weird half\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665veil. But not the kind of half\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665where it feels like the developer didn't give a\u2665\u2665\u2665\u2665\u2665\u2665\u2665about it, the kind where that same dev who's passionate about his game ran out of time, money, or inspiration, and instead of canning the project just decided to randomly release it 65% complete.

I played through an entire "run through" of bob's game. The premise is this: you play a puzzle game in a screen space that's sort

of similar to tetris, but whenever you "level up" by getting enough points, you change the rules of the puzzle game completely into another puzzle game. This is all happening while words and random sentences are flying at the screen like "Wow, I've never gotten this far before!" and "SEQUENCE LINE BREAK"

I played some sort of weird campaign because it was the default option- it basically was the core premise of the game but randomly after I played long enough it yanked the controls away from me and said "YOU WON!". It's not even like that was the point I cycled through every game, as I saw repeats. I have absolutely no clue how multiplayer on this game could even work, and couldn't find anyone to play with (not surprising).

I think the idea is that people create minigames, petition to get them added to the base game, and they get added through popularity vote. It's kind of similar to the game "Move or Die", but if the minigames were automatically patched into the game but the artist took the day off and just made everything spheres. This forces the players to constantly try and figure out how to play these user made games and score the best for leaderboard purposes.

I actually really love that base idea.

The major problem with this is that your creativity is locked to the format of a falling block game, and there really isn't much room left for interesting or new falling block games as all of the good sane ones have already been made. This is backed up with the fact that I recognized 85% of the games that came packaged with bob's game, and that makes me assume the other 15% is just stolen games I don't recognize. Sure you can just port good games that already exist to bob's game, but all you can do from there is reskin it and put arbitrary scoring/powerups into it. And because of that, the leaderboards (if there gets to be anyone actually on them) will just be a test of figuring out how the scoring is stupidly different than the original.

The minor problems are the weird flashing backgrounds, the annoying music, the sensory overload, and the menu controls. But those are all so minor they only play into a small fraction of my opinion for bob's game.

I really don't know what to review this as- if steam had a "Meh" option to choose that would be it. I'm a solid 50/50 on bob's game. On one hand it's a solid concept that if advertised well and made by somebody who is a bit more sane could be a great multiplayer game. On the other, the level for that creativity is limited which could cause people playing these made up games to be tedious. That and the fact that the creator of this game is somebody who got so mad at nintendo for not accepting his "brilliant ideas" that he tried to make an entire console to start competition.

I think overall I'll rate it negatively as I feel like execution is more important than the base concept.

EDIT: Realized that i'm stupid and the fact that it's open source means that technically any game can be ported into bob's game, not just drop puzzlers. I think that I will stick with my review as the execution is still not up to what it should be. (also if you have a million different types of puzzle games in one play session that would be disorienting as hell)

EDIT of EDIT: Realized a day later that if you edited the source code of your game the only way to add it is to send it to bob and hope he merges it with the base game. The conflicting reviews above with the creativity this game could possess will then depend on how interactive bob is with this game in the future.

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