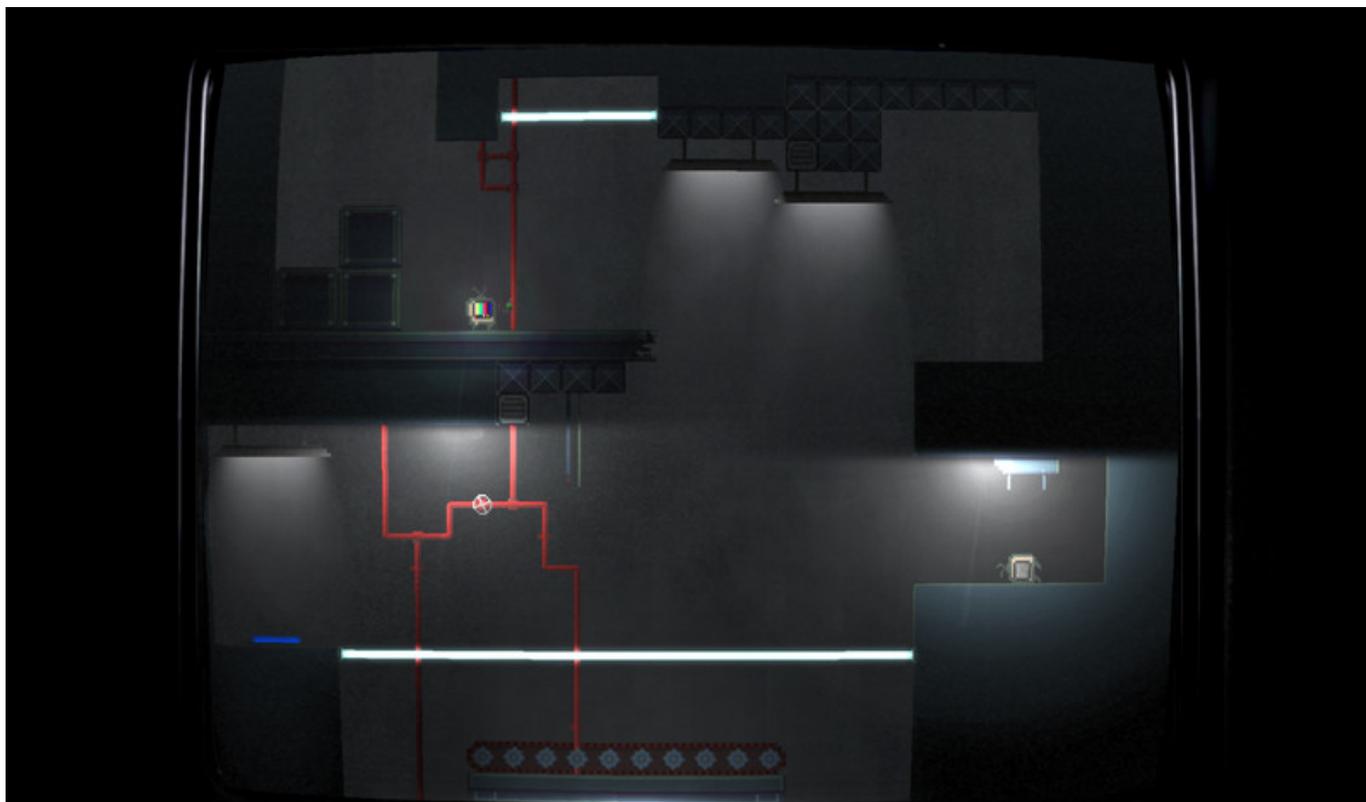

Trash TV Offline Activation Code And Serial



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About This Game

Welcome to the world of Trash TV. Cast away into a recycling center, you play an outdated tube television animated to life with a singular goal – find your remote control and become fully functional again. Navigate through the perilous pathways of the recycling factory, avoid machines set out to flatten and pulverize you into scrap parts, and pick up various weapons of wicked destruction to solve puzzles through explosive solutions and to use against haywire machines.

A finalist of Intel's Level Up 2011 game development contest, Trash TV's addicting action and clever puzzle design is coupled with a haunting background brilliantly set by the chilling ambient tunes. Thematic visuals with a "fuzzy" screen style and static transitions completes the retro video charm. Each of the six different locations will have different puzzles to decipher and obstacles to maneuver through, with the solutions usually involving one of eight lethal weapons. From double uzis that blast through crates, C4 explosives to trigger floor panels, to the rocket launcher that can blast your TV character across the screen through "rocket jumping" techniques, the tricky puzzles in Trash TV will often require a careful yet explosive solution.

Key Features

- **Weapon Solutions:** Take control of eight powerful weapons ranging from pistols, paired Uzi machineguns, shotguns, and rocket launchers to solve clever puzzles. Oh, and of course – blow \$#!% up.
- **Six Locations to Explore:** Traverse six different areas, each with their own devious traps, obstacles and enemies.

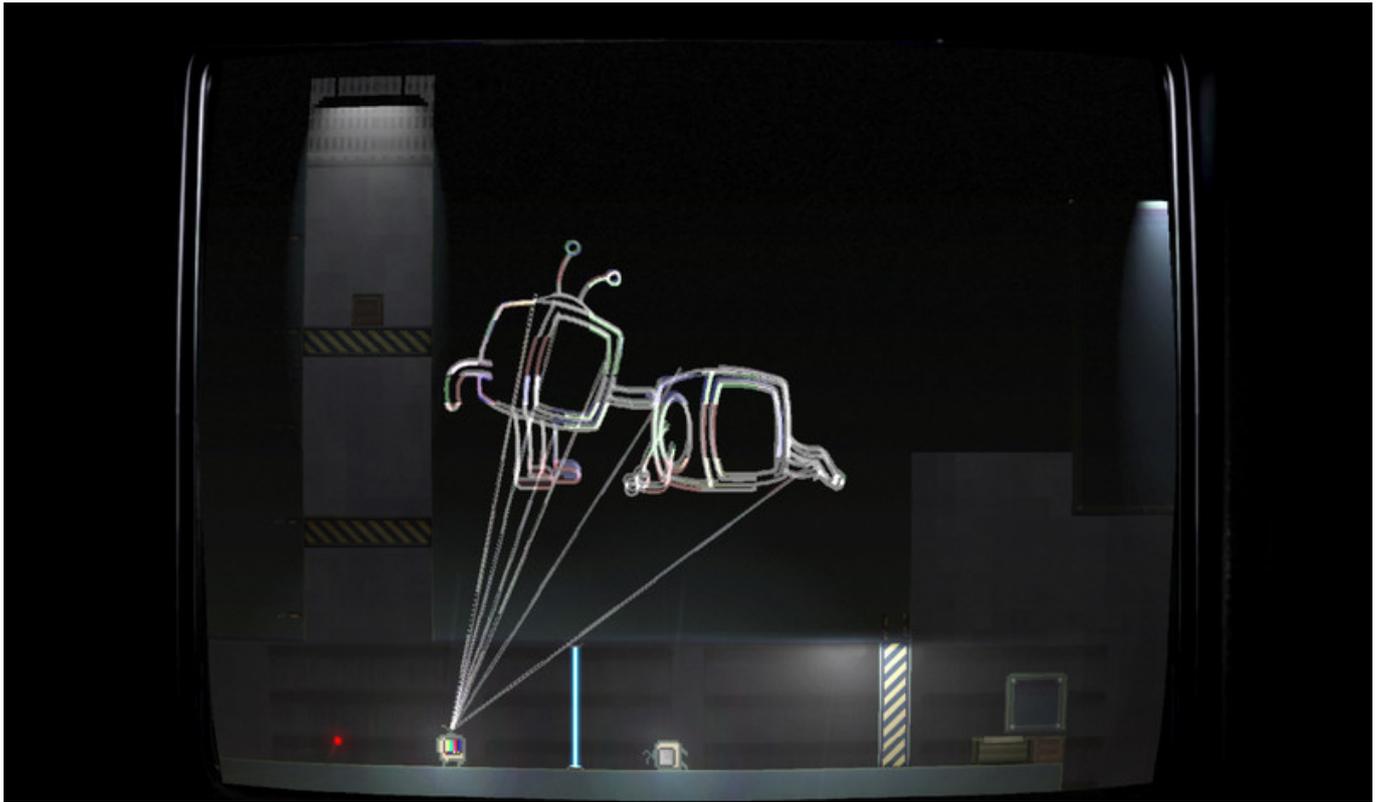
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- **Explosive Puzzle Solving:** Use your arsenal of weaponry in a myriad of ways to get through tough obstacles, devious traps, and malfunctioning machines.
 - **Thematic Visuals:** Stylized visuals to match the tube television main character, bars n' tone screens, and static noise transitions.
 - **Ambient Soundtrack:** A chilling ambient soundscape adds to the "machine graveyard" background of the recycling factory levels.

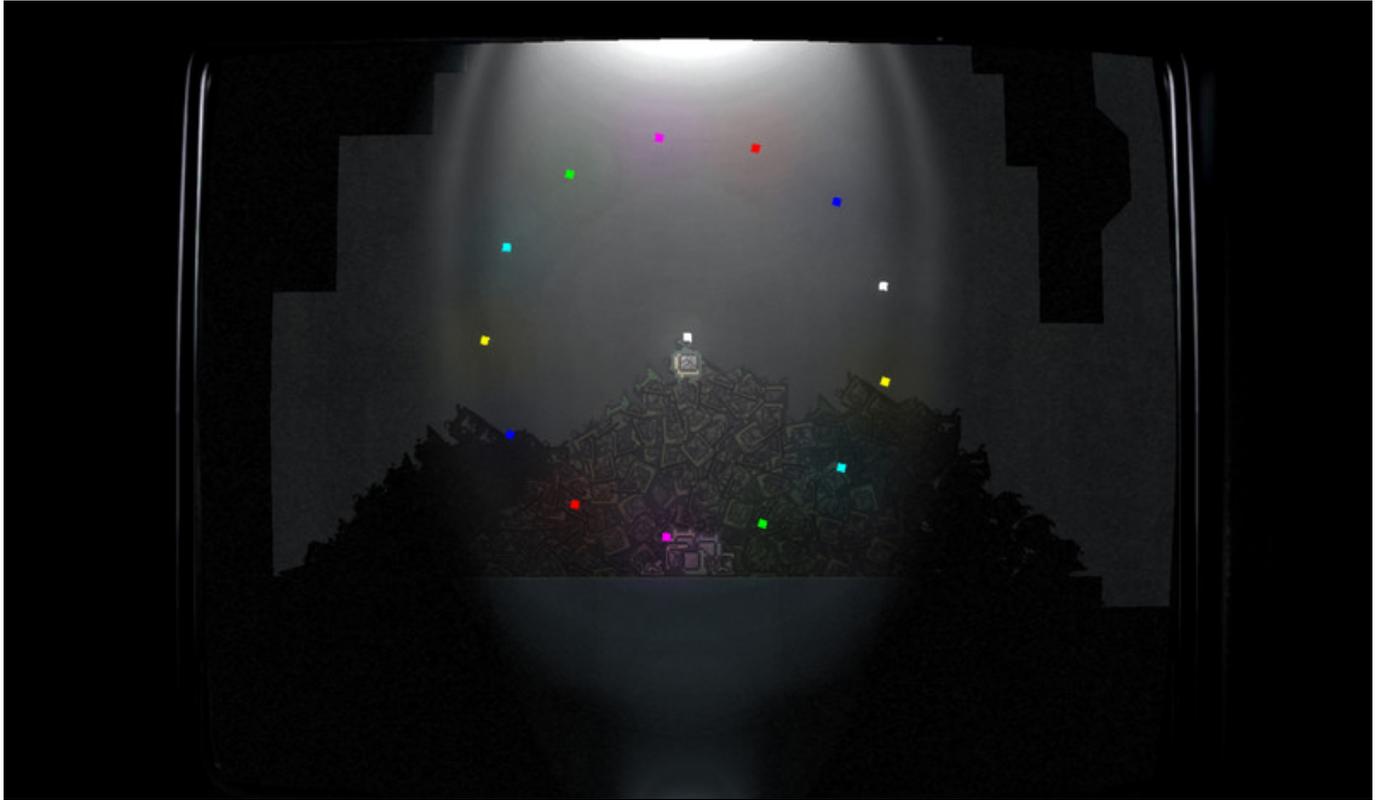
Title: Trash TV
Genre: Adventure, Indie
Developer:
Lawrence Russell
Publisher:
Reverb Triple XP
Release Date: 23 Feb, 2015

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English







i love the soundtrack and the game play its like portal but 2d and it reminds me off oneshot and undertale becuse of the puzzle lay out. Trash TV is a real short indie job. It's a good lookin' game with nice music and puzzles. My only problem, other than the length is that each level gives you a new weapon to solve puzzles in that level, and that weapon is used for puzzles in that level, and usually never again. There's a lot of good concepts that could have been elaborated on in this game, and some wasted potential. This game's good, but short, so wait for a sale or someth'n.. I had a lot of fun with this game. The controls are great, the art is on point, and the mood strangely has you fully absorbed in the life and perils of an old television set. If you like games that follow the same vein as The Legend of Zelda, Super Meat Boy, VVVVVV or Cave Story, this game is for you.

<https://www.youtube.com/watch?v=7X6kPg4WX2s>. Rather short, not very difficult, but great fun. It was a fun puzzle platformer about a TV. It was fun!. After having finished this game I have come to the conclusion that it cannot be recommended. Why? Two reasons (The last one is a huge spoiler so be advised):

A) [The game is only 2 hours long at a base price of 8 dollars. This is too high for a video game of this length. This is how long good free games on newgrounds are, or how long games like 140 are \(which is 5 dollars\). Even when edmund mcmillen bundled all his flash games into a bundle and sold it on steam the price was only 4 dollars. It is unacceptable for this game to cost as much as it does. However, this game does have a great potential for a multiplayer deathmatch mode and if that is added then this will definetely get a recommendation and be worth the money. This game cost almost as much and knytt underground and that is 24 hours long \(and has better controls\)](#)

B)[When you reach the end, all that happens is that the TV dies for no reason and the pixels that reaminated it dissappear. To make matters worse, the game fails to remove the background noise from the final area and so any emotion that could have been invested in the ending is just erased by that noise. Terrible.](#)

An enjoyable, albeit fairly short puzzle-platformer with an fairly interesting theme. Play it with a controller, and try not to get too hung up on the puzzles. Most of them are simple enough.. Fun. Not frustratingly difficult. Quite short. Doesn't seem to have much to say.. You're a damaged TV, miraculously revived, trying to escape a rubbish processing facility. This is largely done by puzzling your way through rooms, frequently by triggering switches to (de)activate lasers, moving platforms, barriers, etc. And careful jumping.

Amass an arsenal of conventional weapons and heavy munitions! Soon realise you won't get to use them in a proper fight against enemies. I think this is meant to be ironic. They're mainly tools for solving puzzles. Like, by spraying bullets for clearing away trash, or exploding to let you jump further.

The dumb automaton enemies aren't proper opponents. Because they don't seem to actually, y'know, oppose you. They're fine for what they are, placed as obstacles, as elements in the puzzles. Their contact with you has an interesting effect which was a cool touch: you temporarily lose control and behave like a walking drone, like them. Plus analogue TV-style visual distortions. Throughout the game, glitchy, static-like visual and sound effects abound.

The best parts are the time-limited action sequences, which can feel quite tense. It's a modern action game, so you've got instant restarts. You 'die' a lot. (Does that still trick gamers into thinking a game is hard?) This isn't a hard game, and rightly so. How much time do you want to spend in a dump? Fortunately it isn't like a huge sprawling castle, so it's not too long! It's about the right length, at under 2 hours.

3V5

. Fun with the ambience of Half Life 2 or Portal & Portal 2, Except you play as a side-scrolling gun-slinging robotic vintage television set stuck in a Recycling center. This is a puzzle game and a fun one at that. Decent graphics, music soundtrack could've been a bit more inventive and engaging. You don't get the dubstep in the video all throughout the game. Unlike most indie games this is worth my money. Reminded me of the good old days on C= Amiga. Well worth watching this author because he has come up with a killer combination. Can't wait for Trash TV 2.

- freax

Experience: Been playing video games since the Commodore 64V16VIC & Commodore Amiga 500V600V1200V3000. PC: 386-486-Pentium-Current Day.. I don't understand why this game took so long to finish development. A quick, clever puzzle platformer with a throwaway story but nice atmosphere and enough mechanical variety to keep things interesting.. Lovely little game , it reminded me of a game called exit path , a flash game i used to play as a kid, I think this game is great , it gives a lovely atmosphere when your playing it , the style of graphics is great i really like the feel , It took me a while to get used to the controls as there is no tutorial but overall its a great little game to have on your steam library

Graphics: Great 2D effects 86V100

controls: Usable and nice could be a tutorial 79V100

Gameplay: Plays with your emotions 80V100

Atmosphere:The music does it for me 90V100

Rating 84V100- Great game ,Recomended. I waited for this game for a while and was very excited when it came out.

It took a while in development so I thought Iu2019d be a lot longer than it is.

The core gameplay is great, with a few glitches, and the style is very well done but overall the game was too short and felt unfinished.

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