Tic-Toc-Tower Download Ubuntu



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# About This Game

Tic-Toc-Tower is an action packed puzzle and platforming game in which players have only ten seconds to complete a room! Rendered in charming pixel-art, every random level also features an additional challenge. Players can choose to pursue the extra watch item in every level, picking up the watch will grant two extra seconds for the next level but is also an extra risk…

With Tic-Toc-Tower, expect to be challenged every time you play the game. With tons of game modes, each with their bite sized frantic platforming and puzzling actions in which the player will be awarded for every successfully completed level, it will become a race to storm the leaderboards.

And if the mayhem isn't enough already, you can team up and battle with up to 4 players in unique, frantic game modes designed to break and renew friendships in all new challenges.

*Tic-Toc says the clock.*

*You have 10 seconds to comply.*

*Complete the level within these seconds,*

*or else you'll say goodbye!*

Title: Tic-Toc-Tower
Genre: Action, Adventure, Indie
Developer:
Sneaky Mammoth
Publisher:
SOEDESCO Publishing
Release Date: 28 Sep, 2015

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**Minimum:**

**OS:** Windows Vista, Windows 7, Windows 8, 8.1

**Processor:** Duo core, 1.87Ghz

**Memory:** 2 GB RAM

**Graphics:** DX9 supported card or onboard graphics.

**DirectX:** Version 9.0

**Storage:** 300 MB available space

**Sound Card:** -

**Additional Notes:** Experience with this setup may differ with multiplayer

English,French,Dutch,Japanese

LEVEL: Bomv!

10

tic toc tower llc

TIC-TOC-TOWER:
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You have 10 seconds "TIC-TOC" to clear a level "TIC-TOC!" The question is, how many levels can you clear every 10 seconds knowing that the next level will be harder than the last? So, "TIC-TOC". . . how many levels can you tic without losing the toc?

TIC TOC TOWER is a puzzle/platformer game and the objective is to clear each level within a 10 -second period (you will know how fast 10 seconds goes by) by reaching the door. In TIC TOC TOWER, you will be able to play in 8 different modes: Arcade, Hardcore, Time Trial, a few Co-op modes or you can try the Play Box mode which is where you can play randomize levels without a time limit; basically a tutorial.

Within each level you will be able to collect (if you can spare a second or two) coins or clocks. Accumulating coins will enable you to purchase other characters or options from the store. You will also see some clocks, usually located far away from your starting point, but they are helpful. If you are playing the Arcade mode and manage to pick the clock on a level, you will be given 2 extra seconds on the next level. Wow, a whopping 12 seconds instead of 10. Funny, hey! But some levels can be tricky and 2 seconds can be so handy. In the time trial, you will start with 60 seconds and you will have to clear as many levels as possible but each time you pick up a clock it will add 5 seconds to the time.

The levels are quite fun and sometimes tricky, especially the ones which are upside down. I must admit it took me buy surprise the first couple of times and . . . well, "TIC-TOC" upside down with opposite controls, "TOC-TIC", just did not click at the time for me. On top of that, you will have to jump, go under obstacles or even touch a lever to open the door, "TIC-TOC" in 10 seconds. . . Just frantic!

The pixel art is nice, the controls are very responsive but not easy to master. It can be frustrating in some instances, especially when you have only 10 seconds to go from point A to B. Another thing I noticed is the levels repetition. For example: within 10 levels, you might have the same level appear three times.

Positives:
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- Fun and challenging gameplay
- Plenty of modes to play
- Nice Pixel artworks
- Achievements & trading cards

Negatives:
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- Controls are not easy to master and can be frustrating at times
- Levels repetition

TIC TOC TOWER is a fun, fast, challenging and addictive game. A good addition to your game library.

7/10

Key provided by developer/publisher for review purposes. Any opinions expressed are entirely my own!

**EPIC "THE CPT FROGGY" REVIEWS UP NOW ON ZEEPOND, THE HOME OF THE ALMIGHTY FROG!**
[www.zeepond.com]

**FOLLOW THE CPT FROGGY CURATOR PAGE HERE**. Great intro/tutorial. Simple, cute and fun, I could play this for hours xD Awesome!. Really cool game! Very fast-paced and addicting. When you mess up you just want to try over and over again untill you beat your highscore. Also a lot of different levels, which can keep it interesting for a long time. Definitely reccomend it if you like fast-paced platformers.. Although time based games and platform games are normally not my forte, I

really like this game.

It is easy to play, quickly addictive and has some nice original twists to it.

Also love the look 'n feel.

Keep up the good work!. Tic-Toc-Tower is a hectic platformer with tight controls and a fast working game design team. I have been following this game since before greenlight and it has grown into a cool little time waster.

The subtle extra challange of getting the clock (and coins) on the easier levels to help on the harder levels keeps the easy levels challenging even for veteran players.

And the multiplayer is just mayhem.. Cool platforming concept but the controls feel too imprecise to deal properly with the goal of beating each stage in 10 seconds so it's more annoying than difficult.

It is a very fast Jump and run, which is also hard as nails.

I normally don't like games like this.

But it has potential.

I recommend this to people which are looking for a very hard jump-and-run.
Also, for people who like this, i also recommend:

Squishy the Suicidal Pig
and
Loot.Pixel.Princess.Again. I want to like the game because it seems like the platformer version of Wario Ware Inc. But the controls aren't tight enough for my tastes, often times causing platforming to be a pain when it comes to single block jumps and the sort.. I love platform games! But i do not really play speedrun platformers very often. But when i played this i was addicted to this game. You only have a few seconds to beat the stage and i sometimes get frustrated when i mess up an jump and only have one second left. Everytime i just want to try again to get a better score.
In every stage you can get coins and a timer that gives you more seconds for the next stage, but you if try to get the coins and the timer you might not be able to get to the next stage, so be quick.

I really like the art of the game because it reminds me a bit of terarria and a gameboy game. That brings back good times.
The controls are a bit weird when you play the game for the first time, but after a few attempts you can get the hang of it.
The multiplayer mode is just crazy but a lot of fun. i only tried 2 player. but I can imagine 4 player is even more crazier.

I can't wait for the next updates to experience more things can be implemented in the game.

. This is a review mainly on controller gameplay as that's why I got this game.

I was rather looking forward to playing this game with my controller as it offers full controller support however on the second tutorial level you need to duck with the down arrow.
The down button on the controller doesn't work at all (works fine in other games), only the keyboard works.
I can't find any options at all to map the keys either.
Luckily after looking through play option I found the 'chicken' char who is smaller than the others so I can play him and I am able to get under ledges without needing to duck.
But despite being able to play a little, all the other characters are unuseable renderring a huge chunk of the game unplayable for me.

The gameplay itself is pretty fun. Each room must be completed in ten seconds. Most rooms are easily completed with a few jumps but some require hitting switches to open doors and such.
The rooms are randomized each play so thats pretty fun but it seems there are so few rooms that it feels like you're constantly repeating yourself still.
The game feels like its seriously lacking content and single player gets very boring, very fast.
I honestly thought this game was in Early Access still with such few levels.
Even for the mediocre price point there still aren't enough unique or challenging levels.

With such little content and lacking controller support I can't recommend this game.. The controls are frustrating, not always responsible, and way too rough. Everything slides and it's a real pain. The concept is fun and all, but I can't enjoy the game because it plays like♥♥♥♥♥♥

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