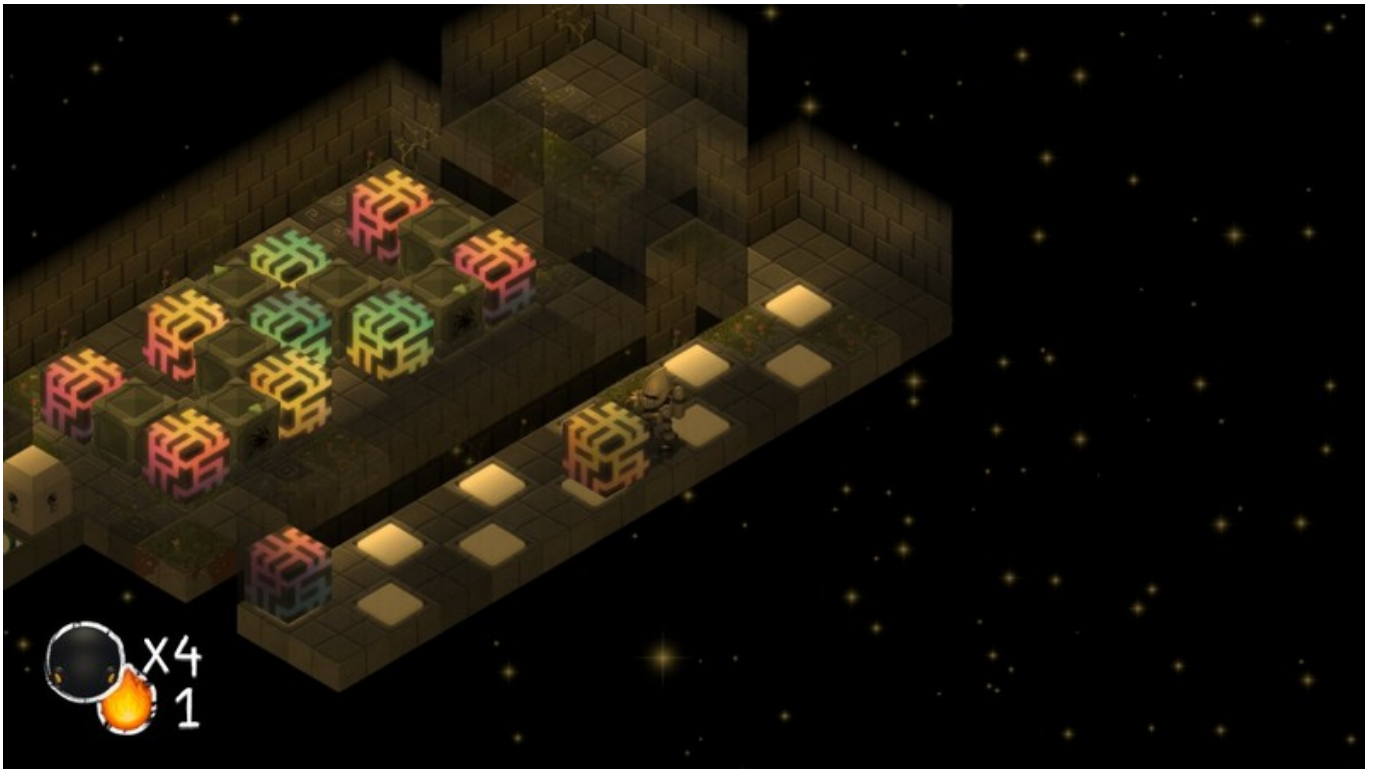


---

## IsoBoom Download Xp



Download ->>> <http://bit.ly/2SK6fsC>

### About This Game

# WHAT IS ISOBOOM?

IsoBoom is a 2D isometric puzzle game about a small robot named SE01. The protagonist gets sent to a maze of puzzles as a punishment for theft. SE01 was promised forgiveness if he manages to beat the maze and escape.

You will face various puzzles starting from simply pushing artifact boxes to the right places and ending up on pushing and destroying crates using your bombs as well as having to use different contraptions.

### IsoBoom consists of:

- 25 Mind-Boggling Levels
- Steam Achievements
- Map Editor (Steam Workshop support for custom levels)



---

Title: IsoBoom  
Genre: Casual, Indie  
Developer:  
Thial  
Publisher:  
Thial  
Release Date: 14 Aug, 2017

a09c17d780

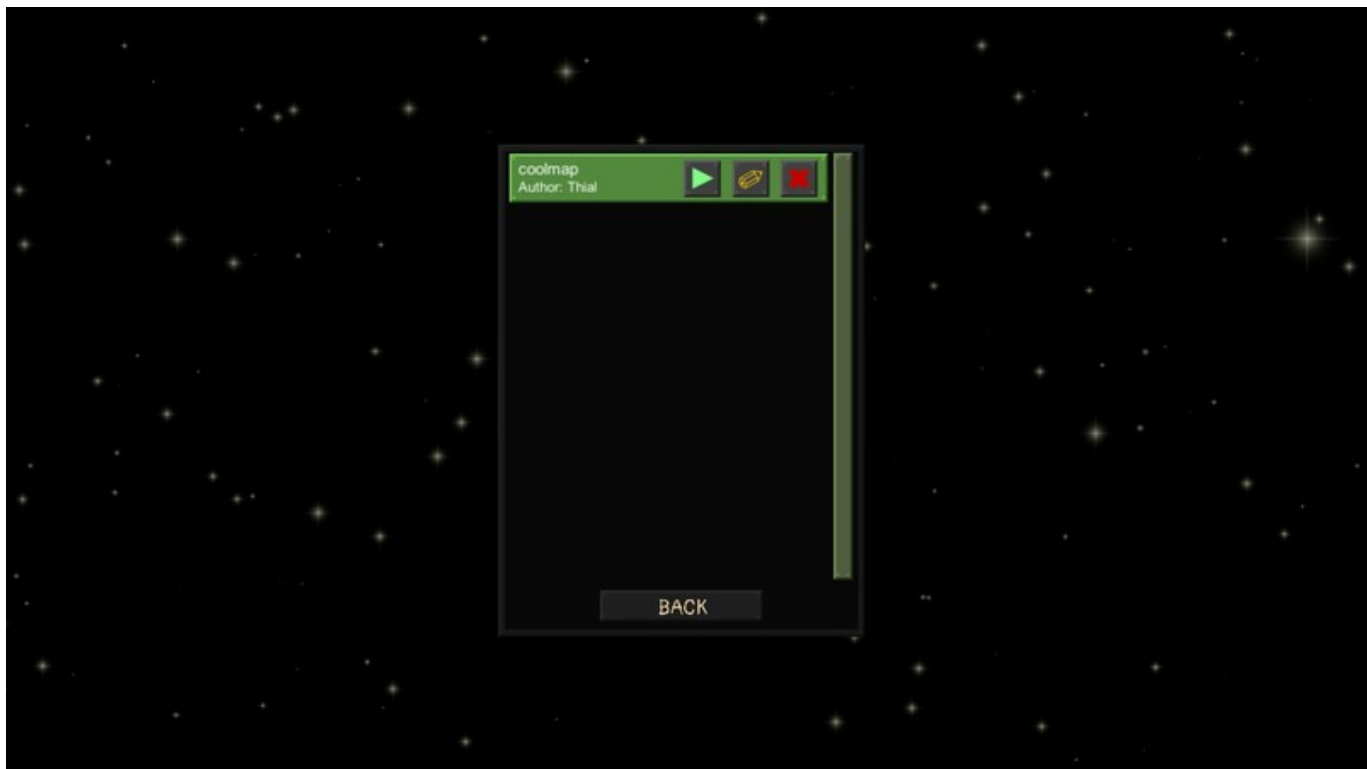
English

PRESS ANY KEY TO SKIP

**GUARD**

I AM AFRAID THAT I HAVE TO CAST YOU AWAY  
INTO A MAZE OF PUZZLES AS YOUR PUNISHMENT.





---

I recommend this game for anyone that likes puzzles and challenges. This is healthy and good for your head. The graphics are good and likeable. The only con I have is the directional controls but you get used to it fairly quick.

You'll get plenty of glorious moments and mental suffering for the price you pay!. This is a fun Sokoban game

Make sure you pick "controller" under the options menu

(Update)

I'm happy to see there is now a "continue" option, you no longer have to start over.

It would be nice if there was a "rotate" option... I know you can rotate the little guy you are moving, but on some puzzles it's hard to see where to push the boxes.. \u2b50\u2b50\u2b50\u2b50. Nicely done puzzler, with the bombs adding variety to the traditional block pushing.

Some levels have timed elements, but they don't require overly precise timing.

I just wish there was an undo (or quicksaves or checkpoints) feature for some of the longer levels.

Edit: on one of the late levels (I can't see any way to confirm the current level number) there is a 5x5 sliding tile puzzle, which has killed my interest in playing further. The 3x3 on an earlier level was a bit tedious, but not too bad.

It's hard to see how the tiles are meant to be arranged as the lighting makes it kind of murky.

And I can't face the thought of potentially having to do it repeatedly when I mess up the bit after it, which has a random bomb launcher.

I'm leaving my review as positive, as I did enjoy the game up to this point.





---

[Skate amp: Date \[key serial number\]](#)  
[Fallen Cube Activation Code \[full version\]](#)  
[Stick Royale Free Download game hacked](#)  
[GrabBag activation code crack](#)  
[Vivez Versailles Activation Code \[hacked\]](#)  
[8-in-1 IQ Scale Bundle - Hark The Herald \(OST\) download exe](#)  
[Robotpencil Presents: Improving Your Line Art Torrent Download \[pack\]](#)  
[Tren0 OriginalSoundtrack crack file download](#)  
[Ghost Blade HD full crack \[Patch\]](#)  
[Survival Hell \[Xforce keygen\]](#)