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About This Game

What if dancing could save the world? In Dance Magic, it can.

What if scientists invented a brand new form of biological energy able to convert dancing moves to real power? Then the fate of the whole human race would depend on the most skilled dancer's will.

Do not let this energy be used for destruction!

Join the battle to stop those who try to use Dance Magic against humanity! Take part in the most important dance-off ever. You and your friends can save the planet, and the human race!

Key Features:

- 7 diverse dance styles
- Several thrilling locations
- Rich character customization system
- Includes more than 30 musical tracks
- Different playing modes including campaign, free dance, and playing with friends
- Variety of difficulty settings

Title: Dance Magic
Genre: Action, Casual, Indie
Developer:
Targem Games
Publisher:
Targem Games
Release Date: 15 Feb, 2016

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Minimum:

OS: Windows XP SP3

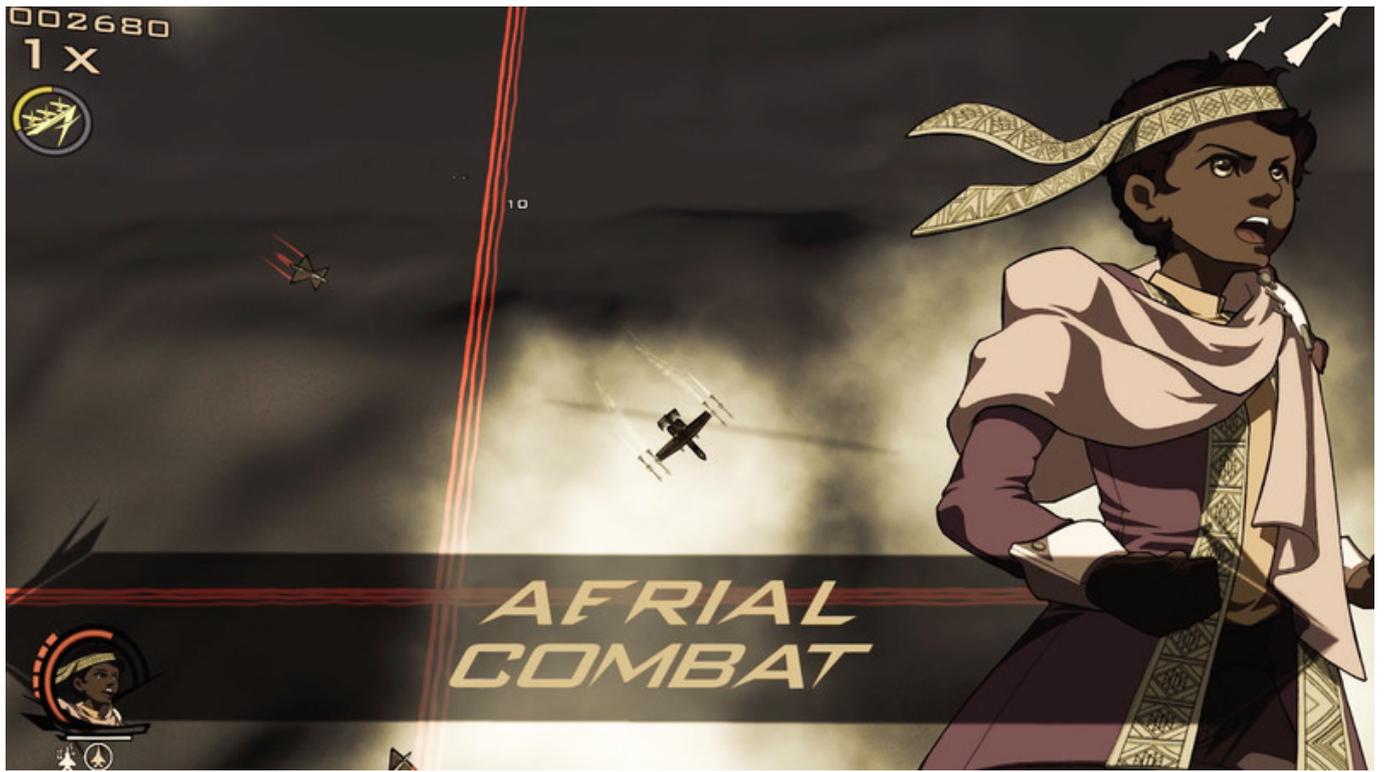
Processor: 2.0 Ghz Intel Pentium-4 / AMD Athlon II

Memory: 1 GB RAM

Graphics: 256 MB NVidia / AMD Radeon / Intel (HD 3000, HD 4000) with support for Pixel Shader 3.0 (AMD Radeon X1000 not supported)

Storage: 1 GB available space

English,French,Italian,German,Japanese,Russian







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game is not so bad but should be called the farm arc..you will have to replay again adn again and again for get equips and advance...is more the time you pass farming than advaning in story , maybe survival is better but im still too far in farming to do it...

. quot;Knock knock"

"Who there"

"Two"

"Two who?"

"It's pronounced Toho". Fast and dynamic. Love it!. Bought it for \$1.79 and played it for more than two hours. I consider it a win. Great job!. Cursor issues! I can't move the cursor where I want to and there seems to be no solution to this issue. This disrupts the entire gameplay so I can't play the game.. You can see a lot of hard work went into this and its truly a beautiful game. However, the game mechanics and this beauty get in the way of the gameplay, making this game great to look at, but frustrating to play. Therefore, wouldn't recommend. Watch my full review here, to see what I mean:

<https://youtu.be/vniy62k8LFrE>. First, a message to the developers of this game: Thank you so much. I was always a fan of the Arkanoid games and block-breaking games in general, and this is a great game that draws from those games in it's own unique way. Please, keep working on this game: it has so much potential to become even greater than it already is.

[After typing, I realized that I got on and rambled. TL:DR I love this game, it has wonderful music, design, and is overall very replayable. 9/10, because I feel it could be so much more if the community asked it of the devs to add things to it.](#)

[Now, on to the actual review, which shouldn't be too long.](#)

[EM: Shader Attack is a wonderful game that draws from famous previous games such as Arkanoid to create a block breaking game that is quite enjoyable. If you ever enjoyed any games of that genre, you will enjoy this game, short as it may be.](#)

[This game has a beautiful art design, with all sorts of shapes that will appear in the background as you play, bounce the ball around, collect powerups... pretty much all of the actions and occurrences in this game will have some sort of effect on the background. It's so captivating that you will often lose yourself and lose a life if you're not careful. :3 Along with this, you have the EM mode, which when activated changes the design of the background and the different parts of the game, making it even more intense and definitely meriting the seizure warning. The wonderful part of this is that there is a setting in the menu that you can use to reduce the imagery to a more basic form, which is still beautiful but is so much less likely to cause a seizure.](#)

The actual gameplay is what you expect of this type of game: the simplistic moving from side to side and bouncing the ball off of different blocks, while trying to catch powerups. The paddle can be controlled using keyboard, mouse, or even gamepad controls if you feel like using them. Right now, there is only one gamemode, but there are many level designs that the game chooses from randomly for each ten level set that you play. While being simplistic, however, this does not imply it is an EASY game. Since the levels are generally easy and done in (at the most) 5 minutes, you would think that I've beaten the game multiple times in the 60 minutes shown. I have only succeeded once. So far, I have lost more than 20 times, and my beating the tenth level became hinged on one moment where I was blessed with a little bit of luck. For this reason, this game is so much fun and yet a great challenge: in only the short span of an hour, I became enthralled. Even better, this is the type of game that is perfect for when you need to wait on something, like a video or waiting for someone to arrive.

All in all, this game is great fun for the low price of \$2, or whatever the price is in other currencies. In my opinion, the game is a 9/10, if only because I feel that more gamemodes could be added to increase the fun and challenge of the game. I have no doubt that the community (who voted this game up here) would have no problem with helping the devs create more maps for it.. the only company who is watching p0rn with you <3 (~ summitlg)

I never write reviews for games, but I wasn't prepared for this.. I played this game while at EGX a few weeks back and I adored it straight away.

The visuals and the music are stunning and the game is very fun to play.

I highly recommend this game.. Very good, expands gameplay enourmously. Must Have!!. This game is 10/10 in by book. Simple enough match 3 game but, it appears to have no way of turning off the background jingle. For this I would rate it a maximum of 7/10. First impressions: Lots of fun so far, plays great with touch or Xbox controller. Looks really cool, awesome cartoony visual style. Looking forward to unlocking more vehicles!. As a game, it's terrible. Floaty controls making landing tricky jumps near impossible. You get a tiny handful of demo levels included to get a feel for how the game works.

As software to create your own platformer levels, it's easy to use and probably that's where 95% of the entertainment comes from for this game. However, going back to play created maps goes back to my initial point, the controls are not spectacular, and the overall experience as a game is lackluster at best, though it really depends on what you create.

The menus are also VERY ugly, which I won't penalize the software/game for since I'm judging it primarily on entertainment value and lasting appeal, but those menus look like they were built for a Web 1.0 webpage.

If you're hoping to pick this up and get some amazing platforming action, \$10 is WAY too steep. If you want to let your creativity flow and see what you can create for a platformer level, well, \$10 still feels a little too steep since turning around and playing your creation won't be a mindblowing affair. As a game, I'm not recommending, as software, I'm undecided. The game desperately needs Steam Workshop support to download other people's creations to justify the price in all honesty.. This is a very good game. The puzzles are fun, and very challenging. This first campaign revolves around you getting sucked into a strange facility, and making your way out. The second campaign revolves around you trying to get your friend out of the facility.

I think that the first campaign is much better, as it is longer; and less frustrating. In the second there is a part where you have to navigate around, even though you are broken and can't fly high. I did not like that part, as it is very annoying. Also sometimes I has to look up a tutorial, as the hints are often blank in the second campaign.

Over all this is a great game, and both campaigns are worth your time. The minor missteps of the second, are more than made up for by the excellent puzzles.. Just like the first one, but with a more streamlined interface and Nazis! Not realistically depicted Nazis, that you're supposed to empathize with and speak actual German, but the silly, over-the-top kind with broken English and everything!. its a great game love it

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