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Atomic Reconstruction Torrent Download [portable Edition]



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## About This Game

Atomic Reconstruction is a atmospheric Puzzle game, where you have to use the power of fusion and fission to create and modify specific atoms or groups of atoms.

Combine and split atoms on varying playgrounds by mass and work your way up to the desired Atom, the fewer steps you need, the better.

- Experience 33 unique challenges in the atmospheric world of chemistry.
- Compare your skill with other players on the online highscore.

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Title: Atomic Reconstruction  
Genre: Casual, Indie  
Developer:  
Teawork Dev  
Publisher:  
Teawork Dev  
Release Date: 28 Sep, 2016

a09c17d780

**Minimum:**

**OS:** XP, Vista, Windows 7, Windows 8, Windows 10

**Processor:** 1,8GHz

**Memory:** 500 MB RAM

**Storage:** 100 MB available space

English

# SELECT CHARACTER



RANDOMISE AVATAR  
CONTINUE

**BANKER  
HENRY**

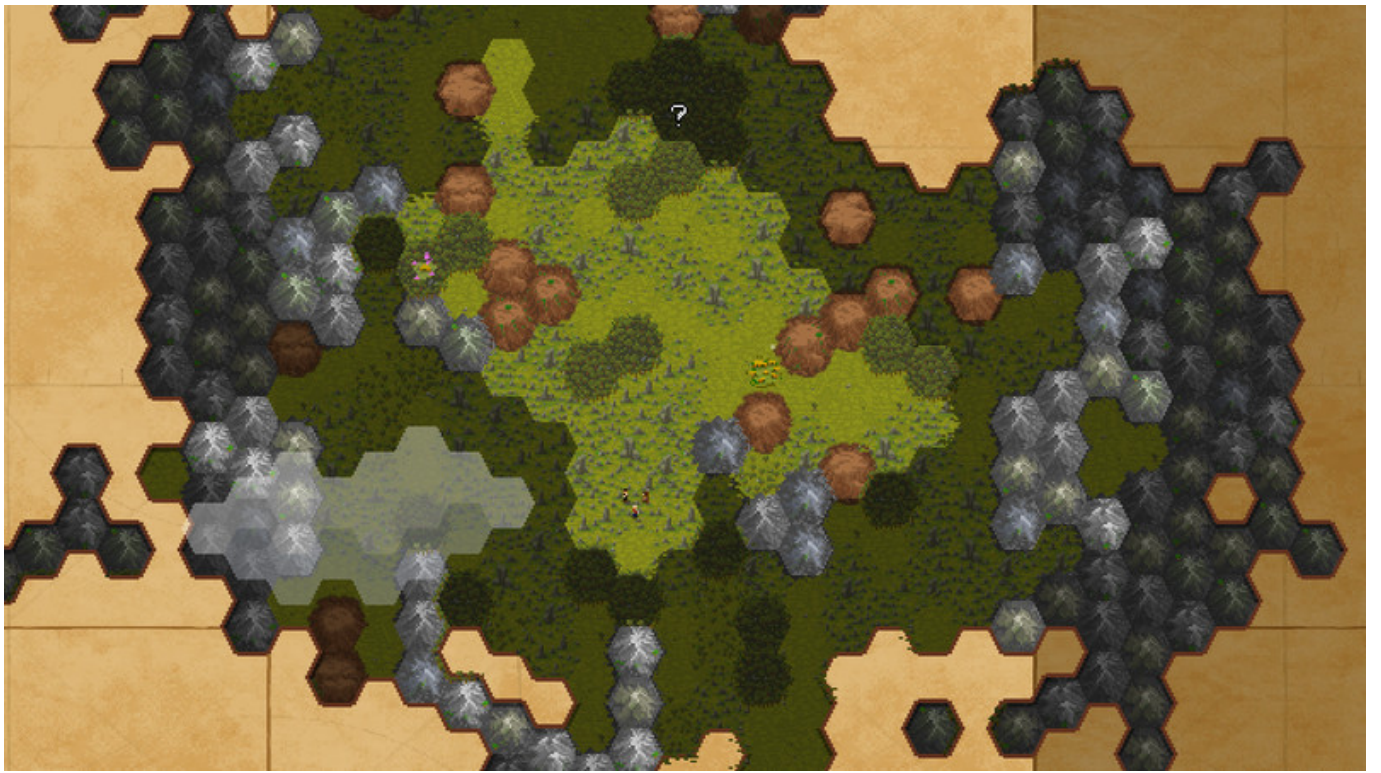


BONUS ITEMS



BACK





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atomic structure reconstruction. reconstruction of atomic. atomic reconstruction chemistry. atomic reconstruction [?][?]. atomic reconstruction

Bon pour un premier \u00e9pisode, il met bien dans l'ambiance. Par contre contrairement aux suivants, il n'y a qu'un mode histoire qui fait environ 3heures.. There needs to be more games like this.. Played multiple stages and they are all the same. Same objectives over and over again. Pretty boring pretty quickly.. Small casual game, maybe a little bit too easy, but I had some fun playing it.

. HOLY\u2665\u2665\u2665\u2665\u2665

2 Camera rooms!!!

Has science gone too far?

Uninstalling now!!! Too damn hardcore for me...

EDIT 4: Made a video about it, for those who want to do Dockyard Heist on DW.

Hope you guys like it.

<https://www.youtube.com/watch?v=0rX3YErpf-E>

[EDIT: Now that I completed the Dockyard Heist on DW Stealth, I can give you my review on it.](#)

[The heist WILL test your skills in how do you do the objectives stealthily, this heist might make Shadow Raid a kindergarten.](#)

[Inside the Dockyard there will be 18 guard, plus a crapload of civilians that needs to be controlled or dodged altogheter, if not dodged... You might get detected, the good news? You have a second chance or more since they are civvies... The bad news? That scaredy civvie might cause a chain reaction between civvies and guards, allowing the entire crew to fail the contract or waste your pagers as fast as you can say... "Shitballs, my bad..."](#)

[Please... PLEASE, for the love of God... If you are reading this... PLEASE... Don't go on Deathwish expecting somebody to carry you for the achievement or the gold given at the end... The reward is HUGE for collecting the parts only... At least 7 or 8 millions offshore, 1.5 millions normal cash, and the experience given is almost a million... But it's not worth it if you have \(with all due respect\) DUMBASSES that get detected for simple things... I've seen this happening... a lot... and it's a waste of everybody's time if you \u2665\u2665\u2665 it up...](#)

[Please familiarize yourself with the map going on Normal or Hard, so you know what you have to do. Not going to lie, it's pretty hard and I liked the challenge of the map a lot... But please try to practice solo. That's my recommendation.](#)

[Thank you.](#)

[EDIT 2: Just got my achievement doing Forest on Death Wish, I can give my review about it too.](#)

[The map will be a dream come true for those who want a really big map, where you can be a sniper, shooting to your enemies from afar, it's big enough that one or two gameplays will be needed to understand what you are doing, depending on which escape you want.](#)

[There's a slight problem with the map, though... \(And maybe some people are more affected than others...\)](#)

[When I first played the map, I was like... "Oh! Nice! You have to climb a big hill to get there!", but when you look down, some people who might not like heights or have a phobia to it, or something similar to it, will get dizzy, headaches and retching... For me, I got accustomed after the second gameplay, the map was more enjoyable... but for others, their problem remains... Not allowing them to play it at all..](#)

[The map can be considered a short "Hoxton Breakout", due to the reward in Overkill being very similar to the former, almost 5](#)

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millions of offshore money and a million normal cash (Might need to edit this in a bit, I forgot how much was it actually...) and the exp given was almost a million... For a person owning this DLC, this map might become one of your favorites to grind, until you get the experience penalty.

The music? I really love the music Overkill releases with each heist, I really love the "Cover Blown" build up until Assault, and obviously, the "Assault Wave" music.

The map difficulty? I can pretty much say it's easier to do in Death Wish than any Transport variant... Why, you might ask? Simple... The map is so big that cops might take an eternity to cover entire terrains after they have cleared those areas from enemies... A bulldozer will be very lucky to reach you if you get to a defensive spot... (There are some spots to properly defend on Death Wish... not gonna say anything... it's a secret... shhh!)

Exploiting the map against the cops, you can stay in a fading assault wave for far longer, as they start backing away from you... My longest stay in an assault wave like that was for like 3 or 4 minutes... enough for the water to fill the train, place the C4 to blow up the train and get the bomb parts in a bag... (The train inside is an excellent defensive spot... they can't get inside... :))

As I said before... Please familiarize with the map objectives before attempting harder difficulties... You'll save yourself from yelling and rages from other players...

Thank you.. I own the physical tabletop game + the expansion and i love them both. Now, thanks to this pc version, i can play it anywhere!

If you're a fan of the physical version, you won't be disappointed!. A great short indie title that brings up some very interesting and thought-provoking topics in a creative and artistic way. I'd say that it is well worth 2 euros!

You can check out my video of it here! <https://www.youtube.com/watch?v=Uj3qWTf2YZ0>. Bro Bro bro bro bro bro bro bro bro bro bro bro. I enjoyed the experience when I was standing still in the Vive. As soon as I moved though, the space acceleration kicked in, and unless I took giant pretend steps, it conflicted with my nervous system and detracted from the experience. I understand WHY this was done, but for me, it spoiled the experience.. The game was a bit too short, I beat in about 2-3 hours so its not really worth the value time wise but the writing was pretty good. Without the soundtrack and the humor the game would be total garbage. The gameplay was horrible and there was really only one type of enemy which got really repetitive...really fast. Overall this is one of games that you buy in an indie bundle that you only finish because you want to see the ending and have a quick chuckle. I am a big indie gamer but this one just wasn't that great. If I had to give it a star rating I would probably give it a 4/10 stars. This is game is definitely not worth 5 dollars but if its on sale or in a bundle you should check it out.

- SkyBorg :)

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At least the devs were honest and didn't publish under another pseudonym :P. I wanted to be that one person to give this a good review...but sadly I cannot.

The game has a lot going for. I mean the comic-style horror (not the super jumpscares that we normally go through) gives it a good vibe. The story gets better later on.

However, the controls...oh god the controls. They are just too sensitive. When changing maps, your direction goes back to the same. For example, you're heading down and when the map changes when you heading down, it tries to go back up.

The interface is terrible. For the gamepad, it rotates to different stuff rather than what you want.

And at the end...oh man the end. Just dodging that shark thing. That is worse than the Chantelise and FF8 final boss.

In the end, the story was great. However, with the terrible controls, and the fact there's not another episode coming, it was better off being a visual novel-type game.

Pros:

Good story.

Nice atmosphere

Cons:

Controls are terrible and too sensitive

Interface could be better

That goddamn lady

That goddamn shark

Now if you excuse me, I'm gonna take some pills for my headache.. Not what I hoped it would be. I wanted Bomberman but instead I got this crap.. First off, I'd like to state that I'm Canadian, and have no personal experience with living under the Trump regime.

Game's a tad glitchy; I have not currently obtained the full version of the game (nor do I plan to), yet received Achievements for wall-building and Tweet-typing upon first booting it up. As for playing the game itself, it's not very fun; a single attack and recovery item in the free version, and Trump hurts himself if you randomly miss. Maybe try it out if you like political memes, but I don't find it engaging enough to recommend the teaser, let alone the full version of this.. I've played a lot of beat-em-ups, with some of the most lax being made for OpenBOR.

Sadly, this game ranks with the worst of OpenBOR in terms of combat. Hit detection is absolute crap, and the controls take some time to figure out. And while they aren't that complicated, they also don't feel like there is a attack-type-to-strategy ratio. They either all work, or all don't work.

You'll be spammed constantly at the very beginning of the game by enemies you can't dodge, can't block, and can't defeat all at once. Health pickups are plentiful, with an odd choice of an alternate button for pickup (why can't it be the attack button, like every other beat-em-up ever made in the 1990s?) but never seem to appear when you need them most.

What is redeemable about the game? Graphics are pretty good, and voice acting is moderately acceptable.

What is unforgivable about the game? Cut scenes have great art but are cursed with some of the worst writing I've seen in ages. Game tries hard to look like Golden Axe, but one can't honestly compare the gameplay. The gameplay in this title barely functions.

Oh yeah, and the kitchen boss died in such a way that the game couldn't continue (boss died offscreen). And you CAN'T quit to the menu when this happens and start over--you have to close the whole window or use Task Manager.

By the way, the game didn't recognize my controller. All Steam games recognize my controller, but not this one, apparently.



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