
Mighty Switch Force! Hose It Down! Ativador

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About This Game

WayForward's award-winning Mighty Switch Force series, transformed into a pick-up-and-play puzzler!

Team up with Officer Patricia Wagon to save Tangent Cit 5d3b920ae0

Title: Mighty Switch Force! Hose It Down!
Genre: Action, Casual, Indie, Strategy
Developer:
WayForward
Publisher:
WayForward
Release Date: 4 Jun, 2015

Minimum:

OS: Windows®Vista™ or Windows®7

Processor: Intel™ Pentium 4 2.4 ghz with Hyper Threading

Memory

English

mighty switch force hose it down

Mighty Switch Force! Hose it Down! is a fun little puzzle game. pros: > Cheap > Easy to play > Good when need to kill some time or take a break from your main game. > Sounds and music are decent. > Graphics are 2D but smooth Cons: > Could be considered repetitive Overall a fun little game to kill some time and its short to complete took me about 3 hours (not in one sitting) so it doesnt get boring.. This is a Puzzle spin-off, not a plataformer like the main games of the series Hose it Down! is a great and simple puzzle game, with just as much personality as the main games have. While the game may feel short at first,

since it took me about 2 hours to complete the base 25 stages under the time limit for each "Star", I was surprised by another 25 EX stages. At that moment I knew I had to tell the world about this game. The challenge is there for those who want it, with the previously mentioned "Stars" in each level, in case you complete them under a certain time. If you just play casually you can still have fun, but the thrill of shaving off each second from your previous best time while trying to get each "Star" is a superb feeling. The music is great in my opinion, it certainly made me feel pumped even while facing hard stages and I caught myself humming some stage themes a few times. I do have one complaint, and it is the control. This is a port of a mobile game, and it shows. Dragging the blocks around can be a little iffy at times, and you must make horizontal or vertical moves only, if you by mistake try to move a block in a diagonal (even if you have space for it), you may end up not moving the block at all. This can be an issue while trying for better times, leading to frustration. And I haven't found a 'gallery' option in the game to check the cool pictures you get after each completed set of stages. Bummer. Even with the controls being a little annoying at times, I still recommend the game for its price. It's a great pass time and challenging too.. If you like puzzle games, it's OK, although it's much more based upon high-speed precision clicks than the sort of more relaxing puzzle games I'm more fond of playing as a cool-down from my more intense, more complex games. Something to really note, however is that this game is a cellphone port and it really wasn't made to work well with PC. There are no options, not even volume options, and the controls are entirely based on the mouse, except for actually hosing, which is based on space bar, although nothing in the game tells you any of the controls. Neither is there any tutorial for how any of the blocks work. Or, for that matter, any story at all. I know "Patty Wagon" has a backstory because I see other games with her in it where she's a cop, but it's not covered in this game, so I have no idea who any of the characters are, or why she's a firefighter now. I guess "the building has strategically placed fires and blocks you can apparently control through firefighting police telekinesis," is the only story you need. Clear five levels, and you get a reward of an image Patricia Wagon burning her smores at a campfire with two other girls who are never introduced before being told to fight more fires. Who knows why! I'll give this a thumbs up because it's cheap and it more-or-less works as advertised, but it still feels like laziness on the part of the developers to not even bother with some of the mandatory basics of making a PC game, like options menus or telling you what keys do what.. Hose It Down! Mighty Switch Force - Hose it Down is from the Mighty Switch Force series. This time around, it's a puzzle game of the Slide Puzzle/Oil Spill variety Once again you control our mighty Firefightress, but she doesn't do much moving - you control plumbing blocks within the buildings, moving and flipping them to reach and extinguish the fires. the Stages are each 5 puzzles long with the 5th being a "rescue Puzzle" where you have to extinguish all fires and rescue a person from the grid by building a path to the ground level and have her exit right. Each Stage introduces a new Item/mechanic, such as flippable pipes that turn 90 degrees and can't be moved, Mud as a destroyable obstacle (similar to fire, but not needed to finish the stage) or Neon Pipes that only show what pipe they are when in contact with water.. Not really enjoying this puzzle game. I've done the first couple puzzles and they feel more like fast finger, brute force, puzzle solving than actually sitting down and thinking of a solution. I love the Switch Force games, but I can't recommend this.

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