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Toby: The Secret Mine Download] [FULL]



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## About This Game

### Toby: The Secret Mine

**A challenging puzzle platformer inspired by games like Limbo and Badland.**

A peaceful way of life in a small village in the mountains was thrown into disorder. Someone has kidnapped most of it's residents. A couple of brave hearts tried to rescue their friends but none of them has returned. Little Toby didn't want to just sit and wait so he decided to find them by himself. He went to the near deep forest but he soon realized this is just a beginning of a big adventure.

Go with Toby on an eerie adventure in a dark and creepy world full of dangerous situations, enemies and challenging puzzles.

### Features:

- Various beautifully handcrafted environments and great visual effects
- Lots Of Different Puzzles
- Many dangerous and challenging traps and enemies
- Controller support

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- Many hours of fun

Get lost in the shadows and pray you find your way out.

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Title: Toby: The Secret Mine  
Genre: Adventure, Indie  
Developer:  
Lukas Navratil  
Publisher:  
Lukas Navratil  
Release Date: 20 Oct, 2015

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English







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Want to give this game 3.5 stars before playing the last level (level 21). This game is definitely not as good as Limbo (which should be 5 stars for sure) though I'll still put a RECOMMENDED.

However, after playing the last level, I would give this game at most 3 stars. I don't see any rationality that you don't put any checkpoint in the last level. It's kind of boring when I know all the tricks but still need to try a lot of times to pass the level. If you go to Limbo, there's nowhere that you know the tricks but still need a lot of luck to go through.

I spent 4 hours on the game but more than one hour on the last level. I really felt annoyed after the 10th try.. Good atmospheric game with two endings, sibling to Limbo.

#### PROS:

- ++ Simple graphics with nice visuals.
- + Good atmosphere.
- + Good variety of changing themes/background.
- + Simply to control.
- + Lack of any disturbing in-game menus.
- + Sound & Music.
- + Two endings.

#### CONS:

- Too short, under 2h you beat the game.
- Game is too easy - puzzles could be a bit harder - I didn't use any guide or help during the game, which tells all.

#### VERDICT:

8V10. if you liked Limbo and considering to try this game, do not. Play Limbo again. For those who look at this game and relate it to limbo, the art style is the same and thats about it. I really wanted to like this game but there is just too much wrong with it for me to be able to.

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The puzzles are mostly solved either by trial and error or walking into blackness only to reveal a hidden switch, and the platforming is very awkward. Your character has no ability to move forward whatsoever. You simply meander in the direction that you want to go. There is no sprint, no walk faster, and no gradual speed increase.

I wanted a story. Limbo doesn't have any text and the true meaning is open for interpretation, but it communicates enough through the environment that the story develops itself. It gives us enough to make us wonder, but never enough to give us an answer. This game blatantly wears the motive on its sleeve: Big guy takes your friends, Rescue them. Thats all.

Limbo feels more fluid: you start moving slowly but gradually gain speed, so taking a running start helps with long jumps. What really ruined this though is the jumping. Your character can jump almost four times its height. This would justify being able to move slightly faster than a turtle with a broken foot.

TL;DR

I really wanted to like this game, a spiritual successor to Limbo seemed like exactly my cup of tea, but its just too awkward to play and lacks enough story to be any more than a standard platformer puzzler with the same art style and a few more colors added in.. This game is very similar to LIMBO. Compared to LIMBO this game is:

- Much more colorful
- Much more gameplay variety.
- Slightly harder
- The same type of plot
- Slightly more reliant on invisible passages.
- Much less famous
- Much shorter

Overall I'd say it's about as good as LIMBO, so if you like LIMBO you'll like this. If you didn't play LIMBO play it first.. This game is very similar to LIMBO. Compared to LIMBO this game is:

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Another Limbo clone

the game got some bugs here and there and i got stuck in the environment couple of times.

but the game got some good music and puzzles

This game is 1 man job and i got it with offer for about 75% off and for that price tag it's a good pick and can afford about 3.5 hours of gameplay to completely finish it 100%

6/10. For those who look at this game and relate it to limbo, the art style is the same and thats about it. I really wanted to like this game but there is just too much wrong with it for me to be able to.

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#### TL;DR

I really wanted to like this game, a spiritual successor to Limbo seemed like exactly my cup of tea, but its just too awkward to play and lacks enough story to be any more than a standard platformer puzzler with the same art style and a few more colors added in.. I don't mind the fact that this game tries to be a more colorful Limbo-Clone. Actually I like this style and was up for more of this kind. Toby looks and sounds really nice. It's not the technical side that keeps me from writing a good review. Toby is simply lacking fresh ideas. Everything in the game feels like we've seen it a billion times before. The game play feels half hearted and unrefreshing but most of all, Toby fails to deliver joy. I simply didn't have fun playing this game that is even shorter than Limbo. Three hours - that's not much, that's disappointing. But to be honest, I was glad when those 3 hours were over and the final "boss" defeated. I died many many times, and many times it felt perfectly random. Trial and error dominates Toby from the beginning to the very end. Especially at the end as the mentioned boss fight is pretty much a question of good luck. Not "hard" in the meaning of challenging, but "random". See, I really really love platformers, just playing this one felt like a chore. It's like the makers had a bad day and decided to develop a game to annoy us. Mission accomplished.

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Not terrible, but overall just meh. The visual style was alright, though the "camera" tended to jump and wander around a lot (really annoying after each death...). The puzzles and traps tended not to be very fun. You just died and died until you figured it out, but you don't learn anything from any of it. Besides a few very subtle visual cues (but only some of the time), there's no way to avoid the next trap but sheer dumb luck. The platforming was a little lacking, as well, I tended to get hung up on corners and walls, and it was really hard to tell what was or was not going to be a platform or obstacle. Finally, I found the swinging platforms really annoying, and one time I got stuck to one of them (!) so that when I moved it moved me+platform in whatever direction (I couldn't jump off and couldn't die and just had to restart the level).

The best way to sum it up is that I missed two of the "friends" on my first playthrough and I don't find the gameplay compelling enough to try to find them.. I really wish I could recommend this game. As you can probably tell from other reviewers, it is a blatant Limbo rip-off, without any of the ambience, mystery, or atmosphere of Limbo. If this game had come out first, it would have certainly had more of an impact. Not to say that it wasn't an enjoyable, short, somewhat challenging platformer. The graphics are also quite nice, and if you are going to rip off a game visually, you of course could do much worse than ripping off Limbo's visuals. The addition of color is nice, but it doesn't save the visuals from lacking the polish, weight, depth, and subtleties that Limbo has. Animation is also much more stilted than Limbo's, and the hidden areas and switches are in some cases too hidden and you only stumble upon them by just running into the edges of structures haphazardly searching where to go next.

Also for those of you playing on Steam Link with an Xbox controller, I had a number of issues. Occasionally pressing the jump button would trigger two successive jumps in a row which is killer on some of the more precise platforming sections. Also there was no "use" button which made some of the puzzles impossible to complete with this controller, which is ridiculous. I had to go complete the puzzles with my computer mouse in these circumstances. I'm not sure if this is an oversight on the developer's part as I have had a number of issues on various games which say they properly support controllers via Steam Link...and then they don't. I used a PS3 controller attached to my computer and it worked fine, there were no problem's with the "use" button. I haven't attempted hooking up the Xbox controller to my computer though so I'm not sure if this was an issue with the Xbox controller and Steam Link, or the Xbox controller in general for this game. Also this was tested on OSX. Maybe less issues on Windows, I'm not sure.. yes, is not cool as Limbo, but if you like this kind on games it's worth grabbing it. No where near as good as limbo, puzzles are not hard, its mostly about spotting a secret door or getting the timing right when moving. Game was pretty short as well, ok for \u00a31, but I wouldn't pay \u00a37.. I really wish I could recommend this game. As you can probably tell from other reviewers, it is a blatant Limbo rip-off, without any of the ambience, mystery, or atmosphere of Limbo. If this game had come out first, it would have certainly had more of an impact. Not to say that it wasn't an enjoyable, short, somewhat challenging platformer. The graphics are also quite nice, and if you are going to rip off a game visually, you of course could do much worse than ripping off Limbo's visuals. The addition of color is nice, but it doesn't save the visuals from lacking the polish, weight, depth, and subtleties that Limbo has. Animation is also much more stilted than Limbo's, and the hidden areas and switches are in some cases too hidden and you only stumble upon them by just running into the edges of structures haphazardly searching where to go next.

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Spike hitboxes poorly done(walking in to the side of a stationary vertical spike kills you)

Platform edges can glitch with your character and you will either fall or get stuck

Unmarked hidden areas

Unmarked hidden areas that are actually part of your puzzle to advance(not sure who decided bumping blindly in to walls would be enjoyable gameplay)

Poorly done "kill areas", you have to walk on something and die to it without it even being marked, feels very cheap.



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