
TUNNEL DIVERS Download] [key Serial]



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About This Game

Welcome to your new line of work, pilot.

TUNNEL DIVERS is an online free to play action game featuring futuristic space fighters that are specialized in destroying hordes of robots in enclosed spaces. With plenty of ships and weapons, claustrophobia won't be the most dangerous thing in the tunnels.



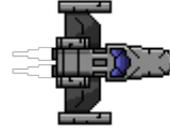
TUNNEL DIVERS is free to play and has no pay-to-win attached. Play online with your friends and against other pilots without feeling disadvantaged because you didn't pay for any DLC. The only one who should be paying are the suits from TAC-CORP!



TUNNEL DIVERS is a lightning fast twin stick shooter, you need to keep your ship on the move while combating hordes of robots or enemy players. Only those with the best reflexes and aim can come out as the top pilot.

Play cooperatively with your friends in Gauntlet, run the flag in Capture the Flag or just slaughter your enemies in Dogfight

mode. More game modes on the way.

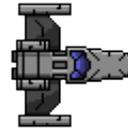


Looking for a challenge? Experience a fully designed single player campaign, with 20 unique hand-made missions and 4 different boss fights. With full ship loadout customization, you can spec your ship to speedrun each mission, or to barely scrap by passing the extra challenging superior performance review.



Vaporize your enemies with powerful weaponry, from long range laser guns to destructive miniature nuclear bombs.

Completely customize how your ship of choice is loaded out with weapons and special modules that can give you an edge in a fight. Earn money by completing matches and unlock more and more equipment.



Whether it's a single player mission made by a friend or a competitive multiplayer map made by a stranger, Workshop implementation allows you join matches with player made maps, even if you haven't downloaded the files yourself yet.



Enjoy the musical talent of Gergely Kovács, who composed a full soundtrack for the game.

Title: TUNNEL DIVERS
Genre: Action, Free to Play, Indie
Developer:
Spasman Games
Publisher:
Spasman Games
Release Date: 6 Jul, 2018

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English







diversified tunnel doors. diversion tunnel plugging. diversion tunnel design. diversified tunnel shutters. tunnel divers gameplay. diversion tunnel construction. diversion tunnel hydraulic design. fait divers tunnel sous la manche. tunnel diversion dam. tunnel diversion. tunnel divers. tunnel divers steam

Decided to download it and fire it up.

Loving it! Simple and addictive + it's FREE :)

<https://youtu.be/oGfJINRBN5U>. Nice game. Thx Spas!. Some really insane weaponry leads to a hectic and fun 2D combat game.. You know all of those ♥♥♥♥♥ top-down shooter .IO games? Take those, add satsfying, fast and dynamic mobility, make it look good graphically, include great sound design, as well as unique and interesting weapons. While not too many people play the game, it certainly gives a great first impression. However, given the basic concept of games like these, I honestly cannot see it really going anywhere, and I probably will not play it consistantly for over a few days. Overall, I would most certainly recomend downloading this free game, and if you decide you like it, then maybe get the DLC to support wherever the hell spas takes the game.. This game is gonna be the next tiny thing. Bring your friends in for a good hour or two of breathless wild shootouts while you try to find out just how -many- options and techs this game has.

It's a lot.. This game is quite fun and has a lot of potential, but the lack of players for multiplayer seems to be the only issue. TUNNEL DIVERS reminds me a little of very old and fun game - Chase Ace. This one have really enjoyable campaign and multiplayer mode, with lots of missions and maps to play, you have plenty of options to customize ships and it's FREE TO PLAY. Just give this one a try, maybe you will like it too!. Really fun 2D shooter, for me it feels faster than other 2D shooters i've played but it gets fun after you learn it.

Online mode is pretty much dead, but there is a single player campaign to keep you entertained. Or you can make a server with bots to play PvP game modes. Come help bring this game to life!. This game was A BLAST ! Literally i had alot of fun playing it even if it lookd very simple , the art style reminds me of the 90s and the art for the game is cute even if its made in MS paint (good one) , Anyway I did Review on The Game At <https://www.youtube.com/watch?v=KV7WunPEnzI> ,

-Nicoplia

. If i should sum up this game in one word it would be disappointed. Not because the game is bad, but because of that it had to be better than Boring man (atleast for me).

The reason why im disappointed is that i expected it to have good movement, instead we got ship that acts like it's on ice. I get that it's the meaning but, players want control and ice doesn't give control.

I also expected a crap ton of fun techs, like Boring man had. All we got was some boosting feature. I would be pleased if we could boost ourself to achieve great speed if we hit ourself with a rocket.

The coding is much better. Though i can't join any servers..

All in all i think the game is good. It just didn't live up to my expectations.

It also needs more players, lol.

this is sick. why does nobody play this???. eh, it wasnt bad. will tend to get boring over time. cant see myself playing for eternity. Very well done, the game needs some adjustments but is very fun to play.. I dont care about the Multiplayer, the single player game is pretty fun however, its very hard at first since every enemy presents a threat. One of the few games out there with a hard but enjoyable difficulty [REDACTED]. Using a game maker game it well is really good for or

Runs smooth

Even with a low quality CPU like mine!

Just I'm kinda addicted now. I had a weird issue with my loadout file, and i sent the error code to the spasman discord server. In ELEVEN minutes, spasman himself responded, and within 2 hours, he walked me through a fix. I have NEVER met a developer that cares about his players like this..

[By CriticOogaly](#)

-=====

A fast pace, setting in space full of bundles of fun, weighing to a ton, with easy yet energetic movement, sets the player wide for improvement. Battle fast, be the first but not the last. 8/10. Spasmans games have a certain homebrewed charm to them that I just can't find anywhere else. I liked boring man, and I suspect I'll like this game, but retaining a community will likely prove difficult.

Tunnel Divers Gather - This Sunday (2/11):

Hi, I'd like to make a gather for this sunday. If you don't know what that is, its when our small playerbase gets together to playtest the game.

I would like to schedule it Sunday, 12PM MST time. [Google can convert time zones for you.](#)[www.google.com]

I'll post another announcement when I'm about to play.

- Spasman. TUNNEL DIVERS is released + Free DLC weekend until 7/9:

Tunnel Divers is released! Thank you for helping me see that my game was finished. I learned a lot, and I hope it provides at least some fun for those that play it.

<https://www.youtube.com/watch?v=oCGBLxOdgzQ>

The DLC will be free for the weekend! If you like the ship painting or level editor, please consider buying VIP Access.

I'd also like to thank Gergely Kovács for the soundtrack for the game, and all the voice actors who offered their beautiful voice acting for free to me. Please check them out in the credits.

I'll continue to update the game as needed, if you have any problems or feedback, please post on the forums with any information you have.

- S. Get into the beta!:

Want to play TUNNEL DIVERS before Early Access?. **TUNNEL DIVERS v0.0.4 is now available:**

- Fire weapons now leave behind flames that can catch ships on fire and explode when contacted by the Fuel module

- The Thunder Arc projectile now bounces off of walls (this includes the pulsar module!)

- Increased Thunder Arc's damage

- Increased Thunder Arc's range

- Removed the EMP Stun from the Thunder Arc

- Increased Spread Blaster's damage

- Increased Pulse Missile's damage

- Espionage mode now more properly supports multiple super computers

- Decreased the super computer's Espionage health back to the Campaign's value

- Super computers no longer regenerate health in Espionage mode

- Reworked Yuzil Copper Mine map (esp1.tmap)

- Removed Research Station Omega (esp2.tmap)

- Removed "Team Defense" espionage mode option from the level editor, team 2 (Foxtrot) will now always be on defense

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- Alarm system, security camera and laser are now enabled for Espionage mode, see the map manual for more details.
 - You can now "deactivate" super computers, see the map manual for more details.
 - Every weapon, ship and module should now have dialogue when you bring it into the test area from the TAC-CORP Armory. Let me know if I forgot one.. **TUNNEL DIVERS v0.9.0 is now available + DLC Price drop:**

Dev Log. A Tunnel Divers gather is now starting!:

The gather is starting! Please come join "[US] Spasman's Server" in the server list if you want to help playtest the multiplayer.

If it's somehow full (I don't think it will be), then just join one of the other servers and I'm sure others will follow. The point of this is to play with eachother, not just with me. I probably spectate most of the time anyhow.

I'm going to start doing this almost every weekend, so if you missed today don't feel bad. We have a discord server, so come join if you want to be up to date on gathers: <https://discord.gg/XARR493>

Thanks for your support!

- S. TUNNEL DIVERS now available on GameJolt:

Today I worked on getting this game onto other non-Steam platforms, starting with GameJolt. While GameJolt users can't use the Workshop, or buy the DLC, I think if it picks up it can supply a good stream of F2P players regardless if they want to convert to the Steam version or not.

If you want to check out the GameJolt version, go here: <https://gamejolt.com/games/tunnel-divers/210940>

It supports GameJolt trophies (they're the same as the Steam achievements) and cloud saving, based on your GameJolt account. Keep in mind it WON'T transfer your Steam save over. I might add an import feature later, but it'd probably be for importing to Steam from GameJolt.

Since we're slowly approaching release, this can mark the beginning at my attempts to market the game. I'm not very good at it. My eyes are set on itch.io next because their API looks useful but we will see.

Thanks for your support!

- S. Early Access Dev Log #2:

This weekend I started making a new game mode called Tunnel Ball.

If you've seen the gif, you probably already know what it's like. Here it is: <https://i.imgur.com/jvQhRB4.gifv>

If you're not entirely clear, don't worry I'll explain how it'll work.

In Tunnel Ball, the objective is to get the green ball into the enemy's goal. You can focus on trying to keep enemies off the ball by fighting them, or getting the ball into the goal yourself. You can shoot the ball and bump into it to make it move.

For the map editor, I could've made some boring goal objects that had 1 purpose, but instead I made a trigger area specifically for the tunnel ball, and if a ball enters those trigger areas they can enable logic gates. I made a "Score Goal" logic gate you can attach to it for a typical Tunnel Ball map, but with this trigger area you can also use tunnel balls in Mission maps for puzzles and stuff.

My main concern with this mode will be lag obviously, I've tested a bit with a poor network environment and hitting the ball around can be.. unsatisfying since it will have a delay. It works well obviously when you have a healthy connection to the server, but that's not always the case with actual players.

There will also be one more game mode on the way, which will similar to Survival mode. You'll be able to play it in single player and with co-op. That's all I'll tease about that for now.

I'll also try to add more weapons/ships/modules along the way, but I'm not going to force it if I don't have any good ideas. I

appreciate everyones weapon/item ideas but I'm a bit weird with that sort of feedback because it feels like I'm "stealing" the idea from the player. But I dunno keep em coming because maybe it'll spark something more original for me.

I think we're getting closer to release, as after all of that, I'll only need to finish the campaign. That itself will take a while, especially since my creativity for single player levels is pretty dull. I would like to add an rcon system for servers before release, but I think I should release, test for networking problems and then add it otherwise it'll just make the networking headache worse.

If you remember, I made a post about the lack of players, but I deleted it because I suppose I was too forthcoming about it. I'd still like to addendum here about it, so like I said before an Early Access release isn't a full Steam release since you don't get on the front page. On actual release day, it will show up on the front page of the store and that should bring in a crowd (hopefully).

That's all from me, thanks for your continued support.

-S. **TUNNEL DIVERS v0.1.1 is now available:**

Dev Log

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