
Soda Star Keygen Download



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About This Game

Can you manage a soda bottling plant gone haywire?

Soda Star is a competitive, single player puzzle experience where players square off for the best scores and flawless sorting by controlling multiple switch controls. The game features vibrant hand drawn animation special effects and original cartoon inspired 3D puzzle designs with intuitive controls, and a sensational soundtrack. To be successful, you need to be alert to keep on multiple switches in your soda stations, using timing and skill to create the correct sodas into the correct crates for shipment! Be sure to keep an eye out for soda destroying bombs, while all the time picking up valuable gifts for special magic soda bottle, amazing fruit and time warping coffee mugs.

9 SODA FACTORIES— 3 SEPARATE LEVELS OF DIFFICULTY — MORE THAN 80 TOTAL PUZZLES — FREE UPDATES!

Features:

MYSTERY FACTORY LEVELS

These levels may look familiar, but in the Mystery Soda Story you have to collect all new types of bottles including:

- Magic Soda— Wildcard soda which can be sorted in any create that you like for added points and bonuses!
- Gift Package – unlock these special drops with bonus fruit, coffee time, and magic soda!
- Soda Crate – Fill each crate with 6 bottles and complete the set for special crate bonus!
- Unlock New Brands – increasing challenge take place in 9 different progressive Soda Factories.

AMAZING CARTOON LIKE TRACK PUZZLES

Fully 3D graphics bring amazing cartoon and Saturday morning fun in this animation inspired color matching puzzle game that moves as fast as you can sort your growing soda empire. Will you be fast enough to keep up with the increasing speed and elevated challenge of an expanding and complex soda factory?

COLLECTIBLES, CHALLENGES, AND BONUS LEVELS

Collect each soda prize and secret stars for more levels and points! Get to the top of the Soda Star leader boards with the fastest times and perfect accuracy. See how many days you can go with a perfect record without incident by diffusing any bomb that the Sammy the Saboteur releases to foil your soda shipping plans. Visit www.facebook.com/SodaStar for more hints, tips and secrets.

Every drop counts in Soda Star? — A refreshingly sweet color-matching puzzler filled with good clean gaming fun!

Title: Soda Star
Genre: Casual, Indie, Strategy
Developer:
Tiny Utopia
Publisher:
Tiny Utopia
Release Date: 14 May, 2015

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Minimum:

OS: Microsoft® Windows® XP / Vista / 7 / 8

Processor: 1.2 GHz processor

Memory: 256 MB RAM

Graphics: DirectX 9-compatible graphics card with at least 32MB of video memory

Storage: 150 MB available space

Sound Card: Onboard

English







This game is terrible Not what I expected. Having some time to kill, I wanted a casual puzzler with some interesting mechanics, and I liked the art of this game. It starts rather simple, but by the time I got to level 4 I have having a hard time even finishing the levels! And there are 10 stages to complete, so there is still quite a bit of game left. I'm really happy so far, keeps me coming back.. If you've been playing video games for any length of time you've seen this type of game before -- set the levers to make the sodas (or luggage, airplanes, etc.) travel on the conveyor belt to their correct location as designated by color. No Steamworks features, it's a quick and sloppy port over from iOS, there's even a iOS Gamecenter button still present. Hell, there's not even any way to exit the game if you're playing in full screen, you need to ALT+Tab out to the desktop and close the window from there. Only four bucks though, and there appears to be about 100 levels of increasing difficulty, so it's hardly the worst deal in the world. I just have a hard time giving a thumbs up to a game you can't even exit from properly.. cute little puzzle game, i wan't sure how long I would play this game, but it looked itneresting. I thought when I watched the videos that the game might be too easy, how wrong i was. I could play it fine and got through the first couple of levels with no problem. Things quickly ramped up by the time I was a level 5, I was doing everything I could to finish the levels the first time. After a few tries, I was able to get a hang of pattern, and I finished level 6. Still working on finishing, but I'm having a good time trying.

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