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## Download Storm In A Teacup



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## About This Game

Take Storm on a wonderful adventure in his magical teacup. Storm's brother Cloud has created an amazing dream-like world for you to explore! Solve puzzles, avoid pitfalls and beat the bad guys in this imaginative and unique platformer!

### Key Features:

- Wonderful, rich rewarding game-play with physics based puzzles
- Explore and discover 50 magical levels
- 5 Survival mode levels to compete against
- Customize in-game Storm character options
- Rich, gorgeous, graphics
- Full Joypad support

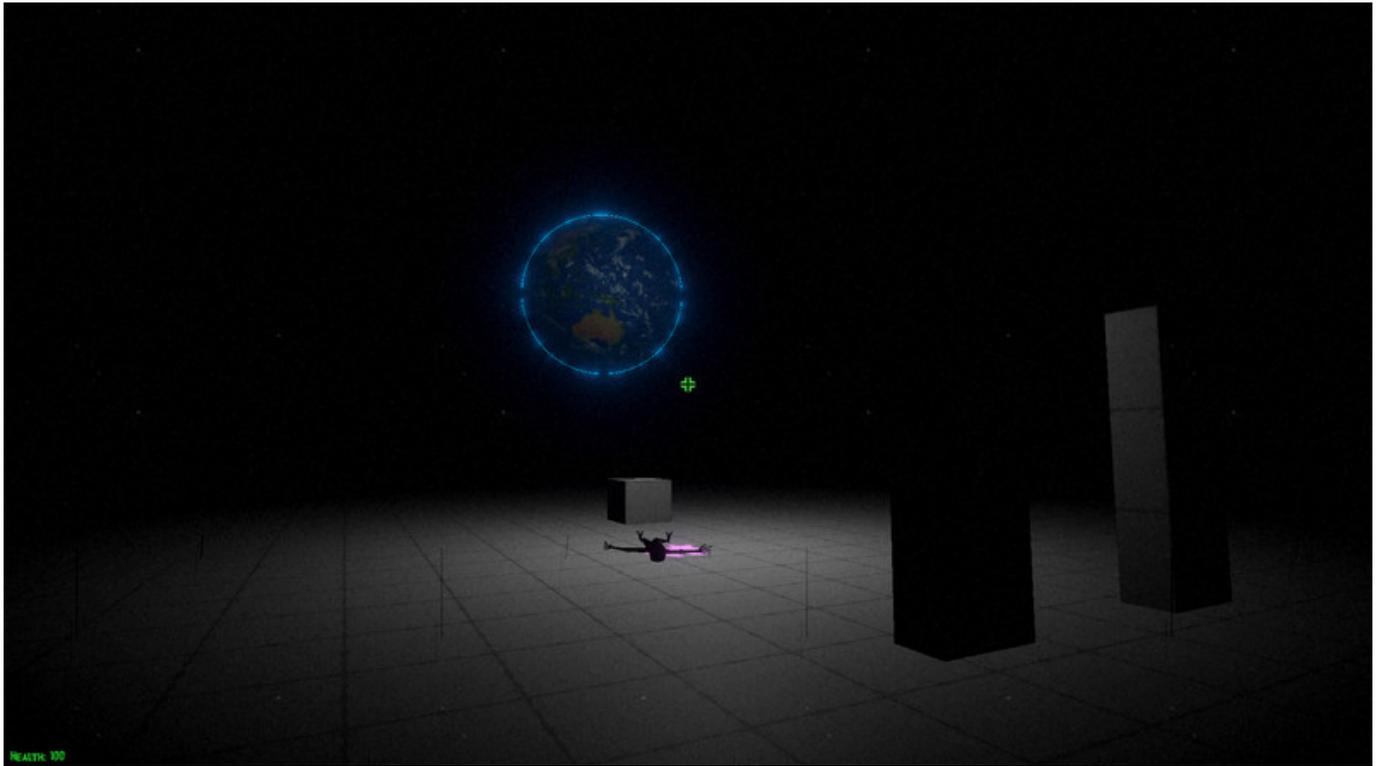
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Title: Storm in a Teacup  
Genre: Casual, Indie  
Developer:  
Cobra Mobile  
Publisher:  
Cobra Mobile  
Release Date: 19 Jan, 2012

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English







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Storm in a Teacup is a nice little platformer with puzzle elements; the levels are short enough to play on coffee breaks, and there's a nice amount of variation in backgrounds, game elements, and throwbacks to classic games like Space Invaders. It runs on a 2D physics engine meaning there's a lot of things bouncing and swinging off of each other; this gets especially interesting in the bonus levels that can turn sideways and upside down. Once you've completed each level, you can try to do it again finding a hidden object and without dying, to get extra rewards (well, achievements).

The downside is that there's only one song in the game, which may get repetitive after awhile. There's no story to speak of, and not a lot of replay value. Still, the game is well worth a shot.. I had finished the game in PS2 since i was in high school. Great story and pretty good leveling system and many other features implemented in the game. This port is awesome since they balanced out some of the monster in the series and a slight improvement on the graphics.

Currently starting it all again from the 1st volume to reminisce my childhood nostalgia and the story. Some reviews stated that they hate the main character and i am agree with it. But as you go along with the story, the character development is good and you will more likely to enjoy the story at the mid game of vol.1. Nevertheless, good stuff and i recommend to buy it when there's a discount for this game.. Good indie horror. It's simple both in graphics and gameplay, but the atmosphere remains inside. I remembered the music, locations and the voice of the main character after a long time. In addition, the plot is very good. It's the themes of humiliation and aftermath. There are many signs in the game that calling to think about what you are doing yourself. Good concept. But it's not for all.. they don't update on a weekly base so the development of this game isn't too well there if any at all but they might come back and make this a game right now there isn't much of a game.. I truly think this game is adorable. The puzzles start easy and then become very challenging. I have a lot of fun with it and recommend it fully.. fantastic game,,, i love it,,,racomande defenitly. I really enjoyed this game :D Fun and short. Also, the AI is smart enough to play the game, but not to the point of cheating hard. There's also an easier setting if it's a little challenging for you. Overall, a great game! Still looking for non-local multiplayer though :P. So i only took a quick look at the Game, but it was fun. You can be creative and set up your own firework show.

There are already a lot of Fireworks you can experiment with.

This is what VR needs: Fun and creative Games.

So if youre a creative Person and like fireworks get this Game.

This is just my first impression. When i play the Game a bit more ill edit this Review.. holy \u0192uck, this is tr@sh

- crappy custom options menu ui hackjob, could be done by a non professional hobby programmer in 1-2 days in unity
- seems like its just a modded scummVM version of the game
- new soundtrack? you gotta be kidding me, they just added some percussion and hihats to the existing soundtrack
- graphic overhaul? not really, just some pixel smoothing shader layed over it that takes literally the click of a button in ScummVM
- the cursor and menus are buggy as hell, everything is flickering and the game crashed 2 times on me while some dialog tried to load making me lose all progress  
if you expect anything at all like the day of the tentacle or monkey island remasters, stay away from this, i wouldnt even play this over the original if it was free

had my copy refunded

dont buy this sh!t. I don't think a game has ever made me feel so conflicted on its value.

I'm not sure I can justify spending money on this game. Even \$1 seems like a high asking price. The game has beautiful art, relaxing music, and the writing is amusing or even heartwarming at times. The way the game maintains continuity over a single playthrough is nothing new for video games, but in a "board game" it might lend it a small air of novelty.

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But, frankly, there's almost no gameplay. It's pretty much a very short, interactive, multiplayer visual novel. A match will last around 8-10 minutes per player. There are 6 turns, and they amount to picking one of eight locations, then making two binary choices at each of these locations to somewhat randomly gain or lose stat points. These points will affect how successful you are at succeeding the second binary choice each turn, depending on what, precisely, the choice is. With a very small number of art assets and almost no gameplay, the game survives entirely on its writing. At a maximum of 40 minutes per game and low variety per playthrough, you are unfortunately likely to get more value out of riffing on a movie with friends than *The Yawhg*.

I really want to recommend this game, but its brevity and shallowness just keep me from being able to justify saying anyone should spend money on it. The experience was enjoyable, but there's just not enough there.

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the idea it was ok but the problem you can't buy or unlock new cards and the game there is no soundtrack to feel more better about online i search half hour there is no one i think i'm not sure about online

and the game all by luck in lot of rounds i spend my cards and there is no card can attack each round you will change your cards even you didn't play your cards it will go down.. Even more slots for those, who reeeally love to swim in guns.. This is a great way to start practicing traditional mandarin. The app is immensely helpful with pronunciation and acquiring a memory map for each item. Its funny and intuitive to play. Clearly, unbeatable to what is currently on the market, even if the vocabulary list only includes 500 words in total.

Support the maker for the next project or so that more words can be included !. good story line. Its a awesome set of music, what more?

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