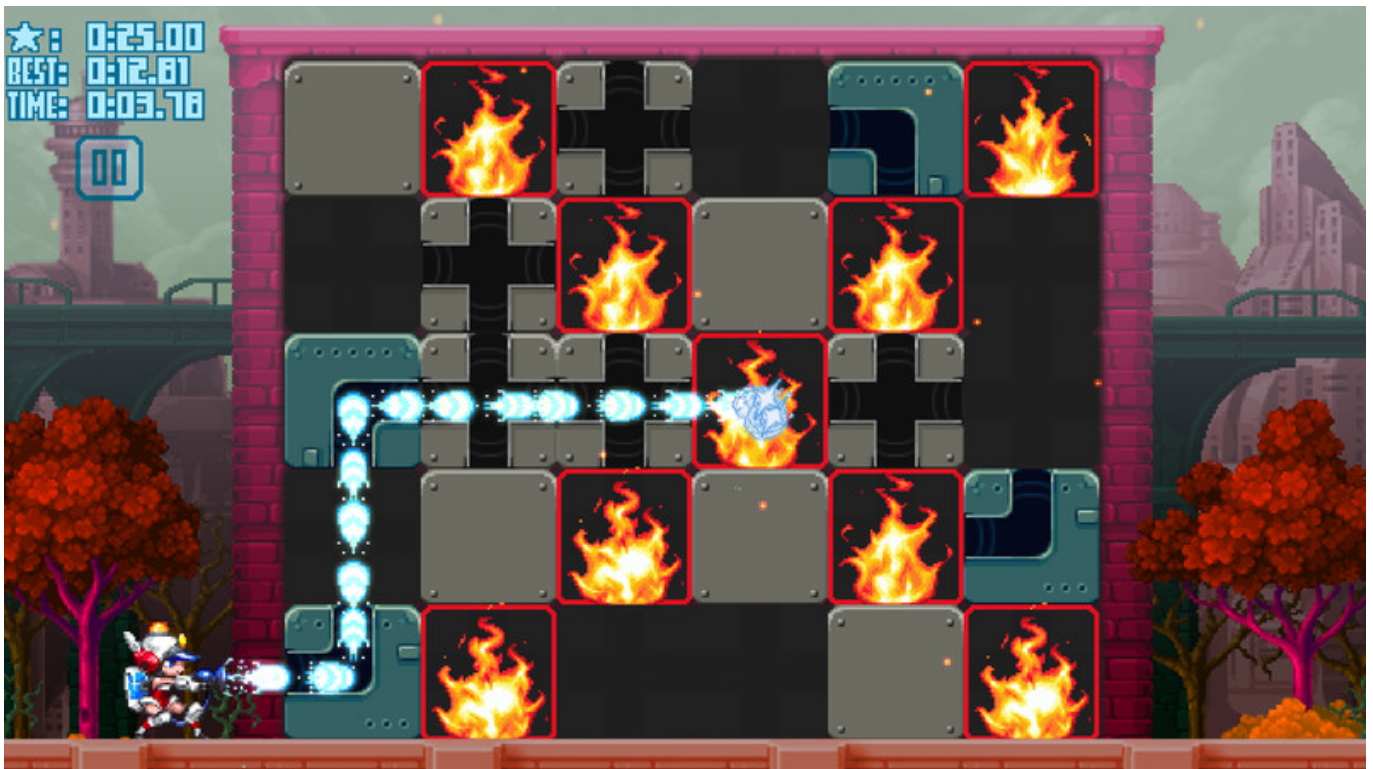

Mighty Switch Force! Hose It Down! Download Crack Serial Key Keygen



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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 City from a fiery blaze! As a member of Planet Land's Fire Brigade, your job is to douse the fire in each building — and to evacuate any Hooligan Sisters who may be trapped inside. It's a dangerous job, but if anyone can save the city, you and Patty can!

Slide blocks around the playfield, and let loose a powerful water spray from Officer Wagon's Infinity Dousing Apparatus (err... hose). Douse all of the flames, and the stage is clear! Sounds easy, right?

Block types vary from simple slide-puzzle obstacles to full-blown brain-busters like Turnpike Blocks, Mud Blocks, and Cloak Blocks.

Each level has been lovingly crafted and is WayForward Certified, guaranteed to challenge, befuddle, and tickle your fancy.

This version includes:

- 50 puzzles spread across 10 Worlds.
- Fully illustrated cutscenes
- Speed Run challenges
- An incredible soundtrack by Jake "Virt" Kaufman

Title: Mighty Switch Force! Hose It Down!

Genre: Action, Casual, Indie, Strategy

Developer:

WayForward

Publisher:

WayForward

Release Date: 4 Jun, 2015

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Minimum:

OS: Windows®Vista™ or Windows®7

Processor: Intel™ Pentium 4 2.4 ghz with Hyper Threading

Memory: 2 GB RAM

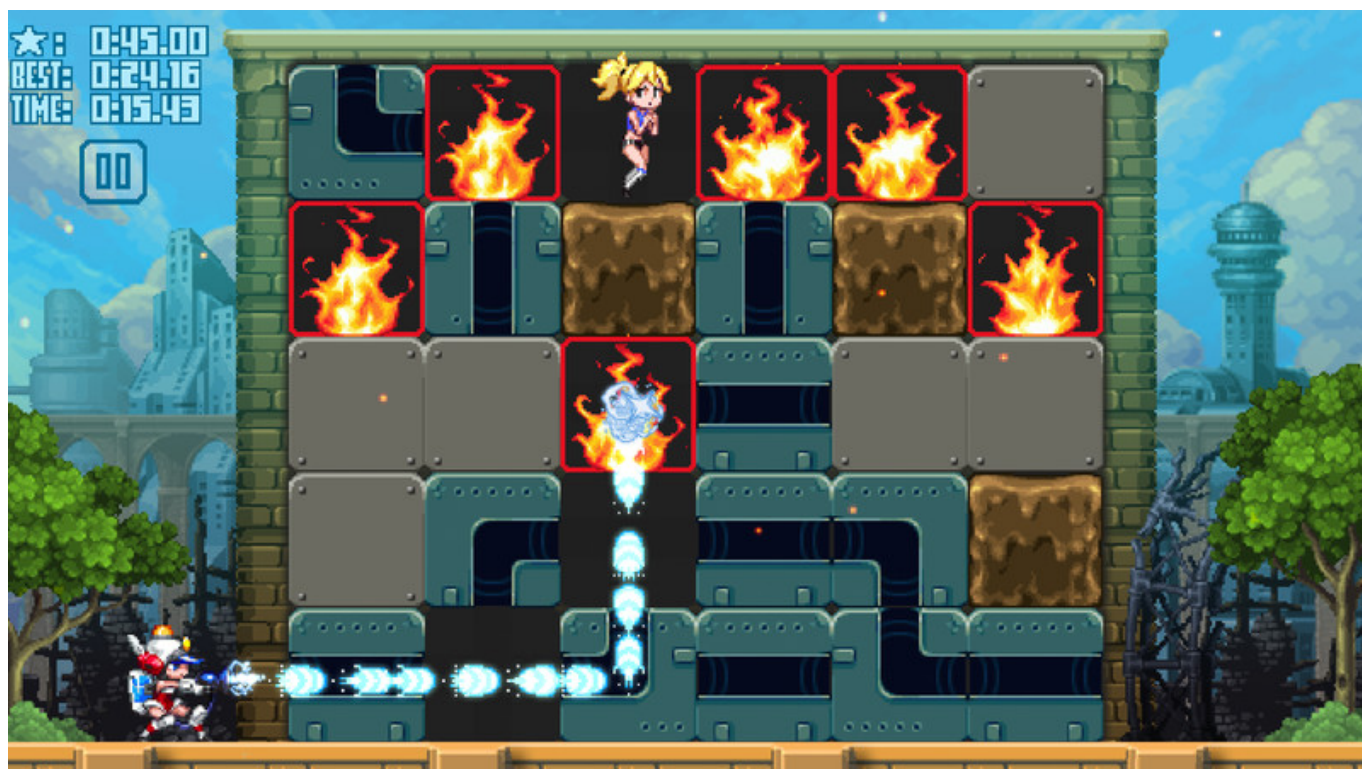
Graphics: Intel® HD Graphics

DirectX: Version 9.0

Storage: 1 MB available space

English







mighty switch force hose it down

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.... If only patricia existed.....damn XD

anyways, i am so happy to play this game on steam,

i really love the soundtrack a lot!

the protagonist (she's very attractive to me lol) the voice actor for patricia,(which is stephanie komure), the backgrounds, the graphics, the cutscenes, and(strangely to me) the title screen

when i first played this game, the controls i had to get used to, cause i'm so used to playing video games with a control instead of using a mouse to move the blocks, (i'm more of a console gamer than a pc gamer, enen though there is a mobile version of this game, but the pc version is a little better to me due to the fact you dont have to pay for extra puzzles lol)

bottom line, this game rocks so much to me, any mighty switch force! game that comes out i'm definately gonna get them, CAUSE THIS GUY RIGHT HERE...IS A BIG MIGHTY SWITCH FORCE! FAN :)

you rule jake kaufman, your the greatest video game composer of all time to me, and great job wayforward for developing another mighty switch force! game, keep it up wayforward :D

btw my personal rating of this game is 8/10. Is it just me or is that last puzzle a fryer?

The Good News:

Signature Wayforward art style; cute girls abound, and a plucky lead. Jake Kaufman's pumpin' music score makes for a memorable soundtrack. Some clever mechanical twists in this smart puzzler.

The Bad News:

You may be better off purchasing the soundtrack - go ahead, it's on Bandcamp. I got a lot more enjoyment from the music alone, compared to this super short pipeline puzzler. The difficulty is bog standard until the end where it spikes in an absurd manner. Also, what is the point of those silly timers if you're just aiming at your own scores?

Recommendation:

The mobile pedigree of this title shows through the veneer of a lazy PC port. It's fun, but you can do better for the asking price. Dissappointing if you're coming from the mainstream Mighty Switch Force series. Look for a sale.. I bought this expecting it to be the actual sequel and was a little disappointed, but it's still a nice little distraction. Still challenging without being outright difficult or frustrating, graphics are still charming, music is still catchy as hell..

<https://www.youtube.com/watch?v=Ia33wFGsHbg>

=EMERGENCY MESSAGE FROM PLANET LAND=

I\u2019s a Code Red Alert from the Galactic Fire Brigade! Planet Land is combusting and everything is ablaze! Join Forces with Officer Patricia Wagon to fight the inferno and extricate the reformed Hooligan Sisters in this iOS to PC port of Mighty Switch Force 2: Hose It Down! Purchase this game. Suit up, start soaking some scenery & Save Planet Land today from a raging Inferno!

=RvB's Fire Safety=

<https://www.youtube.com/watch?v=VyjloKv56tE>. This is a port of the mobile game and it's a good port, no problems.

Best Firefighter Simulator ever.

Just your basic simple quirky fun cute puzzle game where you put out fires and save people.

It's a good simple cheap to pick up and waste some time if you are bored. The puzzles get harder and require more thinking which means more fun.

Also once again it has good music. But it's a Wayforward game of course it's gonna have good music.. **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.. Be aware! This is not part of the "Mighty Switch Force" series of puzzle-platformers! This is a port of the mobile spin-off, a cute little series of puzzles loosely based around the mechanics of the main MSF series.

The objective is now to put out the fires that appear on the level grid, using the pipe-blocks to control the direction of your hose's stream. All the levels revolve around this gimmick, however they quickly become more and more complex as more mechanics are introduced. The game eases you into every new thing, but it is not afraid to put your spatial skills to the test.

Everything that made MSF2 great is still there: the cute girls to rescue, the same (fantastic) music, the same protagonist... And also the time challenges in every level, for speedrunners! That is the part where I think the game lacks a bit. The port is fine for the most part, but achieving the best times requires insanely fast hands. This is of course expected, but the controls with the mouse are a little bit clunky at times. It is very clear it was intended for touch screens, and it didn't translate very well. Also, since there is no menu to see the controls or change the options, I discovered very late that you can press the spacebar to use your hose, while using the mouse to move the tiles. That should help the speedrunners, but my suggestion would be to ignore the time trials and take your time on the puzzles. It doesn't have any achievements to unlock (other than, you know, personal satisfaction).

All in all, it is a good timewaster. Good distraction, and a decent introduction to the MSF saga, which is soon coming to Steam. However, if you happen to own an Iphone, you should probably look into buying it from the apple store. I believe it is cheaper, and you can take it on the go.. This game isn't one of the "main" Mighty Switch Force games (obviously, since to my knowledge those are Nintendo-published); it's actually a port of an iOS spinoff game, unfortunately. It still has the same great art and music, but instead of being a platformer with the switch mechanic, this game is a sliding puzzle game where you have to slide blocks with gaps in them to align them in ways that let you spray water from the bottom left corner into the grid to put out fires and rescue people. It's still a fun game, though the sliding controls are finnickly every now and then in ways that can easily mess up your attempts to finish stages in the par time. It's only \$3, so if you're into sliding puzzle games

you might as well pick it up I guess.

Not for \$3. This is about 1 hour of gameplay and it's not that engaging.

I love WF, and this game isn't outright bad, but it just has no substance at all. Go buy MSF1V2 or Shantae instead. Much better use of your money.. *Mighty Switch Force! Hose It Down!* is a spinoff of the Mighty Switch Force series that takes inspiration from the classic DOS game Pipe Mania. You direct water through a winding series of tubes to douse fires, tear through mud clots, and save the trapped Hooligan Sisters.

Despite being a mobile port released on Steam for only \$3, there's a pleasant amount of content available; unlike the iOS version, the bonus level pack is included in the Steam release by default, meaning players have 50 levels to mess around in. I've clocked 3 hours already, and I'm by no means a completionist. Enthusiasts have the option to beat the developer time trials, all of which are incredibly tough even for quick-witted players. The learning curve is accomodating, and the puzzles never feel too easy or too difficult.

While all the music and most of the art is imported from Mighty Switch Force 1 and 2, it should be said that both are excellent. WayForward have some of the most talented sprite artists in the industry, and Jake Kaufman is a composer who [churns out instant classics like no other.](#)

[While Hose It Down! isn't as meaty a game as the proper titles of the Mighty Switch Force series. it's a fun little timewaster that will keep you entertained for a couple of hours. For a casual puzzle game player or a diehard WayForward fanboy, this game is well worth the price of admission.. 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 reccomend this.. It's like Pipe Mania, but actually on Steam. Also it's on fire. And it's in space.](#)

[Not much depth to speak of. A slew of some 50 levels sounds expansive, but given the nature of being a... Err. casual puzzle title, the levels fly by... fast. Good way to waste time, though. Fairly inexpensive to boot. Runs smooth as butter, given the pixel graphics.. 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.](#)

[if its on sale worth picking up 5\10. a fun game!. I would not recommend this game unless you have a touchscreen. Dragging blocks requires quite precise cursor movements - you have to actually trace their path - less they'll just get stuck in a place, which is rather rage-inducing considering par time. Such mechanic would work well with a finger, not so much with a mouse. While that might seem like not that big of a problem on it's own, the game itself is not that long in the first place, and frustration from dragging blocks dampens the whole impression.. Hose It Down!](#)

[Mighty Switch Force - Hose it Down is from the Mighty Switch Force series. This time around, its a puzzle game of the Slide Puzzle\Oil Spill variety](#)

[Once again you control our mighty Firefightress, but she doesnt 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 cant 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.

There are 5 Stages in the regular campaign as well as 5 EX-Stages (5 levels each) for a total of 50 Puzzles

the music is neat and pumping, but has some little knacks here and there, such as bad looping (song started over and then immeadiately jumped to a part in the middle)

the game is rather short but for the price, I would say its worth it

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