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## Diving Trunks Apk Download



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### About This Game

Diving Trunks is a casual dodging/shoot 'em up style game featuring a seafaring elephant who has dropped his peanuts overboard.

It is your task to help 'Trunks' dive down into the deep ocean to retrieve as many peanuts as possible, all whilst gulping air bubbles to stay alive and avoiding unkindly marine life.

Features crisp, cartoony graphics and original music. A wide variety of enemies ensure infinite replayability. Dodge smaller marine creatures then battle colossal sea monsters by shooting peanuts from your trunk! Recommended for all ages.

### GAME MODES

- **Endless:** Collect peanuts and survive for as long as you can. Encounter Boss Monsters with randomised features - prepare for anything from a simple battle to a total onslaught.
- **Challenge:** Collect a set number of peanuts before reaching the sea floor. Mysteries of the deep are waiting to be unlocked. Each playthrough is completely different - no two attempts are the same.
- **Hunger:** Prevent rapid starvation by frequently munching peanuts.

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- **Numbers:** Gulp numbered bubbles in the correct sequence; wrong numbers reduce your air supply.
  - **Fetch:** Collect a target star bubble and return it to the base; air granted only upon return.
  - **Haste:** Forward velocity is constant; steer clear of danger, if you can.
  - **Patterns:** Marine creatures swim in geometric patterns; navigate through gaps in the shapes.
  - **Slalom:** Swim through a series of gates; a wrong or missed gate earns one of three strikes.
  - **Panic:** Avoid a fatal panic attack by staying clear of certain creatures.

## BOSS FIGHTS

Battle relentless sea monsters whose size and defenses are randomly-generated - who knows what you'll encounter in the depths.  
Use the peanuts you've collected as ammunition to defeat these deep-sea behemoths.

## POWER-UPS

Collect and use various special abilities to assist Trunks:

- **Bubble Shield:** Deploys a protective bubble around Trunks at the expense of his air supply.
- **Boost:** Gives Trunks a speed boost in his current direction.
- **Repel:** Redirects enemy creatures away.
- **Stun:** Immobilises all visible enemy creatures.
- **Magnut:** Attracts all surrounding peanuts.
- **Relive:** Grants another chance at life.
- **Tank:** Refills the air meter to maximum.

## DIFFICULTY MODES

Beginners through to hardcore gamers can now play at a difficulty level that reflects their ability:

- **Simple:** A very basic challenge for the inexperienced; suitable for youngsters.
- **Easy:** A decent challenge for those not wishing to stress.
- **Normal:** A standard challenge for the average gamer.
- **Hard:** A more intense challenge for those wanting to prove themselves.
- **Extreme:** A serious challenge reserved only for the elite gamer.
- **Chaos:** An unpredictable challenge of mixed difficulty.

## MYSTERIES

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Unlock 15 game-changing mysteries - including various effects and new marine creatures - by playing Challenge mode.

## **ACHIEVEMENTS**

Conquer 28 local achievements to prove your skills. Complete them all to become a Lunacy Champion.

## **HIGHSCORES**

Attempt to beat the highest local scores in each game mode.

## **OPTIONS**

Sound FX, Music, Fullscreen.

## **CONTROLS**

Keyboard (gameplay) and mouse (menus).

## **BACKGROUND**

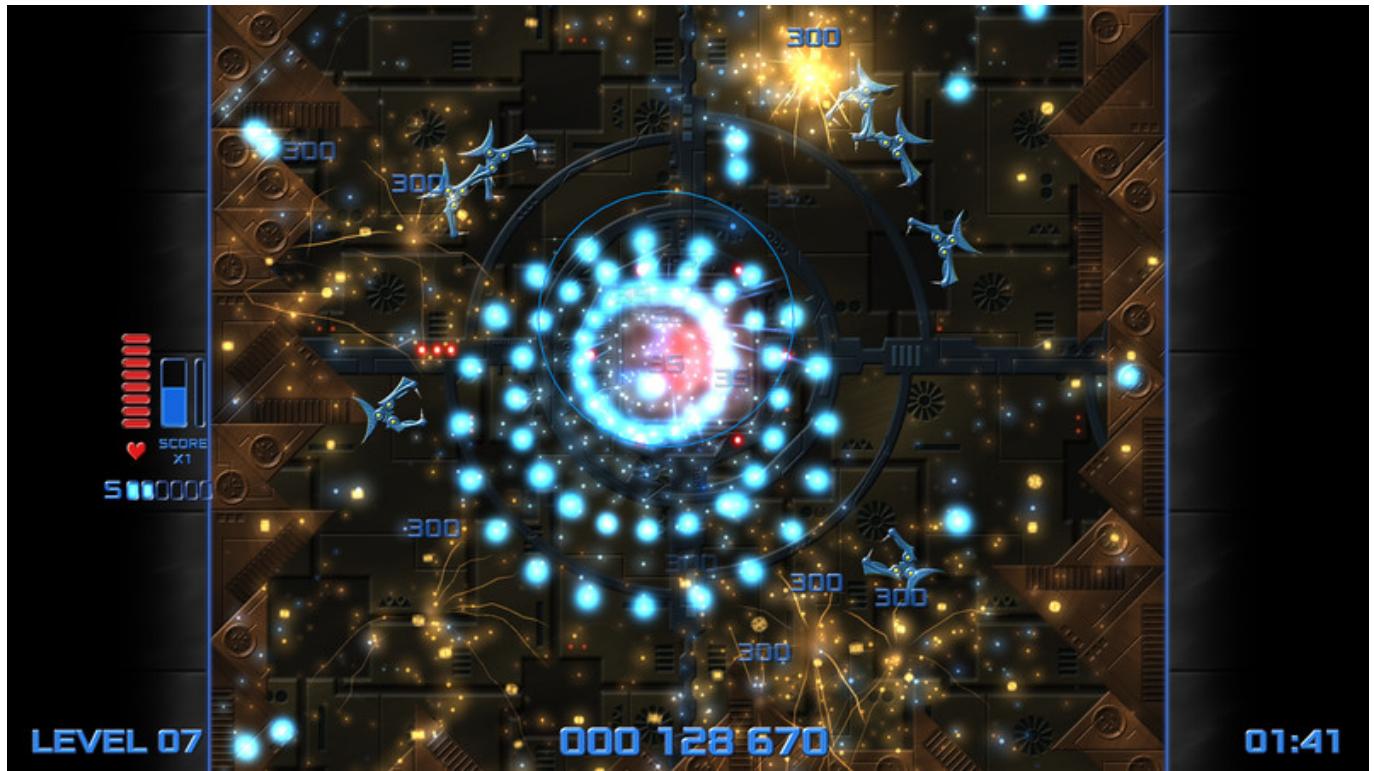
Diving Trunks is the result of a private game jam contest combining the theme of 'underwater' and item 'elephant'. The initial game idea grew and has been further developed over a year with a multitude of features and content, such as additional game modes, effects, and original music by first-time composer Tom Hines.

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Title: Diving Trunks  
Genre: Casual, Indie  
Developer:  
Lunacy Interactive  
Publisher:  
Lunacy Interactive  
Release Date: 20 Jun, 2017

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English





## Stats and Achievements



Hydrogen (Quantum Full Tournament)

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- Total Games Completed: 0
- Total Score: 0
- Best Electron Score: 0
- Most Energy Absorbed: 0
- Most Evades: 0
- Best Lightspeed Streak: 00:00:00
- Total Escapes: 0

- Best Nucleus Score: 0
- Most Escapes Denied: 0
- Most Energy Drained: 0
- Most Dark Photons Landed: 0
- Total Slowtime: 00:00:00
- Total Survives: 0
- Total Perfect Survives: 0

[Main Menu](#)

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Fun as hell. Things can get really crazy on that game.

I recommend getting the 4-pack because there is no one playing.

It's worth a shot though.. This is an amazing and simplistic RTS. I personally like Introversion's work and style. The community is a bit dead sadly.

However setting up multiplayer sessions with people is easy if you do it through groups like "Multiwinia Group n Play". Cute and some genuinely funny moments. The art style and animation are well done. The gameplay is a bit tedious in places and I wish it would have been longer, but overall I enjoyed it.. In '99, this was a fine game with a few kinks. Today, you can beautify the graphics all you want with the great mods that are available, but the game engine is capped at a maximum of 24 frames per second. It feels like playing a strobe light. Had I been aware, I never would have downloaded this. Go pick up TIE Fighter instead.. I started off reasonably optimistic about this Puzzle Quest like game.

I thought that using twists was a very clever way of mixing up the old formula - give it enough time and you will see the patterns that make some twists work. The ability gems that spawn on the board are a workable mechanic but not great nor bad.

But there's one mechanic that completely ruined the game for me. "Idle twists" - a move where you don't make any matches. The penalties for an idle twist are so severe, that you are hurt so bad in taking a turn off to make a huge combo the next turn, that you'd be better off just making match-3s the whole time, just to avoid the idle twist penalty. This discourages high skill play that would otherwise count on setting up these combos. Maybe I overreacted slightly - one can still find ways to move around the board in subtle ways with match-3s and still potentially set up combos.... But I still stand by it limiting gameplay, instead of fostering higher skill play.

The plot/dialog is super iffy, but no big deal if what you're trying to get out of this game is match-3. The user interface on the map (outside of battle) is pretty crappy, but just be glad that you don't spend too much time there.

All in all, I can't call Gyromancer bad, and the price point is set correctly. But some poor design decisions leave me scratching my head wondering why I don't play Puzzle Quest instead.. Complete failure, this game is full of bugs and ♥♥♥♥♥♥♥♥♥ level design, can't even pass the first level because of a ♥♥♥♥♥♥♥♥ staircase design. 0/10. About this game;

The VR is comfortable, from what I have seen so far it's pretty fluid for movement. I've played a lot of VR games and would say it's a very safe bet to purchase this game. The early access title may worry some people since games on Steam don't always get finished but for this price... It's worth it even as is.

In the future - I do hope the development team will come up with a unique idea to keep the game from story mode, and perhaps even add dungeons / mazes and outdoor adventures. A lot of the quests I have seen are around a 10 minute timer or less for completion, so it's gives you a break here and there to rest your eyes. It would be nice to see additional random maps but once again this is a fairly new release.

If I had to say anything bad about this game - for me it would be that it is story driven. I like open world games where you can do what you want, without having to follow anything particular. That's me though...and a lot of people are driven by a story. The level system also seems to be driven by the latest story mode quests also.

If this turns into more of a diablo style game, with it's own unique twist - in VR it will Rock for ages, with a lot of

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replay'ability!!!

I had a couple issues and they were resolved very fast by the development team. There is nothing worse than playing a game that has no support. From what I seen so far this is not the case here, this team seems to be on top of things.

Don't delay - grab your copy today!!!. poor graphic quality, poor control, cannot costomise control button, cannot choose mission youself. Helpful! Passed first time - computer generated option in volume 1 is exstremely useful.

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Great game, super fun. It's simple but addicting. RTS boiled down to basics without a bunch of different resources and confusing unit types.

Unfortunately it's lost all my save game progress. I emailed support, and also just looked around for cheats. I don't really care about my saved games, I just want to be able to play the next level! It's a critical bug for me, sadly. Otherwise I would strongly recommend this game!. do not waste your money the game tractors and stuff is cool but the game it self STINKS!!!. When i started playing this game after finishing Everlasting Summer, i thought it would be so-so. Because, let's be honest, not all sequels are great (Duke Nukem, DMC, James Bond as a Daniel Craig...), but this sequel was so fun to play and had left me with so much warmth, that i like it even more than the original full game.

It's short, but easily understandable. It has some minor problems, though (when you try to save your process on existing save file, the game asks if you want to close the game, menu scroll thingy, sometimes lags and doesn't open from first 3 tries). Other than that, it's pretty cool and totally worth spending 20-45 minutes to play (i read a bit slow, to immerse into story, that's why it took me 45 minutes to finish).. This game has the best tutorial I've ever played.. Hi there,

I haven't played Table Tennis since a long period of time

but hey it really teleports you back to the roots! :-)

The Arcace styl, the Tournament atmosphere AND

that you don't need to crawl after the sneaky balls

when they fly through the area makes it really

really FUN to play.

This is something which EVERY Vive owner

needs to have in his collection. Especially for this

affordable price.. pretty fun.

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