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## TUNNEL DIVERS Download Gratis



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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!

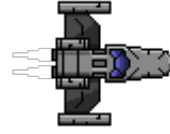


TUNNEL DIVERS is a lightning fast twin stick shooter, you need to keep your ship on the move while combating hordes of robots or enemy players. Only those with the best reflexes and aim can come out as the top pilot.

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

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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.

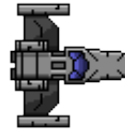


Vaporize your enemies with powerful weaponry, from long range laser guns to destructive miniature nuclear bombs.

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.

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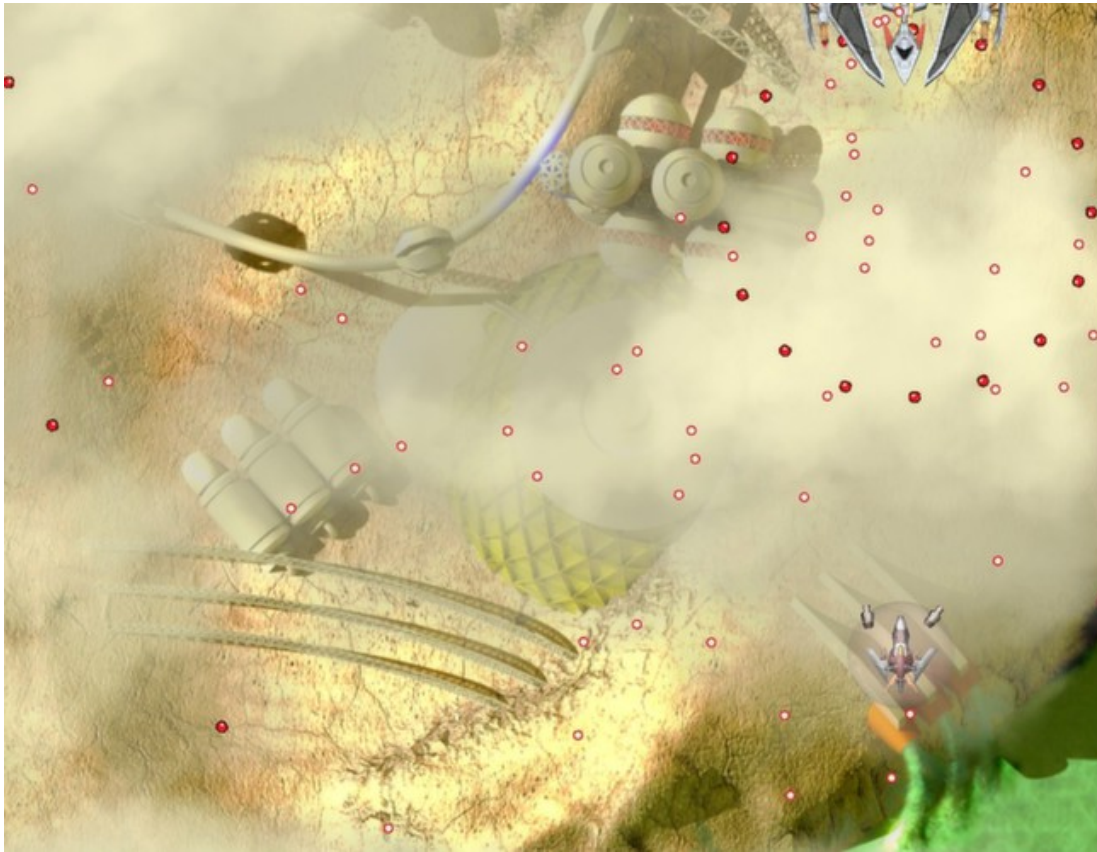
Title: TUNNEL DIVERS  
Genre: Action, Free to Play, Indie  
Developer:  
Spasman Games  
Publisher:  
Spasman Games  
Release Date: 6 Jul, 2018

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English







SCORE:  
266861

CHAIN  
II MAX

LIVES:  
★

SHIELD:  
[Shield icons]

POWER:  
PP

BOMBS:  
[Bomb icons]

PLAYER I

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

Yo, this game look solid, im look forward to playing the compleat game. As some one who loves the format of boring man (another spasman game) this looks great and im exited for solo as well as the multiplayer modes. The one downside is the chaotic nature of the combat that is hard to control, its not hard to get used to but im sure du spaz will do something to cut down on the negitive parts of the chous.. this game is very fun and a large challenge unlike alot of games anymore which i like that!. I first downloaded this game expecting it to be kinda like Boring Man, fun multiplayer, and a ♥♥♥♥♥ offline mode, but this game actually surprised me, it has a great, fun singleplayer campaign, it's actually, the best part of the game to me. If you're trying to have some singleplayer fun, I higly reccomend it.

The multiplayer was a little bit dissapointing, there's little to no people online, so if you don't have any friends to play with you're going to get bored, and also, the few maps that I got to play on felt way too small for this game.

Besides that I still reccomend it, give it try. I WAS LOOKING FOR THIS GAME AND I FINALLY FOUND IT. Terrible Controls. Rest of the game (what I saw, the camera's wack too) seems fine though.. Some really insane weaponry leads to a hectic and fun 2D combat game.. Very well done, the game needs some adjustments but is very fun to play.. Strictly F2P title again that offers fast pace combat with different playing styles from everyone!

Spasman has outdone himself once again!

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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 [?]. I dont know need to unlock stuff using credits? When you can't actually buy credits to support the developer why make it so that you need to earn it.

Other than that, a great game to try. Another dumbass game from "Spasman" the servers are complete ♥♥♥♥♥♥♥♥♥♥. Gameplay is so dull. And the map levels make the remake 3D Bionic Commando version look like a damn masterpiece. Congratulations on another ♥♥♥♥♥♥ game Spasman.. For early acsecies, lot's of things to do. can't wait for a bigger mutiplayer base, campain, and so forth. Thanks Spasman for this and Boring Man. 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!. eh, it wasnt bad. will tend to get boring over time. cant see myself playing for eternity

**TUNNEL DIVERS v0.9.2 is now available:**

**Dev Log. Early Access Dev Log #1:**

So I figured now I have a bit of an audience I could start writing dev logs again.

**Gather. 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
- 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.. **Early Access + DLC Changes:**

Alright my dudes... we're on the homestretch.

TUNNEL DIVERS Early Access will be available October 13th.

Once Early Access is released, the DLC will NO longer be free. To use the map editor and other features, it will need to be purchased. There will be frequent free weekends following Early Access however.

With that being said, there is good news about the DLC:

I have merged both DLCs into one, so owning VIP Access will also give you the map editor. The Map editor only DLC is no more. However I also increased the price on the VIP DLC from 6 USD to 10 USD. Overall, thats still cheaper then the total of 12 USD you had to pay for both. Remember it is NOT pay to win like I promised, you have no obligation to buy it beyond supporting me and getting the features for it.

Lastly, you can still apply for the beta and get the Beta ship pattern that will ONLY be available to those who played in the beta. If you haven't played the beta in a while, I'd start up the game now to make sure you have it. You don't need to unlock the pattern to have it available post-beta.



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You can get into the beta here:

[https://docs.google.com/forms/d/1Q9Ic\\_m75z54apXOABPE8A7nd08TyE6yCt\\_tPZR3fPxI/edit#responses](https://docs.google.com/forms/d/1Q9Ic_m75z54apXOABPE8A7nd08TyE6yCt_tPZR3fPxI/edit#responses)

The beta application will stop taking emails Tuesday (Oct 10)

Thanks for all the help dudes

- S. **TUNNEL DIVERS v0.9.1 is now available:**

Dev Log. **TUNNEL DIVERS v0.1.1 is now available:**

Dev Log. **VIP Access Free Weekend (11/10-11/13):**

VIP Access will be temporarily free this weekend! Make unlimited maps or just play around with the ship appearance customization. If you find any bugs with the map editor, post them in the forum like any other bug.

Free weekend will be over on Monday-ish (11/13)

If you like the DLC, please consider buying it to support the game:

[http://store.steampowered.com/app/626491/TACCORP\\_VIP\\_Access/](http://store.steampowered.com/app/626491/TACCORP_VIP_Access/)

-S. **A Tunnel Divers gather is now starting!:**

Come join the US server if you want to help test the multiplayer. I'll be playing for the next hour or so, depends on how many people join.. **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

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