## Math Fun Free Download



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# **About This Game**

Math Fun is amazing fun loving app for everyone. This app will let you learn math in an fun and easy manner while playing.

Features -High Quality Graphics in the App. -Play & Learn Addition, Subtraction, Division, Multiplication, Counting and Comparison. -In each Category there are 10 Levels. (Demo Version has 3 Levels). -Suitable for all age group. -Fully Tested on Windows 7 & above. -Ratings & Feedback Appreciated. Title: Math Fun Genre: Casual, Indie, Strategy Developer: Yash Future Tech Solutions Pvt Ltd Publisher: Yash Future Tech Solutions Pvt Ltd Release Date: 12 Oct, 2017

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## Minimum:

**OS:** Windows 7 or later required

**Processor:** Intel Core 2 Duo

Memory: 1 GB RAM

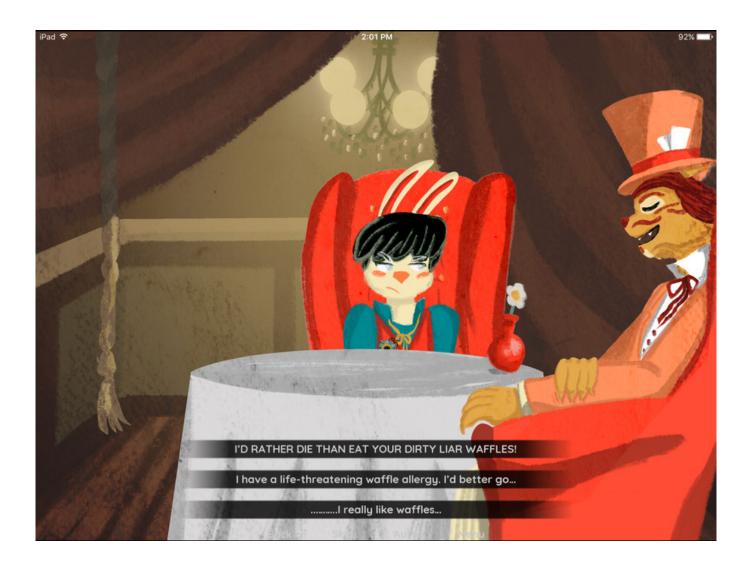
Graphics: 256 MB AMD or NVIDIA Graphic Card

Storage: 300 MB available space

English







Fun Game so far but <u>**Do Not Buy**</u>

Bethesda withheld the information that the game uses Denuvo Anti-Tamper until 24 hours before release. Bethesda also withheld the information that both the pre-order content and Deluxe Edition content require a 3rd-party Bethesda.net account until 24 hours before release on the game's Steam page. Because the main game can be played without a Bethesda account but the DLC content cannot, this in effect holds paid for content hostage until you create a Bethesda.net account. Bethesda's own website does not mention the need for a Bethesda account on their own support page on System requirements (as of 1:40 AM Central Time May 14th 2019, 3.7 hours after release. Withholding this information which would have impacted pre-order sales until right before release should be considered a form of fraud/false advertising. Both measures would have taken more than a day to add to the game's code and Bethesda would have known about it for a substantial amount of time before release. The only reason to have withheld this info would be to prevent the inclusion of these requirements from affecting pre-orders. This is greedy and unethical corporate behavior.

TLDR: Good Game but Bethesda withheld critical game info until 24 hours before release in order to gain more pre-orders and are now holding extra content hostage until you create a Bethesda account

# Addendum: As a response to comments, let me clarify:

A: The ease of creating a Bethesda account or the need to do so, as well as the inclusion of 3rd party DRM are not the issue that I am raising. It is the fact that the need create an account and the inclusion of additional DRM was hidden until 24 hours prior to release. The only logical reason to for the Publisher to withhold this information was to protect pre-order sales. I and I suspect many others, waited until system requirements were released before pre-ordering the game. The appropriate time time for this information to be released would have been when the system requirements were released. I know of many people who would have not pre-ordered the game just because it uses Denuvo or requires yet another account to be created. Even after release, the official Bethesda support site article on system requirements does not mention the need for a Bethesda Account (found at

 $\underline{https: V/help.bethesda.net/appVanswers/detail/a_id/41842V ~ Vwhat-are-the-system-requirements-for-rage-2-on-pc\% 3F).}$ 

<u>B</u>: As for Denuvo, it is well within reason for a company to want to protect their product from piracy. I do not begrudge the Publisher for including 3rd party DRM. Instead I begrudge them for withholding information on it until 24 hours prior to the games release.

<u>C</u>: As for reviewing the game itself, so far I have found it fun and enjoyable. I am only recommending that you not buy this product due to the way the publisher withheld important information about the product almost to the last minute. It is my opinion that this corporate behavior should not be rewarded by giving a review that is encouraging others to buy the product. Old school concept executed very poorly....

- Buggy as heck (too many bugs to list)

- AI that lacks the "I"

- Annoying camera views (lots of attacks come from beyond your field of view)

- Save often because if you run out of energy\/fuel then game over

If you get to use the 90% off coupon and buy this for 20 cents then you BARELY get your money's worth >.<. Bought the DOA5LR full game at a discount.... not even full game... RIP

still recommend cuz dem boobs physics. nevee buy this \u2665

anyone know if the ps4 and xbox have an issue with not being able to bind acc and brake to right thumb stick? this is a pretty big oversight by milestone on the pc version. if its a bug... this is a pretty big and obvious bug that should have been easy to spot with testing

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Just straight up FUN\u2665\u26

I've heard it compared to a couple other titles, but personally haven't found anything that hit the spot like this game.

It's a unique design that doesn't try too hard to be different. Great sound and music, and very satisfying imagry with plenty of explosions in space. I expected to like this game after playing the demo, but I didn't expect to enjoy it THIS much. I grew up loving everything about the space/sci-fi genera and always imagined I'd need to be flying first person, in the cockpit to get this much enjoyment out of a space shooter, but the truth is I like this better than any other space shooters in VR that I've played so far.

What's even cooler is you can download a demo to try it out for yourself before buying. I personally payed \$14.99 for it durring Steams Winter sale, and I'll be completely honest I don't even regret paying more than the current price. One reason for that is that one of my motion controllers was broken for about a week and a half so having a game I could play with one controller saved me a ton of grief for those 9 days (felt like a couple months) before deciding I could just fix the thing myself.

That's all beside the point. Try the demo, if you like it even a little it's definitly worth the current price for the amount of enjoyment you'll get from it. Not to mention it's decent workout dodging all that incoming fire. Just keep your chaperone on or you'll be tempted to chase a powerup through a wall. The only reason why i bought this game because there were dogs in it. Beautifully abstract and deeply emotional.

Not for those that don't like reading or spending too much time thinking.. If you're able to understand Chinese then it's definitely worth a shot. Future English release is in the works as they said so really hoping it'll attract more western audiences as well. So far it's a pretty good game with good amount of heroes to play with!. Old school puzzel box style game. Was a lot of fun, I played it through while listening to audio books. Price was to much for what it is though. Has a few minor flaws like not being able to place a block on isolated flating blocks. Still fun and difficult enuf to give a sence of acomplishment. Very impressed by the way the devs handled a recent problem whereby on entering a room it froze and I couldn't load the level again. They replied to me quickly and worked on an update that solved the problem. Keep up the good work.

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