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## The Planet Of The Vicious Creatures Mod Download



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### About This Game

*"Portals... found buried on Earth. Who made them? We know not. Now we humble humans use them to travel to the stars."*

### Introduction

We have a new mission for you. Planet: Gliese 581 g. Tests indicate relative safety. Space suit will be required. Gravity 0.15g.  
You will find oxygen bubbles in the atmosphere.

Beware of the fauna, stay alive and find a portal to come back for fame and glory!

### Modifying the game

You can create new levels for the game or modify the existing ones and share with your friends. See the file *MODIFY.html* included with the game.

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Title: The Planet of the Vicious Creatures

Genre: Action, Adventure, Indie

Developer:

Jorge Giner Cordero

Publisher:

Jorge Giner Cordero

Release Date: 5 Oct, 2016

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English,French,Italian,Portuguese,Polish,German,Russian







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Nice game with a lot of customization. Really meaty gameplay.. I didn't particularly enjoy this game, granted...I might not be too far into it, but im almost confused as to whether or not I am still in the tutorial or not... lvl 30 is a good indicator that im out right? Well anyway im lvl 30, yep, barley an hour in and im lvl 30, with the same three skills but are stronger and might be able to learn others(at this rate, I might have to be like 60 before seeing new skills)

Although I did enjoy some of the old school aesthetic, I didn't really feel immersed in the story...spoilers.... "hold on, Im a what that did stuff then ended up with the Gods so I have to learn everything again?" Also...being able to not only fight Zeus but beat him multiple times(he does get tougher but still....why should I be able to casually get into a play fight with Zeus to "learn something" was there no one else around? No demigod to train with instead so the gods can be awesome and not feel like "I have to beat Zeus again....well this might take a few more turns") Oh....and story wise Im some one with dragon blood...which apparently makes me chummy enough with Zeus for him to be my punching bag a few times

okay let me stop bashing that for a moment, its just for me gods should have a clear purpose for interacting with them, or at least a feeling of...well something awesome, which is lacking here....totally killed it for me...

speaking about interactions....I dont want to see a fairy saying "click here to continue" for every time I needed to click on a dialog box to keep the conversation going...

Okay so you clearly see some of my beef, let me say some good things, after all there are human beings at work here....

I DO like how I DONT need to know who I am exactly talking too, there is an autopilot that will take me to whoever I need to talk to, so no time having to look through old quests for names, or even looking at people's head to try to find so and so, I get lost easily so I liked that aspect...now for me to turn it off

the dungeon system is GREAT! Just simply click on dungeon and pop in whenever you want! just costs stamina which regenerates, no hassle to get from where ever I am to the dungeon I need to crawl so I can lvl up my party.(NPC's join you to make up your party by the way)

Combat ratings are reasonable, I have a clear idea of what constitutes a three star rather than a single star...long story short, speed, which when I got 2 star rating instead of three by ONE TURN that is legitimately my fault...one move different and I could have done it...which I did go back in order to complete, which of course gives you goodies as you go along, encourages you to use your skills wisely, as most of them consume rage you need to manage which abilities you want to use to optimize just how fast your going to kick their butt... Except for when the "Random target" happens to kill someone that someone in your NPC party could have killed in their sleep...so that sort of ruins the idea...would have been interesting if they did it right

which unfortunately includes gods(more specifically Zeus)....and other random things like Hoplites, priests, dragon things

So I DO like the combat ratings that encourage tactical thinking, but a lack of skills\abilities to keep things interesting(though I will say some are epicly named) and a rage meter to keep track of in order to USE some of the more useful ones prevents me from spamming my most powerful abilities all the time create the atmosphere where just using a basic sword swipe can be a good move, to preserve rage for something else later to get a three star rating...timing is essential

But I feel the HUD is WAAYYY to cluttered with all of these shiny buttons(which I am almost surprised the fairy isn't telling me to press...the 1st few times were fine, getting introduced to an upgrade mechanic I can understand the need...but to keep dialogue going? Sorry...its annoying after a while...also like half of those buttons were to get me to spend real money)

So long story short then...there are a few interesting ideas, but needs more story(characters are introduced randomly so I dont really care....I think one priestess at the start was a friend of my hero or something and I left that level as confused as to who I am then when I started and well...lvl 30 and no clue who I am? I start not to care...I shouldn't NOT CARE about characters...including the annoying fairy) and TRIM DOWN THE HUD! put all the money stuff in one place instead of 5 different buttons would ya?. came because of faker, stayed because of the game. Fun little P&C game.

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Easy enough and short.

Pros:

Fun

Easy

The thing that P&C games have to do is to make sense on what items to use and whatnot, and it does make sense.. most of the time. So that's good.

Cons:

No dialogue

No music (besides like here and there the same thing

Barely any SFX

Short

Final verdict:

If you're a fan of P&C games you're not missing anything, but if you find it on sale or a bundle, I'd say get it. Nothing to lose with a short little story. I'm giving this a thumbs up cuz I'm definitely getting the 2nd episode on sale (ofc) whenever.

. A fun elastic physics based platformer with an easy-to-understand, challenging-to-learn and hard-to-master movement system, a relaxing soundtrack, a surreal dream-world aesthetic, and cute anime-styled playable characters.

Has a large number of levels, many of which have collectibles for added replayability. Plus there's the fact that you'll rarely beat a level on the first try, let alone the first 5, maybe even 10+, until you gain confidence with the movement system.

HIGHLY recommended you play with a controller.. Really nice game! just dont pay full price for it. ing mushrooms, They suddenly appeared and killed me.. Pretty good, with a few rough spots.

The good spots:

The music is pretty great and most of the classes are balanced well so putting together a 6-man party allows for a lot of interesting choices. The town NPC chat dialogue is cute and makes up for the thin story. Overall, it feels like a less serious tactical game than its predecessor. More of a toy.

The rough spots:

First off, the procedural generation is a bit boring, it's just a sequence of small to medium sized rooms set up in a grid with occasionally a cave entrance that leads to something hand-made.

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Second off, it feels a bit short, and is fairly easy on the default setting. If you don't feel like grinding up extra party members or getting all the achievements or hunting for secrets you can beat it in like 15-20 hours probably.

Thirdly... Defiler is too damn good, the class basically breaks the game due to being able to lock down two separate targets every turn for multiple turns, for a pittance of MP. So uh, try not to abuse it too much. On the flip side of the coin, Ignis Knight requires your entire party to be built around the burn status and dealing and resisting fire damage for the class to be any good.

On to more neutral points:

Elemental materials are much harder to get as most of your supply is in the randomly occurring premade areas, and unique weapons/armor are even worse off as they only appear in the magic item shop-- randomly, and one at a time. If you don't stop to grind, you will most likely beat the game with mostly mundane materials, with a bit of mithril mixed in and one or two pieces of special equipment. Maybe this is better since it makes you put more thought into your equipment? I'm not sure.

The colors are more high contrast than in Voidspire. I'm not fond of the change, but this is subjective.



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Scramble for Africa, like its base, Pride of Nations, are simply great games for their realism and historical accuracy. One must be patient to play and not be goal oriented: just enjoy playing. Only defect I found in Scramble is that on the window 1 of government they still have the leaders of 1850, so Napoleon III is still president on France in 1880 (in reality exiled in England or dead), Tsar Nicholas I still in Russia (dead in 1880), and so on.

The diplomacy part needs a lot of work. Everything is too rigid. It is impossible to form alliances.. When starting:

"This is looking really cute :3

Aww these cardboard monsters are so cuteii :D"

First monster:

"I REGRET EVERYTHING!"

£1555( £141b )£1557. This was a good expansion.. Terrible

Unrealistic and where is the Virgin Livery

No Headlight controls only Day and tail

not enough features

I bought this purely for the experience of driving a tilting train, looking forward particularly to the sweeping curves of the Northern Fells and Scottish borders on the WCML. Imagine my disappointment then, after driving several slow speed scenarios around the outskirts of Glasgow, when I find myself on a long Northbound run to Glasgow and that you cannot exploit the tilting system to allow high speed travel around bends!! The drive quality parameters for this model are absolutely ridiculous, you are penalised many hundreds of points whilst negotiating bends at speeds well below the allowed maximum. You can travel faster in a standard non-tilting train and receive no penalty.

The most annoying thing about all this is that people have been complaining since 2012 and yet nothing has been done about it.

I'm sure all it needs is a small coding alteration to re-set the drive quality parameters. Presumably this will not happen now? I

feel like I have been robbed!. Bejeweled 2 Deluxe is a classic match-3 game, which has held up well over time. In it, you are

presented with a series of maps which have a variety of jewels of different shapes\colors, and can swap any two adjacent tiles in order to get three in a row, which will cause them to disappear and those above them to fall, potentially causing a cascade.

Additionally, getting either 4 or 5 in a row will provide special power ups which can also help.

In addition to the classic "high score" mode, there's a variety of other levels with puzzles where you try to clear the board, etc.

It holds up well after all this time, and is certainly worth the asking price (or especially a sale price) if you're looking for some classic match-3 fun.. Hi. Great game but I would use possibility to move building and thinks somehow cause if u missplace somethink or wanna change it later u cant do it anyhow. Plus some building pictures are wrong too. But i understnad ist just earlyaccess so its fine. Great game agian :). I bought it for the new and updated music.

+new art

+fully voiced. This is a game akin to things like the impossible quiz, where it's less of a puzzle and more deciphering what the game wants you to do. This is fine in theory, but this game also has puzzles where it just expects you to know something that most people don't, such as binary, circuitry and music notes. Good puzzles should present you with every piece of the puzzle then let you put them together, not rely on knowledge someone may or not have.

Now, I can't complete the game because I can't read music, and that shouldn't even be expected of me.

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