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About This Game

Shape an empty island into a wacky ecosystem. Spirit is a simple and casual ecosystem game where you start with an empty island. New random inhabitants will seek refuge on your island over time, both animals, plants and other elements. It's in your power to zap them, or grant them amnesty in your world. As you give and take power from various species, they will thrive or wither away. But take care to keep a balance of creatures, plants and minerals, or your fragile world will soon fall apart.

Adventure Mode:

Play through 9 missions, and unlock new creatures, plants and minerals for the Free Mode.

Key Features:

- * Give animals/plants/minerals energy, and their species will multiply and reproduce more over time
- * Take energy from animals/plants/minerals and their species will die and/or stop reproducing
- * New animals/plants/minerals occasionally appear near your island, and can be incorporated into your ecosystem
 - * Animals have different diets, and need food to survive
 - * Land randomly grows over time, creating and expanding islands
- * Day/night, random weather and disasters that affect spawning and animal behaviors
- * Adventure Mode gives short challenges, and unlocks new creatures, plants and minerals
- * Free Mode lets you choose what objects to start with, from creatures, plants and minerals unlocked
 - * Animal poop

The Food Chain

At the heart of Spirit is the food chain, which you must carefully balance. An example island may start off as a simple landmass

with bushes and a few birds. The Spirit can energize and grow the objects you desire, and the game world learns and evolves from your actions. Creating more bushes and energizing them will grow more berries, which again supports more birds. Energizing- and allowing the birds to multiply will create a colorful display, but tipping the balance too much will leave all the bushes picked dry, and eventually the birds starving. As new inhabitants seek amnesty on your islands, you have to make tough decisions as to i.e. what kind of carnivore population your handful of birds can sustain, or if you have to seek out alternate food sources or more space first.

The objective in Free Mode is simply to create a thriving island, which under your guidance can become huge and vibrant, while left untended will soon wither and become an empty lump of land. In Adventure Mode, each mission has a more specific objective, with unique wacky experiences.

Title: Spirit
Genre: Casual, Indie
Developer:
Nylund Games
Publisher:
Nylund Games
Release Date: 5 Jan, 2017

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Minimum:

OS: Windows 7

Processor: 2.4ghz i7

Memory: 2 GB RAM

Graphics: Intel HD Graphics (i7) card

Storage: 1300 MB available space

English







HEY ok game, Great emojis, tbh I got 4 card drops in the game, and I got 3 80 cetn cards, so hey, I made money (bcuz the other 2 were 50 cetns each) and if u craft the badge u have a SMALL chance of getting a \$4, \$6, or even \$10 emojis that u can just sell, its a win win, buy this game, get the cards, sell the cards, either earn more, or hit EVEN! and the game is not bad its a fun game.. After a few years of its release on the console platform, the game finally reaches Steam.

The cartoon characters in the game stand out one after another, showing and associating their vibrant colors with their themes and dancing styles.

Each venue stands out between each other mostly, with unique effects and fireworks going off at the right time to the songs featured in the game.

Gameplay varies depending on your setup. Of course when it comes to rhythm games, timing is critical. Unfortunately, this game has no sync settings, which means that you may need to calibrate and adjust your graphics and audio settings in some other manner. Often times, I have to hit buttons earlier than hearing from the song in order to score a perfect hit.

Until the game gets more popular on Steam, online multiplayer is still very scarce. Considering its popularity on previous platforms (and more importantly, its age), it's still yet to be determined on whether or not anybody is willing to play online.

If you're a veteran rhythm gamer, you won't have a hard time learning and adapting to the controls and gameplay rules at all. Considering your experiences, you might find the AI in tournament and skirmish battles to be a little too merciful.

Dance Magic is a nice, light, casual game for the rhythm game fanatic that carries the essences of previously well-known titles and creates a slightly distinguishable twist on how it can be played, either alone or against others. But its best you only get it if you find friends who have a common interest.. This game is absolutely horrible. Trust me I played a♥♥♥♥♥♥ton of crap games. My pc is i7 4800k plus 1080 GTX graphics card. This game has crap optimization, and is an absolute waste of money. Here is why

Cons:

LOUD♥♥♥♥♥♥MUSIC AT STARTUP

2% Volume still loud

Laggy as hell, drops me to 30 fps.

No sound during gameplay!

Gameplay is boring, run into room, shoot stuff, die from fps loss.

Not many troop units, only a few different turrets that shoot you.

Textures are bad. Lots of the same color making it look the same.

Pros:

Good Trailer

Good name

50% off. Not even worth the money.. This game is just bad. the art style is pretty good and nice but this game is more of a novelty more than anything. you might find it the humour in it funny, i didn't unfortunately. I'd recommend skipping on this game.

3V10. If you enjoy post apocalypse themes, then this DLC is worth it for you! Well worth the money spent.. Zombie Training Simulator is an addicting wave-based survival shooter. Gunplay is solid with no complaints. I am a huge fan of the cartoon pseudo 2d theme. It creates an atmosphere the is enganging, but, not tense and draining such as a more horror themed survival shooter such as The Brookhaven Experiment. The cartoony theme and low level violence makes this game suitable for older children. The difficulty settings provide a suitable challenge for any skill ranges. In addition to wave-based survival there is also skill based challenges which test the player's ability to cope with a specific circumstance. The progression system and gunplay make this title enjoyable and something you will keep coming back to for quite a while.

Gameplay Breakdown:

Choose from one of the guns on the table and select your challenge. In Survival, you use the resources on your table and explosives littered around the map to make it to the end of the wave. Meat acts as a zombie magnet. Propane tanks and gas cans

are throwable explosives that need to be shot. Grenades are throw-and-forget timed explosives. The objective in the skill challenges varies from one to the next.

Pros:

- +Cartoony theme is enjoyable and suitable for older children.
- +Intense zombie gameplay without a tense atmosphere.
- +Multiple maps and skill challenges.
- +Progression system to unlock bigger and badder guns.
- +Throwable resources and littered explosives respawn at the end of the round.
- +Difficulty settings make this title accessible for any player regardless of skill level.
- +Theming is great for people who want to shoot massive amounts of zombies but not have to deal with a scary or dramatically tense atmosphere.

Cons:

- The weapon system is a bit disappointing in that you can't have both the traditional primary (assault rifle, smg, shotgun) and secondary (pistol) at one time. Because of this there is almost never a reason to use the pistols once you unlock better weapons because they are straight inferior. Being able to swap to your secondary instead of reloading would fix this, and, greatly improve gameplay.
- The strategy for survival seems pretty systematic. Throw meat to distract the zombies. Throw explosives into large groups if there isn't one littered nearby. Shoot at zombie heads. Throw more meat when the previous one's duration expires.
- After completion of a skill challenge there is no incentive to replay beyond trying to beat your time.
- Progression system seems to be a bit of a grind.
- Unlocking new guns is only achievable through total zombie kills. Pretty boring, as they could have instead rewarded by beating a certain amount of waves on a map or a certain time/score in a skill challenge.
- I don't know how much additional content is going to be added post-launch.

All in all I feel that this title was still worth the \$20.. Great game, it took me 7 hours to find every secrets and stuff hidden. (And there is more)

I'd recommend to play it with the option that delete some flash/fast animation (in the options) and with a controller

Some background may look disturbing too, (If you pay attention, the first screenshot of the game shows a statue that suck his own\u2665\u2665\u2665\u2665\u2665\u2665 and there are various things like that) soo if it really hits you I won't recommend to play this game

The game in itself isn't that hard, don't really expect that much challenge from the platformer, but it does very well the scary part/ambient

Sooo if you like disturbing background (remind me of the binding of Isaac with the whole religious stuff) you should try it, you can always get a refund if you don't like it. This game took some getting used to as I have 90+ hours played in Thrill of the Fight. But its pretty fun. I was surprised multiplayer worked so well. There is also a career mode and exercises which makes this the most complete boxing experience in virtual reality in my opinion. It's more on the arcade side (I prefer a simulator) but a step in the right direction for multiplayer fighting VR games.

Disclaimer: Like other Survios games, the game is super tiring/exhausting. Not only that, but in addition to using endurance when throwing punches, Survios implemented a feature that requires you to burn even MORE stamina trying to getting back up when you get knocked down. This is actually a really cool idea because if you're too tired (physically irl) then you get knocked out.

Gameplay video --> <https://www.youtube.com/watch?v=SYIYxGtorxo>. Pedi refund por ter um desempenho pessimamente otimizado no meu computador.

This route for Train Simulator is very good it is A Expansion pack you get 2 Good Locomotives and A 70 mile track line that goes thorough Florida and beautiful Scenery its worth it.. Stop teasing us and make part 2 already. I havent gotten too far yet but this game is very pretty and a nice calming game, especially after something like TF2. :) Pick it up!. This is so cool, I love it.. I've only played the game for a little while, and I had mixed emotions about it. The enemies were floating in the air, the game wouldn't let me know when I crafted something and I had like 10 hammers, and I couldn't select any of the items I had crafted. The Devs seem committed to the game, and there's a good community behind this title so I would go ahead and pick it up now before full release. As a game, you can tell it's a work in progress, but it has the potential to be a great game.. Would be better as a mobile game though. Fun game! Can't wait to play more!. This is so bad that it is hardly playable. How can you make something so basic in graphics and it still won't run smoothly on a gaming laptop. Adding insult to injury is the appalling narration. Good high school project, not worthy of a paid game.

. A thumbs-down amateur console port. What could have been a decent title, is completely ruined by atrociously clunky camera controls and terrible AI. Even for an older title, this plays like a dumpster on fire.

Someone else aptly described it as a tech demo, showcasing the engine's water physics. If that's all you're after, you may enjoy the experience.. Definitely one of the best rhythm games you can find on Steam, fun/challenging maps that are well mapped with a good variety in genre and nice visuals. A pretty large song selection for how cheap the game is and the dlc adds a lot more! Recommend to anyone who enjoys or even wants to get into a rhythm game!

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