
My Own Little Planet Download Mega



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About This Game

'My own little planet' tells the story of a lost boy who is trapped on a dark and strange world. Fight your deepest fears and find an exit to this madness!

Travel together with a lonely boy to a dark and strange world, where all of your fears and feeling takes the most terrifying form of existence. Without any memories nor guesses on how he ended up there, the boy must collect all the memories he finds in his way to put an end to this infinite loop of madness and fright.

The game features :

- 5 acts with 5 episodes each, that earns you more than 5 hours of a thrilling experience of gameplay.
- INSANE bosses in the end of each act to test your courage and what you have learned from it.
- A gallery that gives you necessary info of each creature that you have already found in the game.
- Achievements that will blow your mind!
- A soundtrack that will touch your deepest feelings!
- And a story that makes even grown up men get a warmed heart.

"My own little planet" is not just a game that you play, but a game that plays with you!

Title: My Own Little Planet
Genre: Action, Adventure, Casual, Indie, Strategy
Developer:
Lucas Parise, Mind Flayer Studios
Publisher:
Lucas Parise, Mind Flayer Studios
Release Date: 14 Apr, 2017

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Minimum:

OS: Windows 7

Processor: Intel Celeron or higher

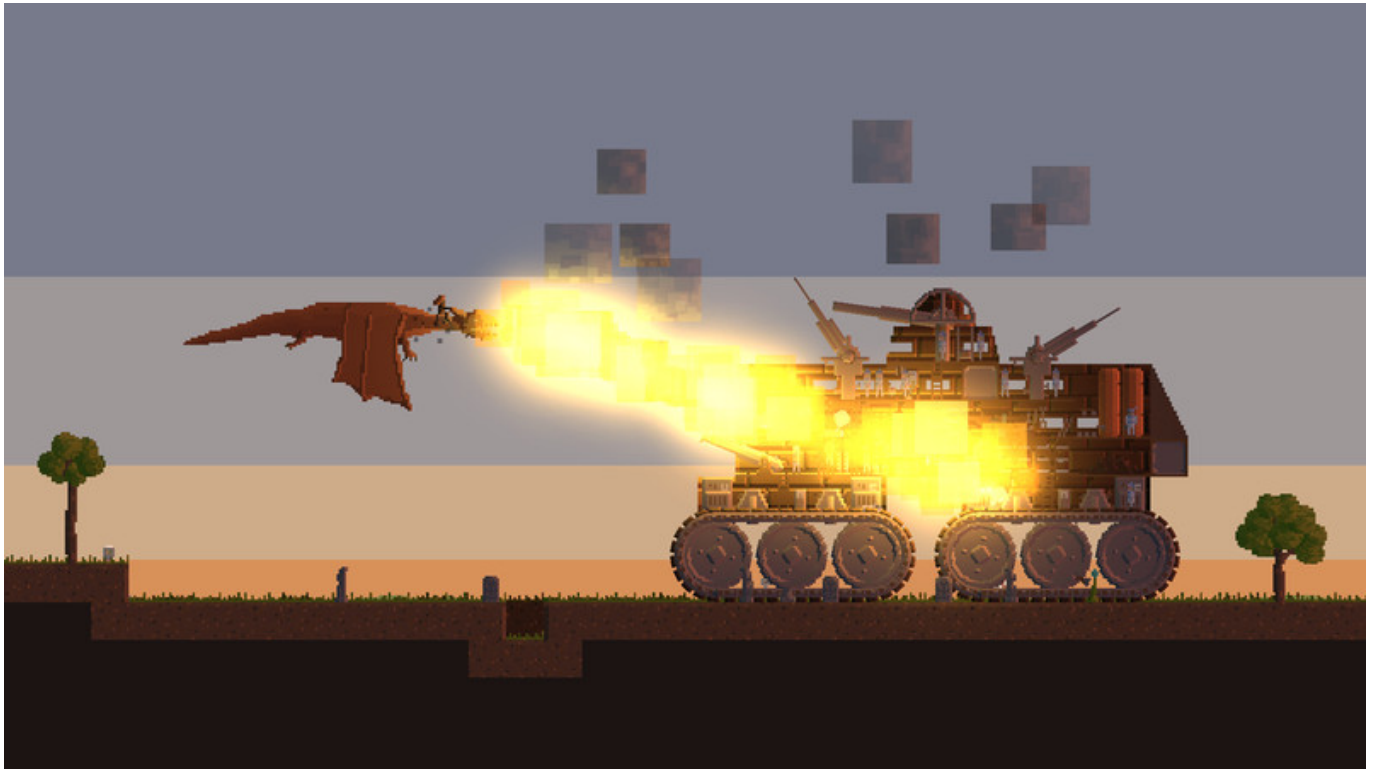
Memory: 2 GB RAM

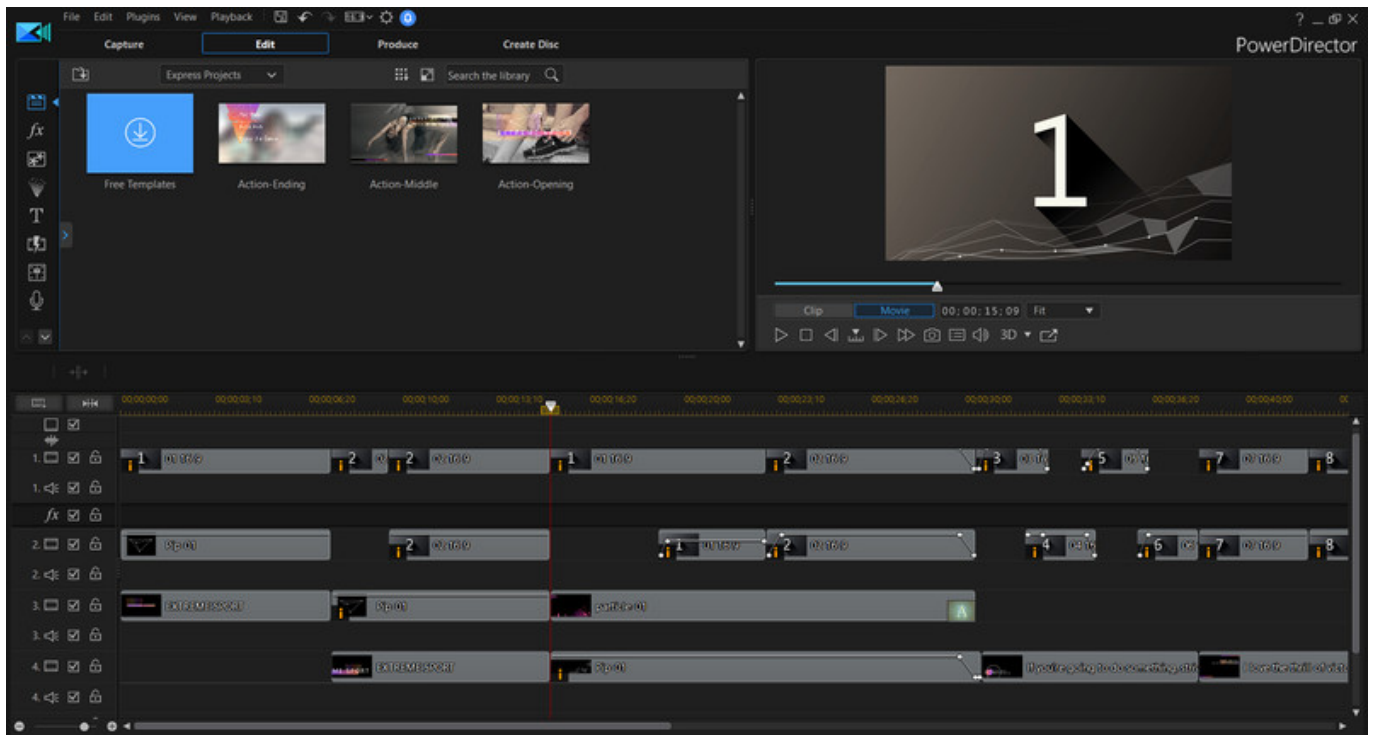
Graphics: Intel HD Graphics 2000

Storage: 2 GB available space

Sound Card: DirectX 9.0c over

English







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|-------|------------|----|---------|----|-------|
| Wand | Ice Mage | HP | 481/481 | MP | 13/13 |
| Magic | Fire Mage | HP | 485/485 | MP | 13/13 |
| Focus | Light Mage | HP | 590/590 | MP | 13/13 |
| Item | Dark Mage | HP | 461/461 | MP | 13/13 |

game works well., the game has a rewind and fast forward button.

Is the game good, i suppose,

in second level after the first boss you will encounter energy drainers those are the killer for this game I totally hate them. I can understand why they did this but honestly they drain far too much energy which you need for your shield and health.

Your shield = health.

Health = How many shoots you have

Getting to second boss was okish.

Got to second boss and found it far too crappy to even try to use the beam shot which you get before that level, bosses move around like they are trying to dodge you but your too busy to even concentrate on them because of the bullet hell type game you dodging bullets just trying to get through and survive long enough to kill the boss.

Gave up, going to uninstall, Thanks for game... Step 1: buy this great game with amazing interface

Step 2: get your friends to your house

Step 3: get drunk playing this game with them

Step 4: profit from friendship

Might need to find me some friends. I'm gonna be honest, it wasn't my proudest fap.. Animals are not scared at all. There is no sneaking system. You can't interact with most of the things laying around.. A nice new surprise to the gaming market. Some independent software makers created a very nice science fiction tank combat and football (soccer) style combination in a game. The game runs smooth and has some nice combat on a Tron style gaming grids (read maps).. A very good game and pretty fun, but I recommend this for newbie at adventure game, since it's cheap, easy, simple (only solving puzzles) and very short. For intimidate gamer, if you're looking for an adventure game with the same price, I suggest Broken Sword over this game, because you'll get a longer game, real adventure game feeling and great storyline.. I love this game, I really wish there were more games in the Steam store like this that take a lot of lateral thought. They're in short supply though.. this game has average graphics and good controls, combat is a little repetitive but its quite addictive. there are some puzzles in the game which have average difficulty. overall a good game, wouldn't mind playing more from the series

. Here is a link to my Guide.

<http://steamcommunity.com/sharedfiles/filedetails/?id=506731407>

[Play the demo. I think you will enjoy it.](#)

First Impression Gameplay: <https://www.youtube.com/watch?v=ZbpKQLzNFEQ>

Entertaining for a little bit, but can become quickly repetitive. Before you begin, you can choose from several different ships. Each ship has its own unique weapon. Weapon types vary between machine gun, rockets, and some kind of sonic boom weapon. Weapons can be upgraded 3 times by picking up crates dropped by boss enemies.

You spawn in and have to defeat ever increasing waves of enemies. There are ships who seek you out and try to shoot you, ramming ships, and larger capital type ships. Asteroids fly through the map and can kill both you and your enemies. Enemy AI is kinda bad. Ships will fly directly towards you as soon as they spawn. They will fly directly into asteroids to try and get to you.

I tried to use my Xbox controller, but it was very glitchy. It worked for about a minute before the ship constantly flew to one side of the map and then the game crashed. Mouse control is better, but I feel like it could be a lot smoother. The game does feature a leader-board, which is pretty cool. After about 20 minutes of playing, I was 2nd on the leader-board.

Overall, I'd wait until the Dev does some polishing/bug fixing. Hard to justify right now for over \$2.

.This game looks great and I want to play but.... When I go to purchase a car it says it's locked? I clicked on the 86 which is first in list and it wouldn't let me buy it what's up with that? This game looks great and the fact that it's been worked on for such a long time by so few people proves your dedication so props to you for that. I'm really disappointed that I can't even buy a car. I know it's in early access and all but I'm upset because I seem to be the only person who has had this issue. I would really appreciate an update on this by the devs or if anyone knows if I'm doing something wrong? Do I have to verify my account? Another question - the achievement page mentions a 280zx but you can't get one so far as I have seen does it unlock over the course of the career or is it not added yet?. EDIT: Changing this review to negative now that the studio has come out and said they ran out of money and the game will never be completed.

Basically it's an indie Silent Hill meets Obscure without any combat. The graphics look halfway between a PS1 and PS2 game and there's a slight unpolished feel to things. Controls are weird (WASD to move, spacebar to sprint?) and cannot be changed. I would say a gamepad is almost mandatory.

That said I would still recommend it. The atmosphere is creepy. For most of the time there is only one enemy but it's creepy as hell and you never know where it's going to pop up and send you into a panic attack trying to get away. While the graphics are primitive and performance unpolished, it has that unique art design most Frech games have and it works. At less than \$5 it's worth the price if you're into survival horror games.

One gameplay complaint I have is they never explain to you how health or dying works. You have a "mental state" that seems like health but I never noticed it do anything when it got low. When the enemy catches you, sometimes it's an instant death, sometimes it's harmless. I played through this episode twice and I still have no clue about either. "Health" doesn't seem connected to the enemy killing you and your mental state sometimes degrades on its own. The game tells you to use inhalers to restore your mental state but there's a VERY limited amount and you are never given any clue when or why you need to use them because you never notice mental state affecting anything. There's still more episode to go so hopefully they'll fix that.

One STORY complaint I have is you coming across a document related to the central plot that is such a blatant X-Files reference (right down to one of the people having the exact same name!) that it breaks the immersion a bit.. So the best comparison i can make to this game would be the ultima 6 & 7. It's very old school and it does not hold your hand.

PROS

- Great Story
- Cool World
- Interesting Characters
- Actual Depth

CONS

- Learning Curve
- Battle Mechanics (Sometimes)

- 5 AC To Attack

8V10. If you're not careful and you noclip out of reality in the wrong area, you'll end up in the Backrooms, where it's nothing but the sink of old moist carpet, the madness of mono-yellow, the endless background noise of fluorescent lights at maximum hum-buzz, and approximately six hundred million square miles of randomly segmented empty rooms to be trapped in.

God save you if you hear something wandering around nearby, because is sure as hell has heard you.. A good priced and fun dlc the real board game is like 10X this amount so its good.

only dissapointing this is everybody needs it to play also they just added it where you can buy a copy called unlimited where not everyone needs it.

this is great and fun and hilarious. would reccomend 10V10

totally worth it no regrets. LAVA. ARTIFICIAL INTELLIGENCE. CAVES. RESOURCES. INDUSTRY.

VERY IMPRESSED! Games like this make me really hate having a job because it takes time to play.

In the months I've owned this game, it has undergone MASSIVE changes based *entirely* on user feedback. I would hardly recognize the earlier release. The UVI feels pretty comfortable now, so the reviews about the 8 view angles/fixed incline are obsolete. There is an odd quirk with the engine that makes it hard to click buttons sometimes. Also building stuff in the early game now requires significantly less clicking than some reviews suggest. The object is actually to automate, but similar to games like Factoro/fortresscraft you have to do a little manual labor at first. The units taking damage going through debris is just a part of the game... you have to actually remove debris as you dig otherwise it'll pile up and kill your digger. There is an editor now that lets you experiment with the building components\u2014this is critical.

I used to recommend this game with caution, but many things are ironed out, and there really is a novel idea here. It's still not going to be for everyone, but its a pretty unique strategy/factory/3D programming/crafting concept, and many other elements add depth.

This game is not "casual" I disagree with that tag being applied to this game. Games like this are for people who like a little uncertainty, who like to experiment and don't mind dying/losing a bunch of times.

I hope this game catches on for the right crowd. Be aware before you buy:

- Learning curve

- Simple graphics

- Maps are small horizontally, but extensive vertically

- YouTube tutorials.

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