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About This Game

This casual game is intended to be simple to play and easy to understand. It's supposed to have the feel of a 90s hand-held game console on your PC. This game is a game where you pick an egg, hatch it, raise the creature to maturity to access the Fauna Files: a detailed description of the creature you have unlocked. It was developed by one person with the help of other parties in graphics and sound using Game Maker Studios 2.

Features:

- Hatch eggs; raise creatures to maturity by feeding, playing and disciplining them
- Select up to 8 different UI colors
- 5 different elements with 3 eggs for each element
- 5 unlockable eggs
- 15 achievements and "Fauna Files"

Title: Huedango
Genre: Casual, Indie, Simulation
Developer:
Decerion
Publisher:
Decerion
Release Date: 25 Aug, 2017

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English







It is not a good game at all, don't buy it. Considering it's early access, it's certainly a nifty game so far!

There are a few games of a similar setting around, but Civitatem does manage to do right what others like it have problems with: It has a very intuitive and user friendly interface and controls. This makes it fun to figure things out without getting frustrating over things apparently not making sense.

Although I first had to get used to just quick the seasons pass, that does make for a nice change and challenge. Even with only few features implemented so far there is something to do and strategies to develop.

The graphics are minimalistic but definitely nice, and I'm certainly looking forward to a time with more content, when hopefully there'll be chances to decorate one's village.

For now, although it's early access, I'd say this game is worth a try!. It's Videoball! It's the newest sport in the world! It's much less confusing than Aussie Rules Football, but slightly more confusing than playing with a frisbee! However, consider this: Videoball can not get caught in a tree. Playing Videoball will not result in physical injury. Videoball has a much better soundtrack than a youth-league ice hockey game. It has better announcers than the NFL. It's Almost as good as tennis. One day, you will look at a Videoball player, and you will have the same feelings you had when you first saw Roger Federer - that's a promise.

It's Videoball! Get it on your computer and play it!. Not sure if this is actually a good game but from just a few minutes of playing I had chills through my whole body.

There are not a lot of horror games yet for VR and i can see why.

It's bad enough at first in other vr games when a figure is really strange and terrible looking at you full size perspective, But when they start running at you like in this game it's terrifying. thruth.

I don't know if I can handle the future of this! LOL. The better of Penny's two currently available skins. Bravely adapts the badass look of the West while keeping her agile and foxy frame intact.

The use of a Colt Revolver as an augment is a nice touch alongside having a mechanical claw.

As a 2D minigolf lover, this game was fun for a while. The idea of getting points by bouncing off the outer walls of a level is a fun mechanic that gives levels a lot of replayability as I try to get to the top of the leaderboard in each level by using 2 shots.

However, it seems the best strategy is often the same: just zig-zag as much as possible and then attempt to hit the center of the circle. Hitting walls actually increases the speed of the ball a tiny bit so you also get more distance by zig-zagging (which gives more points).

Walls are a buggy mess that sometimes send you to a random direction which becomes very irritating in levels with tight corridors. The level design is also quite uninteresting and it just feels like the designer slapped some shapes in and called it a level.

So in each level getting high score just requires you to zig-zag a ton and maybe get a lucky buggy bounce off a wall. Not fun.. I love this game. So far i have not found anything wrong with it.. Charlemagne, Charlie, my boi, my man. Why do you have to be so cute.. teleports really is a nice game, i bought it because the title assured me it would be a nice game you're gonna have a good time. In Putt-Putt's second adventure, our favorite talking car tests out the latest firework models at a fireworks factory. Upon accidently setting off a firework that was off limits for testing, Putt-Putt along with his dog Pep are hurled into space and landed on the moon. In order to get back to earth, Putt-Putt must get help from various aliens and a moon patrol vehicle name Rover who also wants to head back to Earth. The gameplay and graphics are similar to the first game, plus the length of time it took to beaten the game is at least one hour. But it should be noted that like the first game this is aimed for kids so don't expect much from this game. Though don't let that remark discourage you from getting the game, cause it did provide a fun factor along with educational moments on planets and star constellations. Recommend for Humongous Game fans and the kids who'll have fun with it.. Have been on these EMUs about a million times IRL and this is a very detailed replica, but just remember to get the sound pack from Armstrong Powerhouse

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