

Dinosaur Hunt - WW2 War Expansion Pack Key Serial

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About This Content

This expansion pack gives you 5 additional World War II styled guns!

Title: Dinosaur Hunt - WW2 War Expansion Pack Genre: Action, Adventure, Indie, Simulation Developer: ANPA.US Publisher: ANPA.US Release Date: 16 Mar, 2016

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English

Turtle: VoidRunner			
		Prologue	
		Act 1	
		Act 2	
		Act 3	
		Act 4	
		Act 5	
		Act 6	
		Act 7	
		Forever	





Terrible gameplay. I played a lot of Tower Defense - Games, but i have to say this one is full of hidden jokes, very creative and so many beautiful details. Well Done Fire Hose Games!!!

Motivation 100% !. Horrible updates.. no content, no timeline. Last update they released the "sandbox" mode; pretty safe to say this game will soon be dead in the water or have its sandbox mode optimised a little bit more then pushed out of early access. Stay away until release and look back to see whats changed.. Fun little game for 2 bucks. Would like to see more levels and monsters.. While I'll admit I've only played a couple of sessions so far. I really like the devs take on the Minesweeper Roguelite gameplay. Yes, this has already be done with Dungelot and Runestone Keeper, to name a couple, but 1 subtle difference that is huge to me is that this game DOES NOT have the meta game grinding. When playing a cool highscore chaser, having a character that, over multiple play sessions, gets persistently more powerful with each run really distorts stuff. I really like that while this game has unlockable classes, each class will have consistent starting conditions so, if competing with friends it won't simply be a matter of whomever has built up their character the most will have a huge advantage.. meh. no mouse support on pc is unacceptable and because of that controls feel clunky and ruin experience. Other than than it is only fun o play with friends, single player game is more or less like tutorials, there is not much fun to play it alone, not enough content to keep me entertained in single player game. It's short and to the point; I appreciate the humor that pokes at game development for an indie developer. As it is a free game, I'm not going to complain too much about the graphics.. Great, funny game after 8 hrs in, did not crash 1 time, had a few laughs, woth its price.. Very good. Its just a big shame that VR support dropped off their radar when it was mooted in early on. I get it - hand support would take a lot of effort, but I still wish you'd do a VR release without hand support like Subnautica and the Alien Isolation mod. The Long Dark is such a beautiful immersive experience that it would be something truely stunning in VR.. First, excuse my English.

Well, at first I think this game was horrible, but, after I was able to find people to play, result that this is a really fun game and looks decent in his style.

Still, I would not recommend my friends this already by the following reasons:

- The first point and the most important is the lack of players, how can I play an online game if I can't find other players?
- The graphic settings changes automatically every time I start a new game.
- The menu is complex and messy.
- I would like to see more variety of maps, 3 of the 5 maps almost looks identical each other.
- On some maps, changing the graphic confg bugs the game and all is white.
- The character animations are static, the players just hover over the map.

These are the points that I think they would to improve, I wish the game had a soundtrack at least in the lobby, Another negative point is that there is NO button to exit the game!

But as I said before, this game has potential and I would like to see how they improve it and see if finally the zombie mode that is in the menu is launch!

it is fun but a lot of improvement required.. Alter Ego suffers severly from puzzles that don't serve the plot, but rather bladly carry you from one door to the next key, or whatnot. Picking-up a box from the lowest shelf? Let's turn it into a puzzle! Nothing is too trivial for this game. Many of the items needed to solve the puzzles can't be picked unless a very specific trigger has already occured. You know the key is behind the statue, you can look at the statue, but the character would refuse just taking the key. As for the difficulty, most puzzles are of medium-low difficulty, and just require knowing *when* the time is right to solve one specific puzzle. I had everything I needed to make a certain paste, but it took another 30 minutes of gameplay between 1. Knowing that you need the paste, and 2. knowing where the paste needs to be applied, before you could get *water* to do it. So this should give you an example for both the "complexity" and annoyance of the puzzles.

Also, both characters are boring, pompous, and are mainly annoying. They pretty much have the same narcissistic personality, it just happen that one is a cop and the other is a criminal.

The plot is decent, and the atmosphere is rather good. It is a real shame that none of the puzzles support them. Buy this only if less than \$5, and even then.. meh.. I liked it a lot, very nice inception-like puzzle game, but a little short (that's the only 'negative' point)... hope the developer will be creating a sequal within the not too distance future, well I'm in!. A revamped version of Space Invaders but with chickens and power-ups. Simple yet enjoyable. The ship moves a bit sluggishly on this title; the later titles are more fluid.. If you like Romans and this culture, you should give it max. 5 dollars.. Rather simple, but interesting. A bit back and forth, back and forth-ish.

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