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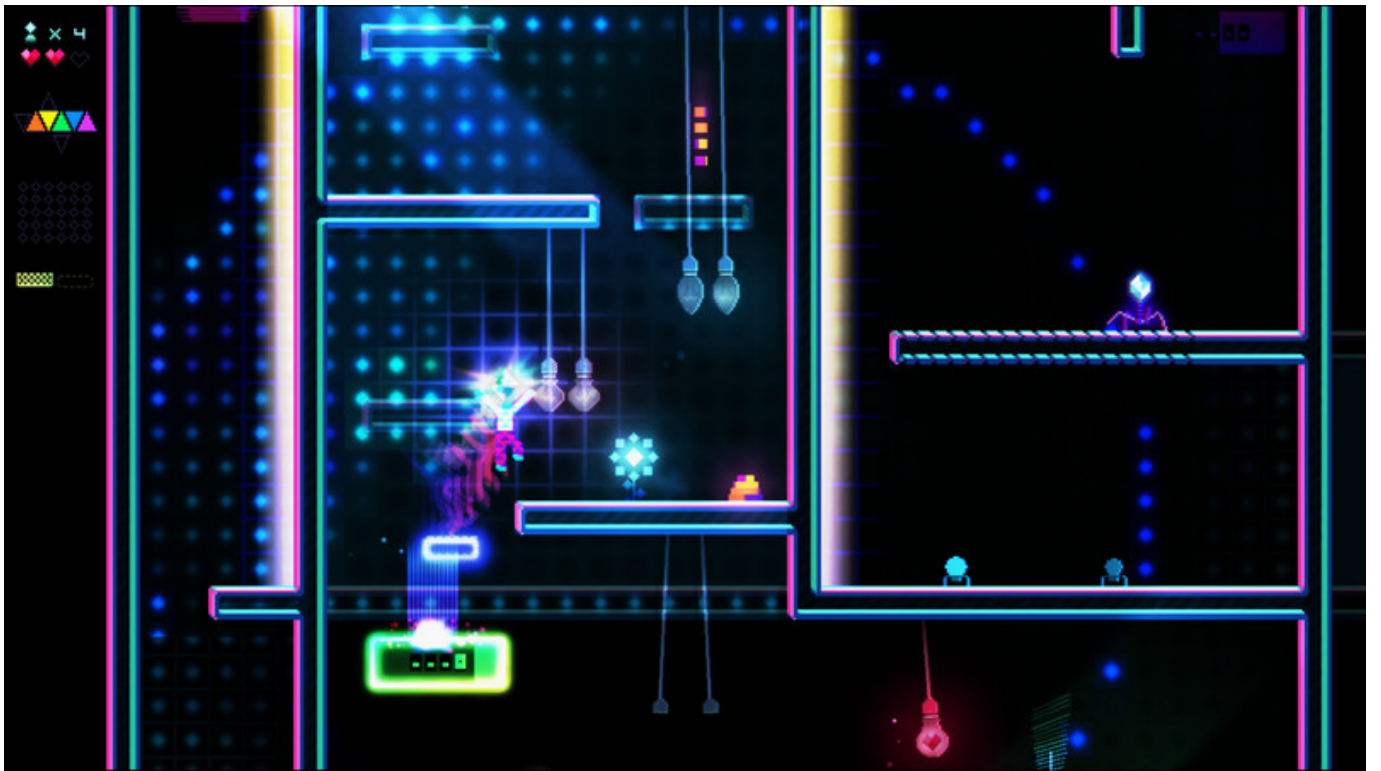
Title: Wildlife Creative Studio
Genre: Design & Illustration, Education
Developer:
Alternative Software Ltd
Publisher:
Alternative Software Ltd
Release Date: 28 Jan, 2015

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English







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extremely boring

- graphics

- voice

- bugs

- everything..... As of yet the interface is terrible, the controls terrible, the gameplay tedious and slow but the premise fantastic and the builder is nice.

This game plays like a slow paced three-way-mixed-heritage baby between Borderlands 1 (Loot rarity), Classic Asteroids (Physics simulated 2d spaceships) and Reassembly (spaceship building).

I will be looking out for this game hoping to see some exciting improvements.

. There is room for improvement in all areas but for early on I think this game feels great.. The Guardians Campaign is clearly more entertaining than the base game, which, principally, suffered from the fact it had a single overly generic-feeling faction.

Fortunately, the Nod-like Guardians provide some much-needed actual flavour, like the ability to roast attacking infantry close-up with your incendiary tanks, or, if you prefer, detachedly offing those same pitiful enemy troopers with your self-cloaking sharp-eyed snipers from afar instead. Another example - you'll eventually be given access to airborne drones which make for great scouts but can also shield you from annoying enemy aircraft by aggressively homing in on them and blowing up in a kamikaze run.

I'll refrain from spoiling anything further but this represents a definite step in the right direction.

In terms of favoured unit selection, it does seem one can get away with spamming a particularly good unit type that counters most others and sheer numbers then practically negate what that unit is less adept at. So, yes, things remain very much vanilla old-school RTS in that respect, but no less fun for it.

From a technical V stability level I didn't come across any show-stoppers, though on one instance some flame tanks inexplicably just stopped firing things up and moved but refused to ignite enemy targets. Their pacifist ways didn't pose too big a hurdle - I had other vehicle types at hand en masse to deliver righteous justice under the insignia of a closed fist.

Now, I've seen some comments about timed mission objectives. I dislike being rushed, yet I find I couldn't care less if I don't get an extra star for it. Sure, I'd prefer to see something else on occasion so I wouldn't miss out on the associated rewards but it hasn't really hampered my chances of progression, which makes it ok by me.

If you already own 8-Bit Armies, the Guardians Campaign is an absolute no-brainer for the price.

It's rather obvious how much untapped potential 8-bit armies has so I hope the developers do go the distance and truly deliver on it. I shall be looking forward to more campaigns.

Here's a suggestion for one: a well made 'quasi-Dune' faction/campaign - including entirely new maps and terrain features, specific units and structures (Fremen, Sardaukar, Ordos Deviators, Palaces, etc.), plus new dedicated music tracks for thematic ambiance by Mr. Frank Klapacki. Dad and mom likes this one very fun local coop. Fantastic game, a bit on the short side depending on your skill level, managed to beat it in 6-7 hours 100%. Haven't had a blast like this in a while though, gameplay feels very satisfying and didn't really run into bugs or glitches.

Made me feel good about myself for a while, thank you for that.

Pixel Art: 2.5/5 (Not much to my liking)
Immersion: 2.5/5
Gameplay: 2/5 (Walking sim, with light puzzling)
Controls: 3/5
Value: 2/5 (Inexpensive, but boring...Worth \$1 at most)
Difficulty: 3.5/5 (Obscure paths needing to be found)

Overall 2.4 (Difficulty always excluded)

[Please follow my Pixel Art Curation to discover other great games...](#)

To start with, I did not find the art design very attractive...It very much feels like RPG maker thrown together.

The game is mostly uneventful, with lots of walking and obscure paths to take, so you spend a lot of time randomly trying this way or that.

There seems to be some interesting folklore sprinkled into the story, but for the most part, I found the story itself dull.

All in all, it was more of a boring and frustrating experience, rather than an enjoyable one :(

I had been looking forward to too, but I think the excessively positive reviews mislead me!

ACHIEVEMENTS: Repetitive, since you will have to solve different puzzles, different ways to get all achievements :(

NOTICE: These are my opinions about the experience I had playing this game. I share them in hopes that people who are like minded will either enjoy a suggested game, or avoid frustration wasting time and money on something I felt was a personal waste. Please feel free to comment positively, but know that anything that trolls or is just simply negative comments will be quickly deleted. The reality is, that my reviews are for people who do not own the game, not to initiate philosophical dialogue about it. If you are passionate about this game, please feel free to share that in your own review.

Funny nobody every trolls or bashes a positive review on steam ;). The simulator would be a great experience if it did not tank once you started your show.. Actually decent game and enjoyable until you reach Level 16. It's unsolvable. You'd have better luck solving the Lament Configuration (Hellraiser puzzle box) and surviving than getting pass level 16.. The game itself is ok, but the idea is wonderful.

although now i can't play it because it gives me crippling depression. I bought this game for 3 reasons:

- 1) Hentai: There was some ecchi but you are too focussed on trying to match 3 you dont even see the girls to the side
- 2) Match 3: The game locks you out of rows randomly so you can't match or even strategically play the game.
- 3) Achievements: You get them randomly, or by mashing random button on mouse or keyboard. There is no skill or tactics.

This game isn't fun, or well constructed or decent in any context. It is solely, terrible. Don't buy it, even if it is less than \$1. The devs don't deserve it.. This game has a surprising amount of depth for such simple mechanics. Rewarding the player for focus targeting specific components on large ships creates a nice David vs Goliath feel while discentivising the normal strategy of flying away shooting backwards. The "Tank Mode" is a brilliant way of implementing changing the game dynamic for an ultimate mode. While its firepower allows the player to output terrible destruction its lack of mobility prevents the player from avoiding incoming fire. Instead of an artificial time limit on the tank mode, the player can use it until it has absorbed too much fire. The play sessions seem artificially limited by the difficulty ramping up beyond what is physically possible to deal with. Also while the ambient music is nice the game is lacking in sound effects considering the amount of shooting and explosions that are happening on screen. Overall this game is great value for the price.. Again, give this game a go. It is just as good as the sequel, and is super cute and fun! I really would love to see more games like this. This game you do have to buy, but it is definitely worth the price-- especially for fans of the original. The original game is on steam and free, so give it a try. You won't be disappointed!

9/10. There are a lot of issues with this game. The lack of stealth, the enemies that keep following you no matter the distance, and the flashlight, the light can be seen going through the other walls and light them too (as you may see at this screenshot)!!!

<http://steamcommunity.com/sharedfiles/filedetails/?id=462978563>

But it had the essentials for a... slightly horror game!!! Lack of light, resources etc.

It would be a good game if it fixed these issues!!! Good luck, I won't uninstall if it will be a better game at the next 2-3 updates!!!!

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