Zipple World Download 1gb

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About This Game

This is the story of Zipple, a frog warrior who must collect the objects scattered in his world of mazes and then bring them into the homes of her village.
To pass each level you have to transport a certain number of objects (scattered in the maze) in the houses of the village. All that by running, jumping and killing enemies.
There are various types of enemies of various species, and there are movable obstacles and bonuses falling from the sky. You can also kill enemies by jumping on them.
VERY IMPORTANT:
When you run you activate the God Mode which can kill enemies, but you can not shoot.
If a magic item falls into the void, it will be Game Over!
To catch the "magic boxes" just touch it to activate the elastic to the protagonist; then you have to drag these objects (with the label "TAKE") in the houses of the village (label "HOME").
The tents with label "DANGER" are the enemy bases.

Features:

3D dungeon maps! - Each maze is in 3D with ramps, descents and random climbs.

Enemies - Enemies follow the main character by moving and jumping. There are four enemy types, with different characteristics and speed.
Obstacles - With advancing levels will appear obstacles (rocks, etc.) which will hinder the journey of the protagonist. These

obstacles can be moved and placed wherever you want. Bonuses are obstacles that can kill enemies with a magical aura. Unlimited levels - The game is practically infinite, the number of levels is unlimited and therefore the real challenge is to make as many points as possible to become a legend.

Multiple game modes - You can select various game options, including the camera, game difficulty levels, the number of enemies and their speed. All this to offer an even richer gameplay.

Full game statistics - The game saves the complete statistics of the game in progress, including the score, time played, enemies destroyed, blocks filled, jumps, levels completed, levels failed etc. In this way, lovers of statistics will have even more pleasure in playing.

Full game rankings - The game will store up to 100 high scores with its partial statistics. This will make real the challenge to become a legend !!

Full procedural generation, exploration and discovery - Each level is generated procedurally with the algorithm of construction of random 'Dungeon'. Even the main character, enemies, blocks and everything are placed and constructed randomly. In this way, the game is always unpredictable and dynamics are always unknown.

Fight and strategy - In each level there are the bases from which the enemies will appear. These enemies will follow you to kill you. This way to overcome the levels you'll also face fierce fighting from enemy waves.

Incremental difficulty - With the advancement in the levels, these become ever larger and increasingly difficult mazes. It also increases the number of enemies and the number of blocks present and to save. In this way, with the advancement in the game becomes more difficult and challenging to become a
legend!

Title: Zipple World
Genre: Indie
Developer:
Alternative Dreams
Publisher:
Strategy First
Release Date: 19 Jan, 2016

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English
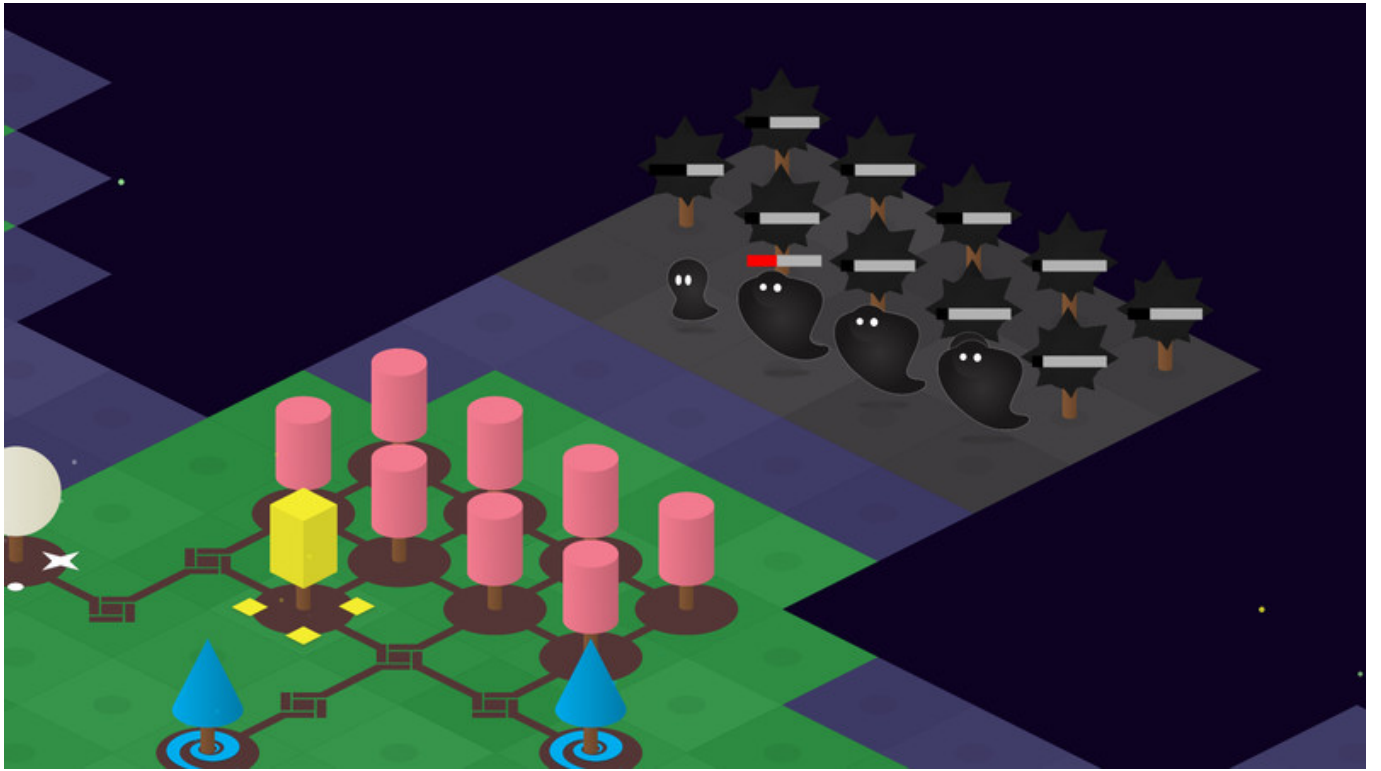
zippel world

i can work as a lego truck driver delivering cargo i spawn for myself.

5 year old me is pleased.. Bought it to support hockey games being made. Not really different from FHM3 regarding gameplay. I don't like the tactics options and especially not the roles system.

Hard to know how your tactics are working, why you're winning or losing due to the lack of a game-engine where you could actually follow the game. At least more info on the games played would be needed.

No online play.. uh... does this even work?. Calm relaxation and curious puzzles - a mental unwind.. Great game for it's price.. The free "Boxing Ring" environment made by Valve was my first taste of VR Boxing. It was fun, but easy. The robot you fight showboats a lot, leaves itself open, and ragdolls from your hits.

Then I found "The Thrill of the Fight" which I suspect is probably the most realistic we will see for a long time for VR Boxing. Real boxing rules, 3 rounds, full length rounds, 1 minute break between rounds, in a ring that is spectated and refereed. It's a slugfest, with no glorious knockout swings (though you can knock your opponent down and potentially out, it takes a lot of work) and you have to keep up your guard. You get through one fight and you're drenched in sweat, breathing heavy. You take too many hits to the head and your vision gets blurry and wobbly.

I found the middle ground though.

"Mech League Boxing" feels like it's halfway between the two, in terms of straight up boxing. The robots are big and goofy looking, you can customize yourself, you fight multiple rounds but don't get a break between them, but combat is more forgiving It has really good visuals, great audio, a bit of humor, and is fun.
Then the weapons start spawing, and you're supplementing your boxing with big honkin gladiator axes, pipes, maces, and more. This game is riduclously fun, and the whole tone of it puts me in a great move. I can't wait to see where it goes in development.

I'd hope for better haptics, and even more customizations. Maybe make it mod friendly and have people make their own parts and weapons and such.

I would solidly recommend this game, for working up a light sweat while getting pumped to rocking tunes and pummeling a stereotypically sombrero'd robot.

The camera angles in this game are so extreme!. Soundtrack is good enough, but there is only 10 out of 50 included. You can listen to the rest at the composers own site here: http:\/\/www.frankklepacki.com\/portfolio\/game-greygoo.html. Help Santa help you.. the grind, one hell of a good game ruined by corporate cash cows.. Bought this for supporting the developers. Good job!. Please note before reading that while I think this game has the potential to be enjoyable, it is currently flawed and I would not reccomend it in this state. This is supposed to be a horror game, and it is just not scary, at all. I'm not even a horror buff, but I can safely say that the Penumbra series is infinitely scarier than this.

I absolutely love randomly generated exploration games, Reciever is one of my favourite games on steam, and I would love for this game to reach its full potential, but it's just not nearly there yet. I understand that it is an early access title, and that it is therefore unfinished, these are just my opinions on what needs to be improved.

- While the environments and lighting look very nice on higher graphical settings, the animation, specifically that of the zombies, is VERY janky right now. Hopefully that can be improved upon

- Spiders are (if you will forgive the pun) very buggy, on multiple occasions I saw spiders walk around a wall, that is to say, rotate on the spot through a wall, as if it were climbing to the other side, before dissapearing completely. Spiders also often span erratically and took a while to right themselves after spawning

- Enemies just run straight at you the second they spot you, which often occurs through walls and doors. Their AI is just programmed to chase and attack, so every encounter ends up being a slugfest of you bashing them with a wooden plank until it breaks, running to find another wooden plank, and kiting them to the best of your ability (which is largely impossible because when you have to stop to hit enemies, they can easily outrun you). This means damage is inevitable and while they don't do very much of it, a group of them can kill you easily with no way of getting out of it besides still having pistol ammo to hand.

- Health pills pickups refill very little health, getting them from a crate has absolutely no impact on your survivability because if too many enemies spawn at once you just die no matter how much health you have. Implementing something like the health pill system from left 4 dead whereby they give you a significant amount of health that ticks back down to where you were over time would be more useful than this.

-There is a door near the very start of the game through which there is nothing, you can walk into it and fall into a bottomless abyss and die.

- Enemies often spawned, appearing out of nowhere, while I was looking at them. They also had a tendency to crawl through doors, environmental objects, the walls, and eachother.

- There's no feedback to tell you that you've hit something - it's just a case of swing away until the enemy (usually) falls through the floor and disappears.

While this game is by no means terrible, the good amount of atmosphere created by the spooky sounds and the (actually quite nice!) environments is ruined by the zombies, whose animations and models look just plain silly, and the overly agressive AI turning every encounter into a 5v1 cage match.

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