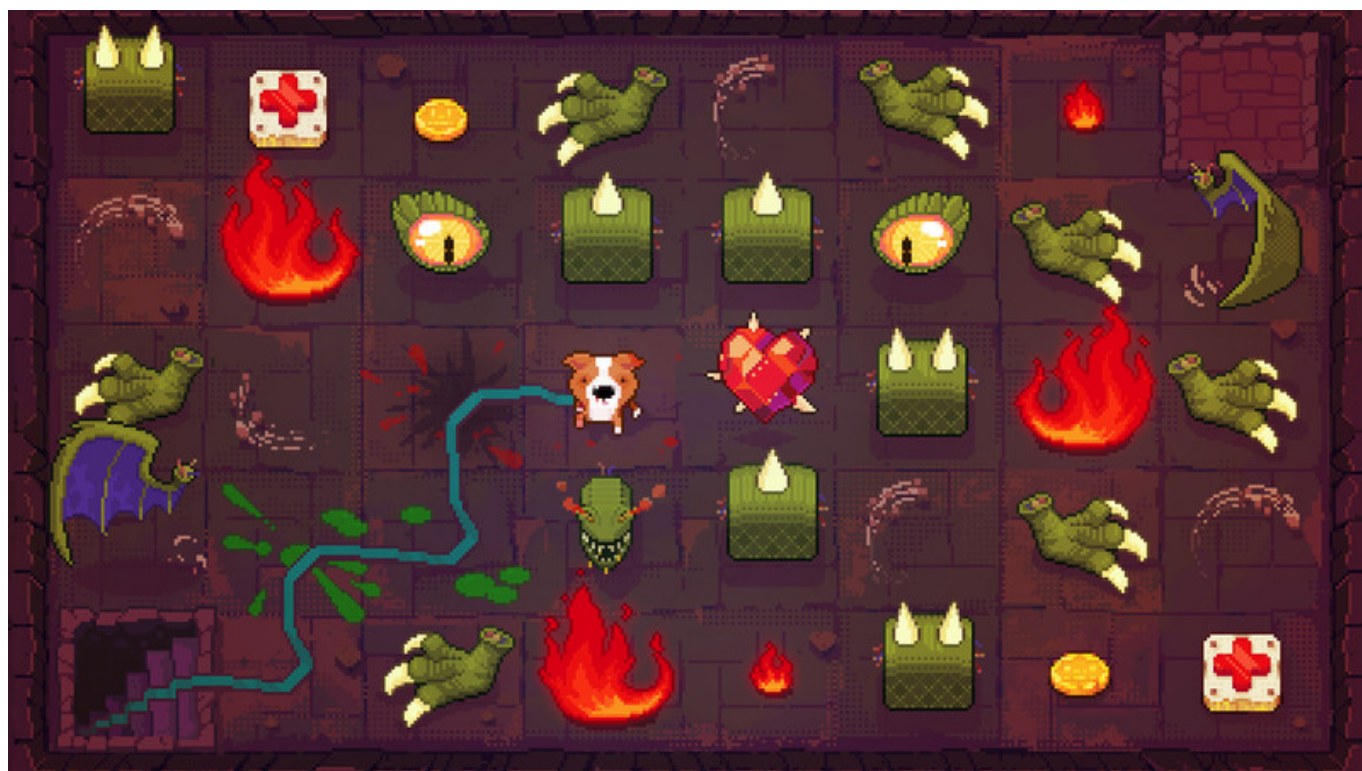


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## Ants! Mission Of The Salvation Apk Download



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### About This Game

Ants is an especially challenging game of skill where you have to solve diverse and interesting puzzles that can be solved by using the different tools you get on each stage. Note that each level has a unique solution and you will have to find it by using previous and current stage clues. A correct solution will lead you to the next level and so on until getting to a complete solution and finishing the game.

### Inspired By Lemmings!



That morning there were no signs of trouble. Ants were working peacefully, when the storm suddenly rose and carried them far away.

Now, the ants have to find their way back home, through all obstacles and dangers.



They have all the necessary equipment in order to:

- Climb the walls
- Sail through waters
- Build tunnels
- Skydive
- Dig the pits
- Run through mazes

But to get back home poor ants will need to use the equipment wisely. And now you are the only one who can help them.

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Title: Ants! Mission of the salvation

Genre: Casual, Indie, Strategy

Developer:

SteelSeed

Publisher:

Starwind Games

Release Date: 25 May, 2018

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel Celeron or AMD Athlon II X2/A-series

**Memory:** 2 GB RAM

**Graphics:** Intel Graphics 3000 or later, any NVidia/AMD card

**DirectX:** Version 9.0c

**Storage:** 100 MB available space

**Sound Card:** Built-in sound card

English







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Blood Of Magic is an adventure RPG game with a turn-based combat system.

You are an arcanist student tasked with the investigation and reinstatement of Auguston's ore shipments.

The Arcanist is a fighting spellcaster, using both sword and magic to deal with his enemies.

You have the ability to build new buildings, upgrade them, hire new unique party members, gather resources and craft new items.

#### Pros

- Combat system
- Wide array of abilities and attacks
- Graphics are nice

#### Cons

- UI need improvement.. Much like QP Shooting - Dangerous!! in terms of its mechanics and how it plays. The only real difference I have seen thus far is that the main character is obsessed with christmas rather than pudding.

Hooray bullet hell?. This is a neat platformer that especially since it was made by one person has a lot going for it

#### the good

- some really catchy music (especially when you get a powerup)
- interesting platforming
- good aesthetics
- each orb to collect has a timer when you collect it to escape 1) if you lose it can be reset 2) it's a good difficulty not too hard but hard enough that some levels I had to retry (so usually timed events I hate but these were actually bearable because it wasn't too punishing if you lose)

#### the ok

- a lot of the levels are translucent which both makes it easy to see where to go but sometimes makes it harder to see where you need to jump to
- level size, its both a plus and minus the plus is that sometimes hitting a huge jump has you clenching your muscles and makes it a bit more tense the minus is that it takes longer to get from point A to point B
- the platforming - later on in the game you basically fly especially if you have a power orb

#### the bad

- as the clock ticks down in the timed events everything gets brighter and combining that brightness with the translucent blocks there were 2-3 times I was down to the last 5-10 seconds left and I was basically blind and was guessing my jumps to escape the level

one thing that I was kinda dissatisfied about but understand is that in the beginning levels you will use 1-2 types of orbs in a level but later on you use only 1 type of orb per level because they become so overpowered

oh one thing to realize that took me a bit to figure out because I went into this game blind is that there are levels within levels kinda like when you go to find a file location on a computer and you have to go into a few folders in order to find the file so knowing that information should give you the mindset to help you navigate your way around to your objectives much easier (so

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while there are 16 orbs to collect there is more like 40ish levels in total in this game)

so yeah other than that this is a solid platformer (if you like platformers you are likely to like this one). Got it for \$2 and refunded :( Played 15 minutes, have yet to see the Dark Souls-y parts.. Doesn't make the game less interesting, just that I had my hopes... Interesting almost snake style game play. Good one to play with small kids. My daughter like to help by naming the colors as I collected or drop off the iggles at their home.

Good if you can get it for a cheep price like during a sale and have small children that like to "play" with you and your game.

Not recommend if you like any depth to your mild puzzle games.. Decided to give this game a try due to the storyline description and art style. While I love the graphics, the dialogue took me out of the story almost immediately. The "humor" in the dialogue came off as a bit surreally juvenile to me...I didn't find it clever, nor did it add dimension to the story\characters. It just didn't feel like it fit the atmosphere or figures in the game.

There were some other minor aspects that I disliked (such as the set-up of the mouse controls, and the limited options on the start menu), but the dialogue was the main annoyance for me.. Is it the next big thing that'll take the indie world by storm?

Well, no, but it's still a heck of a lot of fun for five bucks.

LightWalk is precisely what it says on the tin: You mess around with lasers, walk around on some of them, and solve puzzles. Nothing fancy there. What makes it shine is the surprisingly large number of unique mechanics, plus all the cool tricks that can be done with them. You'll always just be in a one-screen void with various types and numbers of lasers, but the sheer variety of objects keeps the game from feeling too repetitive.

It helps that the game regularly tosses new mechanics at you. Just when you've learned about all there is to learn about the current set of lasers and tools, out pops something else to change everything up.

There are some definitely frustrating bits, though. There were a few levels where I never knew precisely what I was doing (in particular Windmill), and I wasn't sure if I had actually solved the level or if I had actually just tripped facefirst into what the game accepted as a solution. And I am unfortunately currently stuck on what I imagine is the very last level of the game, and even after spending over an hour messing with it, I feel no closer to actually finding the solution. (Though in all fairness, this could be due to simple badness on my part.)

On the whole though, it's a fun time, and I've no regrets on spending five bucks on it. It could do with some better formatting on the level select, and it'd be nice to be able to skip a level I'm stuck on. But hey, there's plenty of good puzzles, it gave me some fun moments. I do enjoy feeling like I "cheated" a level by finding a solution that I don't think was originally intended. So hey, maybe give the game a shot, you'll probably like it.

...

oh and the soundtrack is kinda awesome too. NOW U AND UR TEAM CAN SIMULATE EARTHQUAKES

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This game isn't particularly good at anything it aimed to do, other games have done this before and have done it better. I'm not saying this is a bad game, it's a "meh" game which in some ways is worse than being bad. If you're thinking of picking this up I recommend football manager not this.. I posted a yes recommend because it's fun for a few hours clicking away.

I haven't really got very far into the scenarios but I'm afraid to say I'm already bored. I love this type of game but there is just too much clicking back and forth, I wish there was a way to automate the sales contracts. Other things seem to be a bit of a mystery, needed better accounting, things happen that I didn't seem to have much control of - in short, the problems are too much clicking and not enough control/visibility on what is happening.

That said, they have all the components of a great oil game, just missed the game play aspects a bit.. I enjoy jigsaw puzzle games and this one, despite being very simple and with few features, would have had a positive recommendation from me if it were not for a few game-breaking bugs.

The first is that some of the puzzles auto-complete the first time you access them.

The second is that, after completeing the smallest puzzles, there is no way of tracking if you have completed the medium and large settings for each puzzle, which makes it impossible to get the achievements unless you make sure to remember what you have and haven't done yet.

For such a simple concept it was disappointing to find that the game has such terrible issues. I would recommend against purchasing until these have been fixed,. The games good, great to play with friends. trippy as hell 10/10. This game is so freaking funny...the problem? I think they are meant to be taken seriously 0.0

The gameplay is boring, the writing is bad, the directing is bad the advice is terrible and the game is just pretty pointless. I wouldn't waste your money on it unless you're looking for a good laugh like I did. I did a video of it on m YouTube Channel in case you want to take a look at the gameplay (Link below) But otherwise, don't bother. That's why I'm here getting my refund as well.

It's funny...but pointless and not worth the money lol.

<https://www.youtube.com/watch?v=00eMPC1uOOY>. First off, this is not a visual novel. Story mode is less than 5 minutes of poorly translated, broken English and doesn't tell any real story. The "game" itself is a limited clicker (5 types of chest, with 10 levels each), and achievement spammer. Really, that is the only niche I would recommend this game to. Anyone looking for a quick 500 achievements, and a 100% completion. Maybe someone looking for a carpal tunnel induction simulator... If you are looking for anything else, you are likely going to be disappointed. The single sprite is cute, but that's about it as far as artwork. Music/sound? Do yourself a favor and turn it off if you are going to try this. After pounding on my keyboard for a few minutes, I felt the beginnnings of a headache and was reminded of nothing more than a small dog (we're going with Pomeranian) barking at an imaginary intruder while I was "playing", until I wised up and shut it off. It took me slightly more than 30 minutes to get all achievements. So, unless you fit that small, specific group I mentioned, do yourself a favor and avoid this title. Thanks.

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