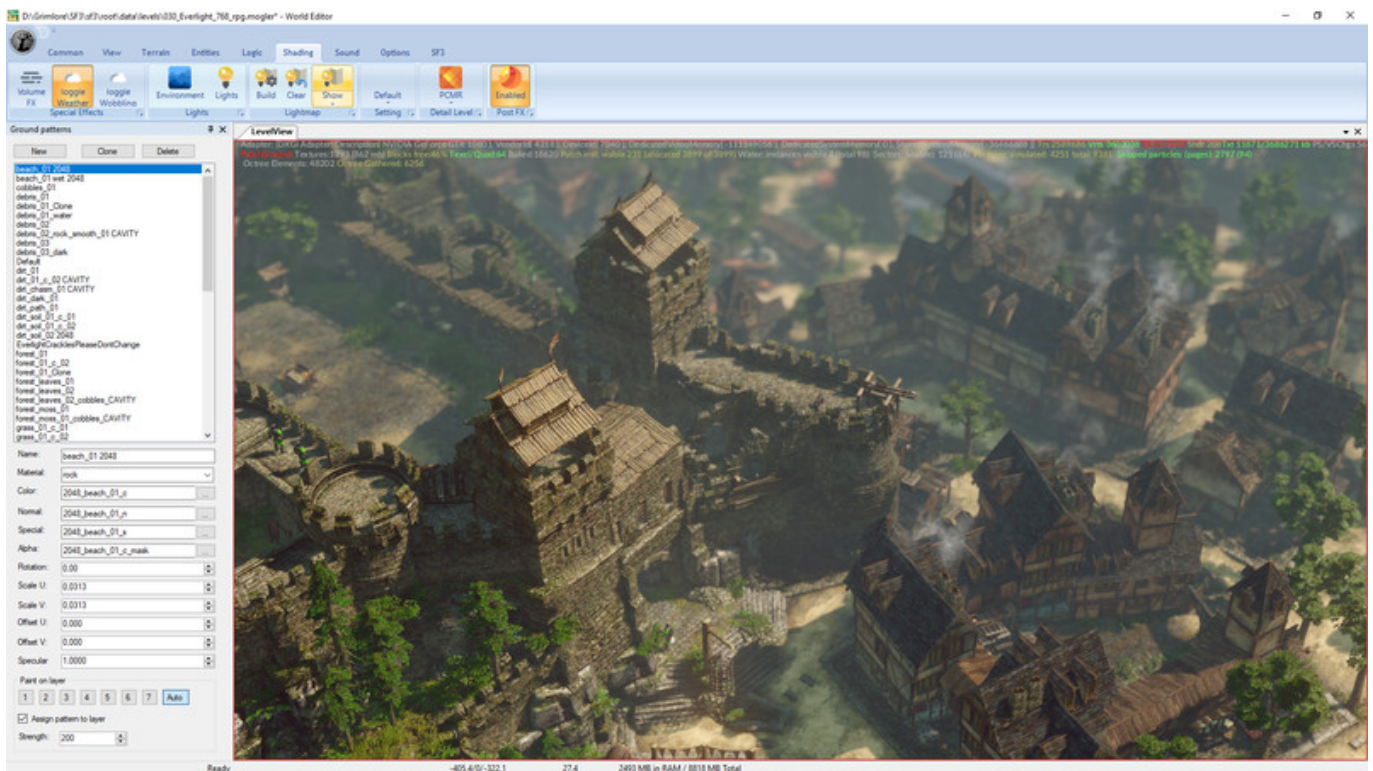


Plastic Playground Cracked



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About This Game

Plastic PlayGround is a fast paced, team based, LAN multiplayer first-person shooter. In PPG you play as everyone's favorite toy only this time you get to run, jump, jetpack, grapple, and fly. The goal is to capture as many control points as you can while eliminating and evading hostile toys from the enemy team.

Note from the developer:

This project was taken from concept to completion over the course of five months as part of Full Sail's Game Development program. What started as a final project turned into a passion project and so much more. We hope you enjoy playing it as much as we have making it. We hope to hear your feedback and will try to answer everyone back. -Ryan

Title: Plastic Playground
Genre: Action, Free to Play
Developer:
Tomorrow Arts
Publisher:
GP Games
Release Date: 18 Apr, 2016

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Minimum:

OS: Windows 7+

Memory: 8 GB RAM

DirectX: Version 11

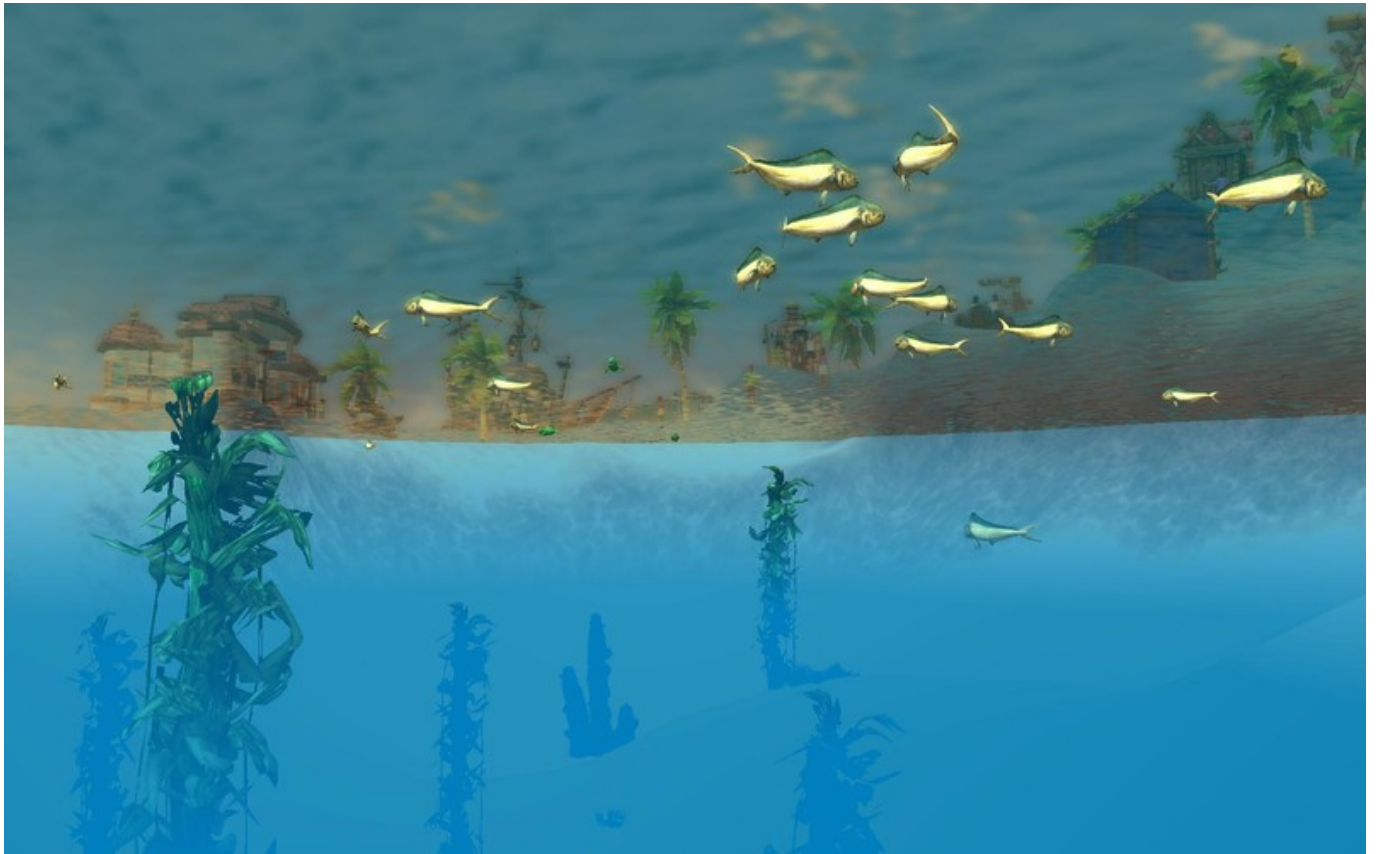
Network: Broadband Internet connection

Storage: 2 GB available space

English







plastic playground mulch. plastic playground equipment for dogs. plastic playground paint. plastic playground equipment durban. plastic playground steps. plastic playground pirate ship. plastic playground results. plastic playground stairs. plastic playground equipment residential. plastic house slides. plastic playset outside. plastic water slides for docks. plastic water slides for sale. plastic cat playground. large plastic outdoor playground. plastic slides canada. plastic lab slides. plastic playground tiles. plastic playground cost. plastic playground house. plastic slides home depot. plastic playground roof. plastic slides online india. plastic residential playground. plastic slides kenya. plastic playground dome. plastic playground handles. plastic playground ramp. plastic playground equipment philippines. plastic outdoor playset with slide. plastic playground 2018 facebook. playground plastic island. plastic playground set. playground plastic rock wall. plastic playground australia. plastic playground recycling. plastic slides for sale. plastic slides walmart. plastic playground. plastic playground nz. plastic slides price in pakistan. playground plastic maldives. plastic pirate playground. plastic playground 2018 live. plastic glass slides. plastic playground timbers. plastic animal playground. plastic wood playground. plastic playground tunnel. molded plastic playground borders. plastic playground 2016. plastic playground results 2018. plastic playground board. plastic indoor playground for sale. plastic slides kmart. plastic playground facebook. plastic miniature playground. plastic playset with slide. plastic kitchen playset. plastic outdoor playsets for toddlers. plastic playground with slide. plastic playground fencing. plastic hair slides for dogs. plastic outdoor playground equipment. kmart plastic playground. plastic sandals like birkenstocks. playground plastic repair. plastic slide playground indoor. plastic playground barriers. plastic lumber playset. plastic commercial playground equipment. plastic playground benches. plastic playground slide repair. plastic playground backyard. plastic garden slides. plastic hair slides. plastic playground 2018 london. plastic playground climbers. plastic playground instagram

After having played the dreadful game that is Motorcycle Club, I decided to play Kylotonn's previous racing game, Truck Racer, that I noticed I also had in my unplayed Steam backlog. Going in with the worst of expectations, I have to admit Truck Racer is actually kinda fun. Take formula truck style racing and give the trucks the ability to drift almost perfectly around every corner, and give them nitrous too because why not? It's hardly realistic, sure, but every racing game doesn't have to be a realistic simulation for me to have fun with it.

Basically, that's what this game is, no absurd switching mid-race mechanic to be seen, like in Motorcycle Club. Speaking of Motorcycle Club, here's a comparison between the two games just to show how much better Truck Racer is, based off the list I came up with for my Motorcycle Club review. *In italics are quotes from my Motorcycle Club review, and after that in plain text, if that applies to Truck Racer as well:*

- *The constant screen tearing that requires manually enabling Vsync in the graphics driver settings to fix, because the game doesn't have a Vsync option. Yeah, that's still a problem here sadly. Also, a game from 2013 that has some pretty noticeable framerate issues on high-end computers in 2017? That's odd to say the least. I suspect a console port.*
- *The crashes, oh dear the crashes. During my time with Truck Racer, I alt-tabbed the game multiple times and pulled up the Steam Overlay as well. Both games have an odd sound bug when alt-tabbing back, but crashes here? Nope.*
- *The music. There's only one song in this game, the one in the menus, which is actually pretty catchy as far as these kinds of games go. No racing music to speak of, which considering what happened with Motorcycle Club, is an improvement in my opinion.*
- *The engine sounds. MUCH better here, the trucks actually sound like big racing trucks. They could sound meatier, but at least the volumes are fair and not ear-screechingly bad.*
- *The dreadful handling. Later in the game, boosting can cause you to bounce off walls a little bit, but it's nowhere near as much of a problem here, probably thanks to the reduced screen shaking.*
- *The fact that sometimes the brakes don't work. The brakes work just fine here. Huh, strange.*
- *The jarring redout effect if you hit the wall too hard and have an accident. This still happens here, but it's not blinding and also is nowhere near as frequent, only happening if you go backwards for too long or somehow flip your truck over.*
- *The violent retina-bleeding screen shake whenever you gently hit a wall or land a jump. There's still some screen shaking, but again, it's less severe here and far more tolerable as a result.*

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- *The one time I glitched out of the map. In comparison to Motorcycle Club, Truck Racer also feels more polished and doesn't really have any major glitches in the time I spent with it.*
 - *The whole mechanic of switching bikes in real-time midrace to deal with cracked roads and tight corners. Nope, not here. This game's only remotely different mechanic is the ability to regain boost by drifting and colliding with other trucks. Otherwise, it's just traditional arcade racing here.*
 - *The fact that 10 bland race tracks (and their reverse variants) get stretched across a 119 race career mode with absolutely no race variety. Not only does Truck Racer's 10 locations have multiple track layouts, there are also different game modes that frequently show up. Sprint races (more laps but shorter tracks), time attacks, and knockout races give the campaign some variety alongside the fact that new track layouts show up until the very end of the campaign.*
 - *The AI. Real talk: **Why is the AI in both this and Motorcycle Club so slow? In that game, it was because of the gimmick that the AI never was programmed to use; here it's because they can't corner without bouncing off walls, losing all of their speed, and in some cases they take themselves out completely instead. This makes knockout races drag on because you'll be lapping everybody else even with a stock truck. These kinds of games need difficulty options to help with this.***
 - *THE FACT THAT I ACTUALLY PLAYED THIS FOR 15 HOURS. Fortunately, Truck Racer can be completed 100% in under 8 hours compared to Motorcycle Club's 15 hours of disaster. Truck Racer has some other things that Motorcycle Club just plain doesn't include at all: Performance & cosmetic upgrades (which probably don't help with the whole AI being slow problem, but ah well, they tried) and local multiplayer. It's limited to 2 players, but how many racing games on PC have split-screen these days?*

Recommendation: Considering this goes for \$9.99 these days and I got it for about 4 bucks, I'd say it's worth it at its current price, yep. It's not amazing and it's way too easy, but Truck Racer feels that much more focused than Motorcycle Club that I can recommend it, especially if you don't mind playing a lower budget arcade racer. That being said, if you're looking for a more realistic racing game with some big trucks, either buy Automobilista with the Formula Truck DLC, or just buy Formula Truck 2013, depending on if the other racing disciplines interest you or not.. 8/10

A very well done game that combines point-and-click, RPG and horror elements.

You wake up in a cabin having no memory of how you got there. Using point-and-click mechanics, you have to find your way out, when the story then starts to progress. Combat is simple enough - get the right timing on attacks to land more damage on each, using potions to recover health when needed, and later on special attacks are available. In town, you can buy new armor, weapons, potions and protective tattoos. Puzzles are simple enough in the sense that you don't really need to look for help online and the game has some pretty scary moments that are actually well done, rather than just throwing random jumpscare at the player.

The story is okay - nothing special, the ending is a bit silly - and the only actual downsides it has is that the Defend command isn't useful at all and the game includes a bit of grinding that isn't really needed and just feels like a cheap way to extend gameplay time (though it isn't really too much of a problem - it's just a bit boring having to hunt/fish for money, but it's at least quick enough that you don't have to do it for hours, usually a few minutes will net you what you need).

Highly recommended, with potential for a sequel, hopefully with a more intriguing story, more horror, more RPG mechanics and more exploration & puzzles.. It's everything they promised.

- Mystery

- Girls with curves

- There is a nice bit of variety regarding paths

10/10.

100/10 with mod.. I'm a biking viking!

Managed to crash 50 times on one level: check
Managed to crash on my head 50 times: check
Spend 15 minutes trying to get a some gold: check
Succeeded in getting that gold: no!

From the above, one can see that I'm a complete hack at this game! :) But Riders of Asgard is one of those few games, that pull you in and make you say: "Just one more try...", till you look at the time and several hours have passed.

The levels are well designed and quite distracting with the excellent visuals, the music: a perfect match for this game. Gameplay will suit everyone from novices to hardcore arcaders. The bonus levels add some new dimensions and lots of fun. Your bag of tricks is positively bursting as well, so no excuses for low scores! Except for landing on your head, of course!

Well done to the Dev team!

Riders of Asgard is a must have game for everyones library.

Become a "Biking Viking", you know you want to!

. I have only played an hour of this game but I love it! It is a great concept! This is truly a mixture of FTL and Xcom, as people have already posted. There is A LOT of potential for this game. I can't wait to see what it will develop into. If your a fan of "said" mentioned games, then spend the 9 bucks and give it a go.. Just Dance but you don't Dance you just Just. A cute retro platformer about a Fox. What more can you want?

PROS:

The puzzles

The soundtrack

The designs

Price Wise + Includes soundtrack!

3 Different Characters to unlock

CONS:

Short gameplay

There are a few bugs

You die quite quick and easy

No controls on the menu

I Love the Game, i Spend a lot of Hours in and i Think it will accumulate more, this is not my Problem.

I am incredibly disappointed from the Map Editor, not because you have to pay for it. I have not a Problem with a Map Editor who is easy to handle and spend a little money for it.

My Problem is that i can not Create Planets which I would like to create, because you have no access to the Surface to Change the Combi of the buildable area. You cant also change the advantages areas, Like Military +3 or who is Sitting the Helios Ore.

And in the Editing of the Planets there are no description of the different bonuses they could have, this is so corrosive, confusing and unnecessary.

I am so massive angry, that i advise against the Map Editor DLC. The Description that i can Create my Own Universe is a joke.

The Content of the Planets is still random, and for that i dont need this Map Pack, im so i played this game on my ipod touch two years ago, took me literally at least 30+ hours to beat, buys it on steam. using my logitech controller i beat it in 4 hours lol. Anyways if you were an openfeint gamer before all that game center \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665t and you played this game its totally worth playing again because they added a puzzle mode. That's about all that's new. Same design, Same levels, same achievements. Basically nothing has changed except instead of two dollars on the app store its five dollars on steam and they gave you a hardass unbeatable puzzle mode that i can't even beat with a controller props to anyone who beats one level with a keyboard seriously. How funny. Anyway i just rambled the whole time.... Not much of a review

10V10

would shrek again

do you even m8 bro?

#rekt

Shots fired

Don't ask its freaking 3 a.m. and it's that strange time of the night for me XD. Company of heroes is a masterful example of how Detail and polish on even the smallest of elements can marry Gameplay and theme to create something that truly deserves a place among the greatest games of all time.

Company of Heroes is a Real time strategy game with a WW2 era finish, and my god this finish is pristine. The game's basic gameplay elements (both single player and multiplayer) are unique and offer true decision making and deliberation on your part to be successful; positioning of weapons teams and the will to only fight when you have something to gain is most important of all. Holding territory and maneuvering into a position of power is the game of war, not pointless bloodshed.

There are 2 factions and 4 armies, what do I mean? The Allies have access to realistic depictions of American forces and that of the British and their commonwealth Allies (Canadian artillery , Australian APCs), The Axis utilize the sheer power and legendary strength of the Wehrmacht (can you tell I like this army?) a faction made up of early and late German military personnel and machines, spanning the elite soldiers of operation barbarossa, to the untrained masses of young men during the fall of Berlin. On the more in your face side we have the Panzer Elite, a mechanized group of veterans charged with the defense of the fatherland.

Every faction is an amazing display of authenticity and power, fielding their own war machines and military doctrine according to history, Every Rivet in their tanks to the patches on their uniforms draws you in to the unwordable reality of WW2, and this is the part where the game gets it's praise from me.

MY GOD THE DETAIL! the hundreds of man hours that went into the voice acting, the look and feel of the game, the effect the player has on the map, the AI and it's programming EVERYTHING! to explain such a broad concept I'm going to give you very specific examples of what I am talking about, these are put a few things that still blow me away and deserve recognition.

- Explosives create craters that your troops can use as cover

-
- Units will react to your orders differently depending on their current situation, if they are at base and safe they will be calm and soft spoken, if shot at they will speak faster and with more purpose, if they are pinned down and about to die they might just starting F,ucking swearing at you and cursing everything thing in the universe as they crawl around in muddy crater hearing the roar of hell just beyond the crest
 - Units with veterancy (gameplay mechanic of leveling up) with at first be a tad nervous and jokefull at time, but after killing enough will harden their hearts and speak like totally badasses, but broken men deep inside, the American sniper is a perfect example of this, it's kinda chilling how he starts to change on you.
 - The game has suppression as a gameplay mechanic, this game models the number one thing that every soldier in the♥♥♥♥♥♥♥♥♥♥would've faced, helplessness and terror as your facing down the barrel of a screaming machine gun looking to end you. The soldiers dive for cover, they curse up and down their luck, they fire back in anger and desperation, they do their f,ucking best to stay in the fight
 - you can hear the sound of footstep and engines in the fog of war, adding a touch of suspense and fear of the unknown.
 - Tank crews scream at you and their crews as they control their metal beasts of war under fire, controlling the men inside as the tank commander yells DRIVE F,UCKING DRIVE in your ears is unreal
 - Medics will rush onto the plains of hell to get wounded soldiers out of the Frey.
 - The various Armies bring their own flair and personality in the mix, the Americans react to every enemy with cries of insults and adrenaline fueled panic and grit, the British retort every foe with a dash of sarcasm and dark humour, and a sprinkle of F,UCKING SWEARING UP A STORM! HOLY ♥♥♥♥♥♥♥♥♥♥ GUYSS! The Wehrmacht respond to conflict by panicking and firing at anything that moves (or doesn't) in the case of the later war troops, or with contempt and mockery like the elite troops, both do it with zeal though, just that some can actually sound intimidating. And the Panzer elite sound like they are too cool to be here

THERE, some food for thought of why this game should be remembered and heralded as a amazing demonstration of game design and artistic expression.

NOW GET OUT OF MY HOUSE!

. There's no use for this. There's lots of cars you can get in the game for free and honestly there's not much reason to drive ground vehicles at all since it's so easy to steal a helicopter, -which is the most practical vehicle in the whole game.. Jumps is a Clustertruck kinda game. It's a unique fast-paced 3D platformer that you can finish in a night. Loved it a lot, extremely fun game. Almost wish it were a little longer, to be honest. Definitely check this one out.. SHAKE YO MONEY. No real woman can stand this game right boys? love this game. Loved it.

It has stuff that the usual HOG doesn't have.

Liked how you could search for money and then buy stuff with the money to pretty up a garden.

Also liked using real people for cutscenes , that adds flavour to the game !

The hidden object scenes contain stuff that belong to that scene.

Many HOG combine totaly random and unrelated stuff.

The story was good, the music was very much part of the atmosphere.

This game gets in my top 5 !. This is a really awesome game. Totally addictive. Takes a few games to get the hang of, and I suspect a few hundred games to completely master. You're really only limited by your ability to chain spells together while managing your mana.

The only downside is the lack of a tutorial level. You have to figure things out organically, which can be slow going.. It's not Barkley 2. It's got some charm in its writing, but the gameplay isn't really enough to make you want to keep going. Pretty great soundtrack, but... well, y'know. It's not Barkley 2.

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