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Cubic Castles Activation Code [serial Number]



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## About This Game

### **3D Platforming Meets Open World Voxel Building!**

Cubic Castles is an online game where you build worlds from cubes and other items. What kind of worlds? Anything you want! Role playing, 3D-platform gaming, or other challenges! What you make is up to you. Want to make a punishing parkour with slippery ice and deadly spikes? No problem! Or maybe a simple house on a hill overlooking a lake? That's easy too! Even after only a few days the open beta saw players create many fantastic and varied worlds!

### **Features:**

Massively multiplayer in one large, persistent world.

You share the world with everyone! Find a plot of land, put a castle down, and start creating!

### **Super-playable 3D Platform Action**

Cubic Castles operates with a fixed camera that you control, and the gameplay is anything you want it to be, from action platforming to artistic design.

### **Customizable Characters**

Create your own unique look with hats, shirts, plants, glasses, and more!

### **Mining Resources**

Mine resources in a variety of world biomes including forests, arctic wastelands, deserts, mountain ranges, and tropical islands, all with different resources you can use. More to come!

### **Intuitive Crafting**

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Just drag your raw resources and tools into a workbench to see what you can build.

**Crazy Obstacles**

Accelo-rings, mechanical spikes, quicksand, lava, warp doors, and tons more!

**Generous Economics**

Forget the grind! Our pricing is fair and reasonable. And cubits even pop out for free as you mine.

**Active Community**

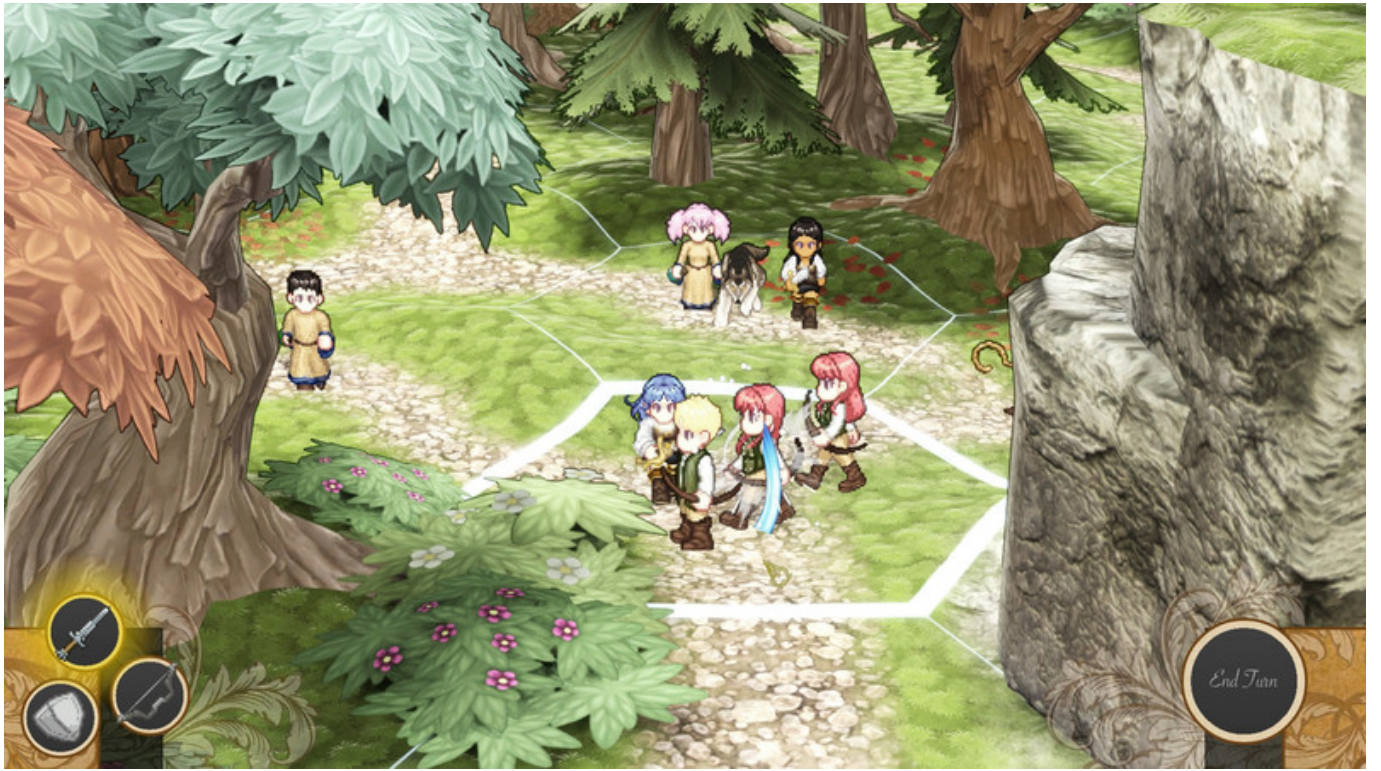
We just launched the open beta, and already there's a very active, vocal community. And we're listening!

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Title: Cubic Castles  
Genre: Action, Adventure, Casual, Free to Play, Indie, Massively Multiplayer  
Developer:  
Cosmic Cow LLC  
Publisher:  
Cosmic Cow LLC  
Release Date: 13 Aug, 2014

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English









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only cost me .49c and i'm still refunding, very basic stuff, you're better off with duolingo on your phone. another spam game not worth your cash.

First one with animals was ok, but now it is only spam game with every kind of animals..dogs,cats,insects and stuff.. This game is amazing and similar to rocket league. Solid mechanic gameplay as the base and iteration based on that.

Main gameplay mechanics:

- Tons of momentum. You slide everywhere, so skillfull use of brake is huge and prediction of your momentum.
- Prediction of the ball bounces off walls.
- You slow down if you have the ball. If enemy bumps you, you lose ball. So you have to pass cause you slow down with the ball
- Mouse is direction of pass. WASD keys are direction of car. Takes getting used to.

Tons of different maps and racing minigames.

Amazing game and tons of fun. I'd probably pay up to 5\$ for this. Maybe 10\$ if the graphics were a bit more updated.. GOOD GAME, especially for the \$3 I spent. The slow motion is a pretty cool feature. It takes a couple of waves to get into it, but all in all, it's decent and gets hard as waves get higher.. Oh yeah! The game went from awesome to SUPER awesome with this addition. Let me demonstrate:

You have formed Prussia as Teutonic Order. It is time to teach the Polish the true meaning of Prussian discipline. When these tracks start playing as you declare war, they have already lost..

So, 5/5. Purely awesomeness to an awesome game.. I thought this game was really quite good. The visuals were really well done for a HOPA game. I've seen better, but mostly I've seen worse. The 3 characters had great (for a HOPA game) over-the-top dialog and the voice acting was nicely done too. There were plenty of actual HOPA scenes. The point-and-click part of the game was at least a bit different (with vampire powers) that what you usually get in these games. The puzzles ranged from easy to fairly difficult for me, one of which I skipped because I could not wrap my head around it. Recommended.. Without a doubt this game was a pleasant and enjoyable surprise! While it was obviously apparent that the title had similar styling and game-play flow to something like "Valkyrie Profile", the challenge and combat balance proved to be of sufficiently stiff level. Make no mistake, even on the default difficulty setting before any NewGame+, this game can be HARD. After having completed both story paths it's become apparent that besides the aforementioned NewGame+, there's a One Life Mode available with options to upgrade your party members to their highest potential. The narrative is pretty deep for a game of this 2D style. The devs even

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include a nice card based bonus system that adds some flavor to the story that has you making decisions that shapes the unfolding tale. Sadly, these decisions don't lead to vastly different endings for both characters. As for the audio, the soundtrack is sparse in terms of the number of distinct tracks, but absolutely brilliant. There are certainly some adrenaline pumping tracks on here when fights get dicey. The game also has some voice acting that is generally well done and in keeping with the fantasy story on show. To elaborate, the game's lore has many words some which seem Celtic in tone and spelling which, when pronounced, coincide with the real world Welsh (the male Laendur's voice actor brings this out well I think) and Irish (probably what the accent the female voice actor playing Cecille was going for). A very fitting and appreciated bit of effort in my opinion.

All in all, this is a great game to come out from what I assume is a fledgling independent game studio. A meaty and substantial product presented in a small package and one that's clearly been made with a lot of passion. At the very least this little gem should be broadcast a bit more as more people need to try it out with the caveat that for new players starting out, the early levels can prove to be incredibly challenging.

Very well done to the dev team.. It's pretty fun!



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An awesome classic that definitely needs a sequel!! :D. *WoaM* is a great game but one that feels like there are bits missing here and there. To get the bad stuff out the way first, characters don't really have any arcs or personal stories unless it directly relates to the main (and only) story, the game abruptly switches from slightly repetitive police work to a high stake event, verging on the kind of themes in *2001: A Space Odyssey*, then just ends. The ingredients of the climax are there from the start but they're just sitting around inertly, then right at the end rush in like a load of actors who missed their cue in a stage play. There are unwelcome lulls in the drama and plot build-up which could have benefited from some subplots to pick up the slack.

I think the reason for the slightly off pacing and undeveloped feel to the NPCs is that the protagonist has 3 personalities you can grow into by making certain choices, and as her personality takes shape it dramatically changes how the game plays. For example you can be empathetic with people, which not only changes how you can interact with people but also gives you unique skills that you use as if it was an RPG. In my case, I could take on the voice and appearance of other characters, or if I preferred I could wipe out their short term memory. For much of the game, what you're doing is just one of three possible paths. It gives it great replayability and a sense of ownership over the actions of the main character, but unfortunately at the apparent cost of the development time and effort being split across three paths (and at least two endings).

The story is interesting and understated (perhaps *too* understated as it was hard to get really sucked into what was happening) and there's some good twists and turns. I'd love to see more of the setting and learn more about its history and locations. One of the endings in particular begs for a follow up, which I hope we'll get one day. The music adds some much needed atmosphere and mood to proceedings, and the voice acting is top notch. I personally love the 90s-style adventure game graphics, although I can see that it'll be off-putting to some. One criticism, though, is that I thought the portraits and sprite work - which are both fantastic - were let down by the background artwork. I think the latter is also responsible for the weak atmosphere (by cyberpunk standards) which was another thing that held me back from getting swept up into the game as much as I'd have liked.

While I do think this is a great game, the aforementioned problems, especially the mild, plain atmosphere (not what you normally expect from cyberpunk) and underwhelming characterisation of the NPCs means that it's less than it could be; less than it was so close to being. Just a few upgrades or extensions to current features would make all the difference. For example, you can scan people's pulse rate as you talk to them. It's very common for it to not change at all even if they visibly go from relaxed to scared. Sometimes there are anomalies in their biorhythms that reveal they're not being entirely truthful. Clicking on the anomaly opens up new dialogue, yet I only saw that happen twice in my playthrough.

The next game, if the team can build on what they've achieved here, will be truly amazing. As it stands *WoaM* is a comfortable 7/10 that could potentially have been an 8 or even a 9 with some more time in the oven.. A great Game. Lot's of fun. I'd like to see more Games like this. The "2 PLayer in the same room but only one PC" Option is wonderful!. Do you ever read one of those stories or watch one of those movies that's really unusual and engrossing and you find yourself getting incredibly immersed, and then you realize there's this weird focus on some super-specific thing that baffles you until suddenly it dawns on you that the creator is finding a way to artistically expose his own niche fetish?

Zen Bound 2 is the most beautiful, entrancing sculpture bondage porn ever made.. anyone who wants a very challenging and immersive puzzle game i reccomend this to, its quite complex so if you get frustrated easily i suggest against it :) get it now while its only \$2. very good stealth game  
good story  
good visuals

8V10. I'm kind of split, but I'll give it a go:

Contras:

- Music is probably stolen
- Music isn't credited throughoutly
- Nude Version is a joke
- Not a lot of variety in maps & dances of the girls
- Hitting notes rights or not seems random
- Notes are often not even fitting to the song

Pros:

- Great and enjoyable music
- Challenge Mode which is the Rythm game section and the other ones are just to enjoy the music, the dances or the girls

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- Jiggle Physics

- Uncensored is possible (Steam\steamapps\common\Girls dance\Girls Dance\_Data\StreamingAssets editing the "Censored.json" file with a simple text editor and change flase to true (i know it's reverse but there you go))

- Jiggle Physics

- Light Animations (especially in Disco) are good

- Jiggle Physics

- Not much to expect for 1,60€

- a simple game to transit time or to chill out

. The game has a lot of passion and promise. The concept of using animals as people, and the main characters, allows some good punchlines to bash over the characters with. I wish the game has a few more game mechanics and I hope the game's story gets longer in Ep.2. But, I really enjoyed the game in regards for what it is. There a good amounts of jokes in this game that are puns. That I found it punny for myself, especially near the end of the game. If the creators keep making jokes/skits like those, the game could even been more hilarious. Well at least for me that is.

If this game has more developed jokes/skits and put more consequences of your choices that will effect your main protagonist, or other animal characters that plays a huge role in the story, it could offer more to the players.

Hope that the developers and publishers release Ep.2 soon, I cannot wait. If you aren't sure about this game, you should check it out some youtubers playing this. What got me interested in this game was watching some game-play from a youtube channel called Yippee Ki Yay Mr Falcon, that's what lead me to know more about the game.

Developers keep up the good work. This game deserves more attention for what its worth in the indie game community.. Bought it because I love Worms. It is fun and all but wouldn't recommend buying it unless you are a very hardcore worms fan. It is just like any other pin ball game just Worms themed. If they spent a little more time making it more unique to Worms it would have been even better.. This is a great piece of software that does exactly what you would expect and so much more. It is not difficult to find other recording programs to get screen captures, but you would be hard pressed to find one that has more features and accessibility than PlayClaw5.

I like all the options for the overlays to keep track of recording time, file size and fps. I like how the overlays can be moved around to avoid overlaps with menus in-game. I appreciate that there is also a desktop capture mode as well. It is a little more expensive than most, but well worth the extra cash. Totally recommend this to anyone starting a youtube channel for game capture. Two thumbs up.

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