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About This Content

Play **Craft the World** with your friends and other players in the hotly anticipated **Dig with Friends** DLC!

Dig with Friend has two new multiplayer modes that are separated from the single player game and support up to five simultaneous players.

Build an impregnable fortress and fight by your friends' side to defend it in Survival mode! Waves of familiar monsters and lots of new ones will constantly try to stop you.

Or do you prefer building? Then build an awe-inspiring castle with your friends in Creative mode! No waves of monsters will trouble you unless you summon them yourself to test your castle's durability.

DLC features

- The community stockpile allows players to share resources easily.
- New monsters with interesting offensive tactics will keep you on your toes.
- Renewable resource veins allow you to mine the ore without worrying about it running out.
 - Spawn cubes can generate monsters upon request.
- Don't forget to defend your main stockpile! If it gets destroyed, you lose.

Title: Craft The World - Dig with Friends
Genre: Indie, RPG, Simulation, Strategy
Developer:
Dekovir Entertainment
Release Date: 21 Mar, 2017

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English,Russian,French,Italian,German,Japanese,Korean,Simplified Chinese



Her teary eyes sparkle, like precious gems.



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⏏ Information



This metroidvania game will knock your socks off the moment you pick it up. Look no further than Xenocite Clad to give you an in depth exploration of the genre and leave you with nothing to say but "wow". 10/10. This is what I've been waiting for. I've got a largish library of materials for a game project I'm working on that need to be updated to the new shading model for UE4. I authored a lot of my environmental tiling textures in the original Bitmap2Material and using this new build I'm able to move my texture library to PBR a lot easier than doing it by hand, which is a major feature because I don't have an army of texture artists. Also, with this new version of B2M it's easy to remove lighting/VAO from source textures and make a passably correct PBR textures in a few mouse clicks. As a solo indie developer this is a godsend in a lot of ways. Prototyping should be much faster now.. Well I don't know what happened to the Farm Frenzy games over the years. They were great to start out with, fun cartoony graphics, fast-paced play and challenging levels. Then they got really hard but still enjoyable (All the FF3 variants). Then came the latest ones, FF:Hurricane Season and their ilk - really a blast to play and not too hard but still a bit of a challenge. With FF4 I don't know what the heck happened! The graphics are awful, the animals barely even move around, the machines are not upgradable, the cat meows incessantly and the game play is SLOOOOOOOW. The story is disjointed and the main character looks nothing like the original character. It's like the developers lost any ability to program the basic things they had been doing before. Are they trying to make the animals more realistic? Well they look unformed or something. I sure wish they had left well enough alone. Oh well, I am still going to play it and I guess I'll recommend it if you can get it really cheap (about \$2 or so), but it's sad that the franchise has gone so far down hill.. I have the skrr skrr. Trino pits you as a flying sperm where you create triangles to capture enemies, eat their goo, and ultimately connect the dots around the border to complete each level. The game gets progressively harder via tougher enemies and oddly shaped levels. It's controller enabled which is a plus, but the game gets stale quickly leaving you looking for something else to play.. The game counts your freaking deads.

10/10.. It's basically arcade perfection in VR. Excellent graphics, pattern enemies, physically ducking behind crates, touching power-ups to activate them.

Just add a lot more levels, and it's perfect.. I am a board game fan but never played this game originally. So,I cannot say if this is a faithful representation of the game but others seem to think it is. For my part, it is a very clever game that requires good tactical and strategic thinking. Some have commented that the AI is not world-beating but I don't like playing against AI in board games - the real value is in multiplayer. This has a good asynchronous turn based set-up that allows 24 hours between turns. The game itself is not as neatly structured to allow for you to conduct a lot in your turn before passing the baton (like Through the Ages for example) so it is a bit stop/start on the multi-player turn model but no reason why you cannot have multiple games on the go.

Online numbers are small at the moment which is a shame as this is a very clever game and as someone who would like to see more board games come to the PC, one I think deserves much more support. Getting 4-6 like-minded people to play games like this is difficult so this is an excellent way to achieve that.

Overall, I good smooth bug-free adaptation of a well crafted game.. I have never played any of the prior Farm Frenzy games except the demos. FF4 is a surprisingly addictive game. I am used to buying and playing high-budget AAA games and playing a "casual" game like FF4 is a different experience for me.

I was introduced to "time-management" games recently and I am enjoying this genre because it requires a bit of fast-paced thinking, not just clicking. FF4 can get a little hectic and it takes a while to get through the entire campaign. It is very difficult to collect all the Steam Achievements due to how many rounds there are in the entire campaign.

As many reviewers have noted, the broken English in the game used is pretty bad. It is a bit distracting if you are trying to immerse yourself in this game. How hard can it be to find one American editor to clean up the broken English?

The sound effects are good and functional. The cartoony graphics works for this game. Again, my biggest criticism is the poor English being used. I am not a grammar Nazi, I simply object to what appears to be laziness on the developer's part to find someone who knows conversational English to edit the text.

Aside from that quibble, I have no regrets getting FF4. As usual, I wait for a 66%-75% sale before I buy as to minimize the risk of paying money for a bad game. Yes, I know Steam does refunds but with all the games I have and available today, I am simply not into paying full retail price for most games.

FF4 is a cute but challenging time-management\strategy game. Don't let the cutesy graphics fool you. It does require some strategy to get through to the very end. I highly recommend FF4.

UPDATE: I still prefer FF4. It is still the best version of the FF. I tried the sequels after FF4 and I really disliked the style and the mini-games. I was greatly disappointed in them which reinforces my love of FF4.

This was a quirky little game. A little rough around the edges but it was nice to come home from work and smack some little alien flea people around. The end was kind of weird but for a couple of bucks I laughed a bunch being god of the mushroom snow people.. Nice one! Actually, Psy Rob could do just few things better. First is fighting mechanics - card game is a good choice but it feels just a little too random. Second is soundtrack, it is very generic in my opinion, and if you really want to feel the atmosphere I would recommend turning the music off. Imho the atmosphere is truly a highlight of the game! This is fantastic and remind me of good old adventure games I played back in late 90s \u2013 early 2K \u2026 Dialogues is something worth mentioning as well \u2013 you can feel the characters behind the words. Overall PP is enjoyable experience). not a particularly diverse puzzle, there are no different modes, but for this price they should not be, the main thing is that everything is done well and works. Awesome game!. This game is too expensive in my opinion, there is a lot of bugs in the game and they dont even update it anymore. I don't recommend this game.. iffy on my vote. it is a \$5 game. get this on sale. it does become a little easy once you get a feel after a few runs. classes are just starting with different items, nothing too crazy. trading safety for item (relic) rarity is nice. game DOES NOT SAVE IF YOU EXIT. i repeat GAME DOES NOT SAVE. so i do have some idle hours in this game. graphics are alright. controls are ok, the swipe-wand-deflect-projectiles move activates a little late, takes some getting used to. items are generally well balanced. spiders suuuuuck. overall 7/10 good in-between game when the major titles feel a little burnt out.

there is one glitch in later levels, if you get hit with a miniboss's clusterbomb, you might be expelled from room boundaries. there is a fix; you need to walk (yes out of bounds) to the exit from the room, where you'd expect the collision detection is.. Awesome tool! A must have for every dev's arsenal.

. (SOMEWHAT LONG READ BUT VERY VERY INFORMATIVE TO BUYER)

It is not a bad game BUT some "features" are quite frustrating and unintuitive uncreative, also , the trailers are misleading, it seems you only get powerups like those after grinding - late game - spending money which brings me to

first off... THE NARRATOR, if there were any that make me wanna slit my veins.... he is very annoying.. and seems purposely made annoying with no real factor as to why.... other than to be a "joke" , a very very bad joke in bad taste... detracting from the games atmosphere.

Armor- you can craft armor that gives you bonus stats, helpful , but , they cost quite a bit to make even decent ones with scarce resources that you find , and the armor is too expensive to repair , and some enemys , hit you a lot of the time.

Crafting - is garbage... in my inventory i am told what powerups do such as split - grow ect. but when i want to craft at the bench 2 powerups together , the crafting screen doesnt tell me which powerups i am combining... only their picture\letter. making crafting a pain in the\u2665\u2665\u2665\u2665\u2665. having to close and reopen the menus to know what you are doing

Poweups- they have limited ammo and when combined have even less ammo??? and you can only have 3 equiped...

(i explain later) [why...WHY? is it because you enemies are bland? and would otherwise be easily defeated if i had unlimited ammo?](#)

[there are loot chests with more powerups and YOU HAVE TO BUY KEYS FOR THEM and the mostly drop mushrooms instead of powerups and those mushrooms seem 80% degenerative instead of aiding ... and money is already hard to manage. BC it cost money to combine powerups so you can keep the ones you found to keep in the three slots...](#)

[oh and if you die with your good powerups all combined together and equiped. you lose them. having to restart the quest of finding them in the first place](#)

[it costs money to repair armor , buy keys hoping to get powerups . buying HP potions because of cramped rooms . creeps hiding behind walls. and buying mushrooms in hopes of stat bonuses BC of slow leveling up... and Money to Combine powerups and buying ammo for those powerups so you dont lose them....](#)

[Enemies - bland.... boring . and annoying](#)

[enviroments - are also very bland and Cookie Cutter... only boss rooms are any different and have some some.. pizzazz](#)

[The town is annoying to navigate through.. having to load a shop that should be outside or be enterable already... Preloaded](#)

NPC are useless, personal home is useless

Overall a lot of what should make this game fun DETRACT from the game i guess thats what you get for 5 or less dollars though.....Fix it and i will change to positive. I have to say that I do enjoy this game but there are times where you want to punch the screen.

The game is meant to be difficult but winnable. Now i've lost loads of games and well it's not fun when that happens, but when you get that game where you win you get such a good feeling. The dev aimed it at being hard on the survivors to win so don't expect it to be easy, the zombies do get it easier but can fall short when the survivors get going.

There are many types of modes domination (where you own the field with more units), Raze (where you have to destroy the base) and survival. I've only really played Domination as i've had most success with that.

Once you level up your survivor and zombie collections you get extra cards and booster packs, i'm not sure how these booster packs come into affect yet tho. I love the card photos, each card has multiple variations so you can pic which one you want in your own custom deck.

All in all this game is good it just takes time for you to get into the groove of it and wait for the right match to come along.

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