
[Platypus Comic Strips] To The Moon, Too! Download Unblocked



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About This Content

Spoilers!

To the Moon, too! is a short comic following the Platypus (Platplat) & Paper Rabbit as they attempt to reunite with Johnny & River after they parted at the end of *To the Moon*.

This is a package with the HD version of the complete comic (in both .PDF & individual JPG files format) for a small fee to support the production of the comic, which is publicly available for viewing in web-size format @ Freebird Games' website. It also contains some perks:

Additional bonuses:

- \$2 Paypal rebate for *To the Moon* music boxes & comic print purchases at: <http://freebirdgames.bigcartel.com/> (See rebate.txt in DLC folder for instructions.)
- Wallpapers featuring Platplat, paper rabbit, Johnny, & River from the full sized comic.
- HD audio file for Piano medley of *To the Moon* and *A Bird Story* themes.

(This DLC will be downloaded to *To the Moon*'s Steam folder. To navigate there, right click *To the Moon* from Steam library -> Property -> Local Files -> Open Local Folder.)

Title: [Platypus Comic Strips+] To the Moon, too!

Genre: Adventure, Indie, RPG

Developer:

Freebird Games

Publisher:

Freebird Games

Franchise:

To the Moon Series

Release Date: 27 Nov, 2015

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English







This is a bad game.

The gameplay is extremely simplistic, the interface is atrocious and the mechanics are obfuscated to the point where nothing makes any sense.

The gameplay is centred around cycles of four turns. In the first turn of a cycle, you buy soldiers and boats in your starting provinces. You can also do other things this turn, although it's generally pointless. You can commit "subterfuge" to gain a province by dumping slightly more money onto that province than it would cost to hire soldiers to take it. You can sign peace treaties by dumping money onto other countries, meaning the AI won't attack you until you're ready again. You can fund neutral provinces to slow down your opponents (by dumping money on said provinces), but because you're spending your money it slows you down as well, so it never makes any sense to do this. You can fortify a province, although it never seems to be worth it as retaking a province is generally less effort than defending one. Finally, you can spy on provinces. Spying on provinces is the only way to get any idea how many soldiers you might need to conquer a province. It's not particularly expensive, but it takes so many clicks to spy on each province that it becomes too tedious to bother, when usually they only have a few soldiers anyway.

In the next three turns (as well as on the first turn) you can move your soldiers and boats around. Boats can travel from any coastal province (almost all provinces are coastal) to any other in one turn, making the geography irrelevant as almost every province might as well be adjacent to one another. Attacking provinces is basically guesswork, hoping they won't have too many soldiers relative to the number you send. As mentioned above, you can spy in the first turn of the cycle to see how many soldiers there are, but even if you do this they've probably moved by the fourth turn of the cycle. Battles are a confusing mess where it's never clear exactly why you won or lost, and the after-battle report doesn't explain things either.

After the fourth turn, you collect income on your provinces and do the process over again. Between turns the game tries to spice things up with random events, but every event just seems to be "-10% tax income in *province*", "Gain fort in *province*", or "Lose fort in *province*". The AI doesn't really know how to do anything except senselessly invade random provinces. Eventually, you conquer enough provinces and win the game. This is all done while struggling with the interface, where everything seems to take several more clicks than it should. The game looks and feels like it was made for touch screens, yet as far as I can tell is not available on mobile devices, where it would be more at home (although still inferior to much of the competition).

There is no reason to buy this game, especially not for this price. If you really want a mechanically barebones strategy game on Steam, just buy RISK. It's no masterpiece, but it's a tried and true functional game that has all the complexity this game has once you get past the first 5 minutes of struggling through broken side-mechanics.. This game is like your ex girlfriend, You love to make her jealous.. But then she bloody comes back like a chimpanzee at a toy store.. This might be decent if played for free, but this 20 minute story isn't worth the cents I paid for it. Could be better if it had way more depth.. Harder than darksouls. The graphics are good, however the gameplay is not. The plot is extremely stupid. Item usage is boring and repetitive (most of the time it's just "find a missing piece"), illogical and random. Also it involves a lot (and I mean A LOT) of backtracking. There are way better hidden object adventures than this one. Check "9 Clues" series.. Good game, but the DLC isn't worth the time.

One of the best turn-based games I ever played!

A challenging and funny game in one package.

highly recommended!! More like Jaggy Lines: Bad Graphics and Gameplay. Definite buy if you're a fan of slice of life. Read ch1 first.. An art game I think.

Simply put I didn't find anything mechanically or interactively fun with this game.

It looks like a great effort has been put in to make this.

The sound design did create an interesting atmosphere.

Have a look if you like this kind of thing.. Very mediocre game that can't decide on a genre. UPDATE: Sorry, people, but I have to change my review. After spending several hours with it, I've decided the level design is too cumbersome and technical to merit a thumbs-up.

I want to recommend this game; the graphics are amazing and the triplicate-art shows a level of devotion and attention to detail that most games don't have. Unfortunately, the puzzles eventually get very minute and annoying -- so much so that the game is no longer fun. I simply quit caring and stopped playing. Maybe other people enjoy this sort of pixel-different placement challenge, but I don't want that sort of stress and frustration in my games.

I struggled through many levels that I didn't enjoy, because I assumed the fun factor would return, but it never did. It's just not worth my time anymore.

Original Review: A remarkable little platformer.

Combine the focused visual concentration of Limbo -- the refined art style, the elegant control mechanisms unencumbered by needless complications -- with the unforgiving, punishing precision of Super Meat Boy -- the tiny ledges, the insane death spikes waiting below -- and you've got a superb title.

You could wait until it gets cheaper, but I can tell this will be worth every penny of the \$9.00 I paid.. easy too 100%, not much reply value after that, but for the price its well worth it

the grahpics are well done and the comic is drawn nicely. Top notch adventure game. Great story, excellent voice overs, and the graphics aren't bad either. A lot of dialogue, but it's pretty important to the story. Certainly try it out if you're a fan of the adventure genre.

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