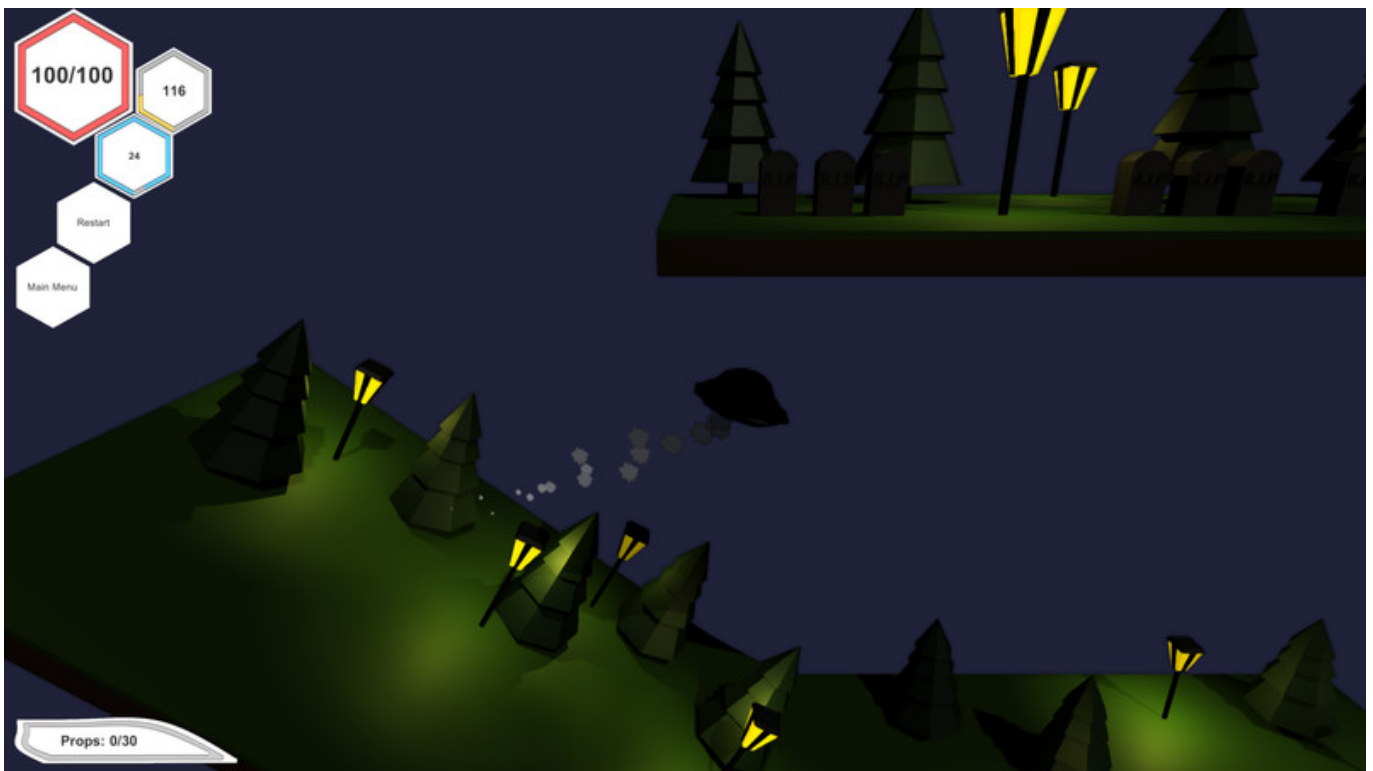


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## Saving Harmony Ativador Download [Ativador]



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### About This Game

It is March 15, 1920 and the town of Nikolayevsk-on-Amur has been overrun by mad men killing and burning everything in sight. You are the last survivor of the Japanese expeditionary force in Siberia. You must fight to survive and in the end find a way to save Harmony. Fight off soldiers driven mad by over consumption of varnish in the aftermath of the Nikolayevsk incident (????). Search the area for radio parts to build a radio to call for help.

Try not die of exposure in the frozen Siberian countryside. Cut down trees and start fires to stay warm. Hunt deer and other game and cook the meat to regain health. Explore the endless Siberian forest during the day and night. Use lights to illuminate the way in the dark. Avoid dangerous meteorite fallout spread throughout the area or cover them with snow using a shovel.

- Loosely based on true events surrounding the 1920's Nikolayevsk incident
- Period weapons including Mosin rifle, Type 38 rifle, Nambu pistol, and Red 9 pistol
  - Physics based inventory system
  - Speed and warmth upgrades
- Trade with strange forest creatures
  - Unique perma-death system

- 
- Day and night cycles based on your clock
  - Infinite procedurally generated environments

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Title: Saving Harmony  
Genre: Action, Adventure, Indie  
Developer:  
Daniel Mercier  
Publisher:  
Mercier Games  
Release Date: 26 Sep, 2016

a09c17d780

**Minimum:**

**OS:** windows XP or higher

**Memory:** 500 MB RAM

**DirectX:** Version 9.0

**Storage:** 100 MB available space

English,Japanese

### SHIP DESIGN: ARK

**STRUCTURAL INFORMATION**

NAME Ark

HULL Ark

SIZE Ark

ROLE Ark

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**COSTS**

CONSTRUCTION 600

UPGRADE 24

UPKEEP 8

EMPIRE RE. 100k 180 200 290

190 200 110

The Ark's visual is for the maximum level you can currently reach. An individual Ark's visual depends on its own level.

MODULES ALL ↑ ↓ □ ≡ Show obsolete modules

**SHIP STATISTICS** Detailed stats

14000-29000 220-520 5 4

0-0

PROJECTILE ENERGY

467-967

Long 0% Medium 0% Short 0%

Close
Reset Design
Auto Design

**RENEGADE FLEETS**  
UPDATE

# HELP

REWARDS

GAME PARAMETERS

HOW TO PLAY

CREDITS

## REWARDS



Warlord  
800



Conqueror  
1000



Defender  
1000



Architect  
500



Expansionist  
500



Inspirer  
500



Tactician  
1000



Striker  
800



Strategian  
800





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saving harmony. saving you saving me harmony raines

A really nice and simple game! :D. **Made by the developers of Bad Rats, need I say more?**

**This game is bad. Really bad. The gameplay is repetitive and boring, even before the end of the first level I wanted to stop playing. The voice acting is the worst I've heard, the music is a short 30 second loop, the fire sound is awful and since this is a space shooter you'll hear it A LOT. Visually the foreground and background objects feel like they are drawn for two entirely different games (they don't mesh well) and are hard to look at.**

I'm sad that I even installed this game, in the end I found no enjoyment. If this review saves you from experiencing this terrible title then I have succeeded.. Short but sweet. Get this with the Orange Box.. This was fun ^^ . This is one of the most fun VR Games I have played for the HTC VIVE. The way that the developers make dodgeball fun and entertaining to play continuously is awesome! I love their new updates like how the ball turns to glass after being on the ground for a while and also the new added game modes like Last Life, Insane mode, time mode and the other ones they added. And this game only costs \$2 so you should buy it! Definitely recommended! Very little bugs but the improvements do not affect game play.. Some things to note about my review are that I got the game for free, I haven't played the first game, I was unable to try out the multiplayer, I only used one ship type, and I only played through on the easy difficulty.

Platypus II is a side scrolling space shoot 'em up that's supposedly a sequel to Platypus. You fly around in a space ship and shoot all kinds of enemies, ranging from other ships to... well... er... weird things. With seemingly no story, it's basically about defeating the enemies and getting a high score, which will save once you're done. You can pick one of four different types of projectiles when you start. This will determine your normal shots as well as your powered up shots. To get the different variations of your chosen projectile type, you have to kill certain mobs of enemies that will drop a star. You will see a color and letter on the star to denote the types. It seems that there's generally a power shot that will go through enemies and destroy enemy shots but shoot slowly, a wide shot to give you better coverage, an auto shot that lets you hold down the fire button to shoot continually at max speed, and rockets which seem to be the same regardless of your ship choice. You can shoot the star to make it spin around and change to the next in the cycle of set powerups. You can also find a lightning one that will always be lightning. And sometimes stars will drop that are only one type no matter how many times you shoot them, but all of them are on a timer. You can also find crates being carried up by ballons that will drop things like coins, score multipliers, and orbiting cannons that will shoot your current projectiles alongside you. By killing specific groupings of enemies you can get bonus points. Some larger enemies will give lots of points for being killed and will also drop fruit. You can collect the fruit for more bonus points, but if you shoot them they will break apart and leave you scrambling to pick up the pieces before they call off screen. So many points will get you an extra life. There are also bosses at the end of each level. There are five levels with five areas in each. By beating a level you will get a bonus credit.

I like the art of this game a lot. The claymation look is cool with lots of vibrant colors an interesting designs in the backgrounds and enemies. The music is pretty nice too. It contols fine and it pretty simple to control. Being able to choose between different ships is cool for variety, strategy, and just some replay value. The mechnics of bonus points for killing enemy groups makes you want to kill everything rather than avoid it all. And the fruit gathering requiring you to be careful not to just keep blasting constantly is a nice touch. Also, the ability to swith what the powerup you pick up will be on the fly is fun because you have to decide if you want to switch its type and risk waiting longer to grab it or go in early while it's still safe and deal with whatever you get. Plus it introduced new enemies and hazards while staying visually appealing.

There are some problems though. Yeah, it looks pretty, but sometimes all the effects of exploding enemies can get in the way of seeing projectiles, not to mention the scenery getting into the foreground and blocking your view at times. There's also a weird choppiness to the visuals. That's probably somehow my machine, but it seems to meet the requirements so I'm not sure what the problem could be. The music is cool but can get a bit annoying if you don't like the song as stages are a bit long. Steam overlay would be a nice feature to include... or online scoreboards and such, but those are all minor things. I think the biggest problem is the pacing. The game is a bit too long to necessarily do in one sitting unless you generally have longer sittings like myself. Even if you do play it all at once, your trigger finger is bound to get tired. I mean, you CAN hold down the button to auto fire but unless you have that auto fire powerup then you can press the fire button much faster than that standard auto rate. I could use a bit of shortening up or perhaps

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some more variety in your gameplay to go along with the new enemies and backgrounds that you get.

So what does this add up to? Well, Platypus II is a fun little game, and it's worth playing if you like colorful space shooters. However... 7 bucks is a bit much for the short title. You'd have to really want to get those high scores and try out all the ships to want to keep playing, and it can be a bit tiresome to the fingers. For 3 bucks or less, I'd say it'd be worth getting for the general public. Overall, Platypus II gets a 6 out of 10 for being a pleasing space shoot 'em up experience.. proseriesofmortalkombat. Tsundere Elder Sister Neko, Let FAP.. Nice little game.



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Great song. Pretty fun to play. Sadly, the only song in the pack that is worth playing. Pretty happy that they released something that was worth getting after weeks of crap.. Good game!! 4/5

:D. I really love this game! Especially the variety of levels is awesome! It's not like other games, where everytime you play it's pretty much the same. In Tic-Toc-Tower it's different everytime! I really recommend this game to everyone!. I like the story, visual, and game play.

I don't like how this is cut up and sold in pieces,

BTW calling each "DLC" - a BOOK is wrong.

The amount of content is more like a PAGE, at best a CHAPTER or ACT, but I should be glad you didn't call it EPISODE, maybe call it SEASON? \*ahem\*Pass\*. If you came only for those R-18 \*scenes\*, I don't recommend this game. Unless you came for huge storylines and those \*scenes\* too. This is for you. The story tho is kinda dramatic for me, LoL.

p.s. Those scenes do move, impressive work. (ಠ\_ಠ). QUICK THOUGHTS:

Clicker bAdventure starts out well enough but the further in you get, the more glaring the faults and glitches are. Level 7 ended without me advancing and no way to advance either (in fact I got stuck on a non-existent bridge while trying to figure it out and had to exit to the main menu which opened level 8 and 9 in the continue screen), choosing level 8 puts you in the middle of a battle with no way to restart if you die due to the mouse not appearing on the screen to select, and level 9 just drops you through the map. And I swear to god there are so many trees you'll spend half the time trying to find your character in them because he got stuck at one at some point you didn't even notice.

While a noble venture kind of worth playing for the integeation of action rpg elements into a traditional clicker title, there's too many bugs and trees to make it worth your interest at this time. The music could be better/better expanded upon as well, not to mention the voice overs aren't that great, not to mention a bit inconsistant in audio quality. Hopefully Luminark continues to tighten the mechanics up as time goes on, and doesn't just abandon this project.. the game is not working

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