
Water Heroes: A Game For Change Activation Code [portable]



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About This Game

Water Heroes: A Game for Change is an awesometastic puzzle game adventure about water! **Oh, and 50% of its profits are donated to charity!**

Play with Water and the elements! Use Cold, Heat, Ice, Steam and much more. In Water Heroes, your job is to drag cute pieces over each other to create reactions based on physics and chemistry. Everyone can do it! Deal with oil pollution, icebergs and waterfalls too! The goal is to collect fresh, drinkable, clear water while scoring as many points as possible. It's educational and fun!

The best part? **We donate 50% of our revenue to ClearWater**, a charitable social project that gives clean water to the indigenous people of industry-polluted Amazon. **Play this game and save lives in Ecuador!**

ClearWater was founded by Trudie Styler, Mitch Anderson and Rea Garvey, musician and singer for the band Reamonn. The project also has the support of the Leonardo DiCaprio Foundation and the Rainforest Foundation. It's a fantastic team that supports nature and human dignity. And we're all helping!

Features

- Tons of different pieces to play with! Water, Oxygen, Hydrogen, Heat, Cold, Ice, Steam, Oily Water, Plants, Carbon Dioxide and more surprises!
 - Lots of unique piece matchings! Heat and Cold explosions! Blocker pieces! Grid shuffles! Oil propagation... (brrrr :s)
 - A rewarding experience! You can earn up to 3 stars in each level. Mastering these will earn you awesome unlockables!
 - Challenging puzzle levels to test your game skills!

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- An amazing soundtrack, composed with love. ;)
 - Simple to learn, hard to master gameplay. Accessible to all, but a challenge for veterans and completionists.
 - Funny cutscenes to get to know the story and our charming characters. Help Aurora and Pingo in their surprising journey through the river!
 - Game text in English, German and Portuguese.

About us

We are Classplash, an indie video game development team from Portugal and Germany that brought you Flute Master and Rhythmic Village, two awesome games for music education. Our motto is "change the world by gaming" and Water Heroes fits this vision very well. We created it as part of our honest commitment with humanity: developing great video games and making the world a better place.

Contribute and... change the world by gaming! ;)

Title: Water Heroes: A Game for Change

Genre: Indie

Developer:

Classplash

Publisher:

Classplash

Release Date: 1 Mar, 2017

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English,German,Portuguese





QUESTION 1/5

DIFFICULTY: EASY



DO YOU EAT LOT OF ICE CREAM?

WHO WILL ANSWER THIS QUESTION?



CHANCE (%)

93



CHANCE (%)

60



CHANCE (%)

65



CHANCE (%)

76



CHANCE (%)

74

What could have been a really engaging story, with decent puzzles to keep the player engaged and provide a sense of participation/accomplishment, is unfortunately let down rather badly by poor game mechanics and puzzle choices. It is generally not possible to progress from an area until you have discovered every single clue there is, which is fair, but in that case those clues should be easier to find (with the difficulty resting on the subsequent puzzles and deductions). What this game does is leave the player furiously scrabbling for walkthroughs, or in my case, several walkthroughs, to find the answers to puzzles that are not just hard, but outright nonsensical. In one case, every walkthrough I have found simply gave up and brute-forced the answer through repeat tries.

Unfortunately this all culminated in a stealth scene that, if failed, fails the entire game (which is a bit steep for a game without autosaves, didn't I mention? SAVE OFTEN!). Maybe it was the conversion to newer systems with expanded graphics, but character movements glitch through, over and behind objects, and this seems to have disrupted the mechanics of that scene, making it impossible to succeed, even when following walkthroughs to the letter. As such, the game was unplayable beyond that point, which I am told is about halfway through.

So unless you see indications that these problems have been fixed, save yourself the expense... and the pain of an endlessly looping soundtrack as Holmes combs every square inch of every level with his magnifying glass, seeking THAT one final clue.

Elementary, my dear Watson. Don't buy it!. MOAR. SLOTS.. It took me a while to be fond of this game as I played it years ago and while my rig met the minimum requirements (almost reached the recommended ones) it had a hard time running Crysis on it properly. There were numerous glitches, audio issues and frequent CTDs.

But you know what? Putting the technical difficulties aside this is a damn fine game! You play Nomad, a special forces soldier who wears a so-called nanosuit. The story takes place in the future and the objective is to find out what happened on the island previously seized by Koreans.

While you traverse through the deep jungle and small settlements you notice two things: the game is stunningly beautiful (there was a reason for the high system reqs) and that by hiding-shooting you cannot eliminate your foes. You need to utilise your nanosuit.

You can bring up a special menu and select from various abilities. Speed makes you faster, Strength allows you to melee your foes or throw bigger objects and Stealth makes you invisible. All drain your energy bar (which will refill automatically, but slowly) and I do not have to mention that Stealth is the most exciting and most useful among all. Oh, yes, there's a 4th power enabling you to take more damage.

Enemy AI is great - they respond to the noises, work in squads and will try to find you even if you are invisible. On greater difficulty settings they speak Korean so you do not understand what commands they give to one another.

Occasionally, the game throws in some scripted cutscenes - these look good and also interesting. By looking at the pictures on the store page one can guess what they'll find (and what the army was really looking into), but let's not spoil it here.

Crysis is a stunningly beautiful game (even today considering it's more than 5 years old) and makes for an interesting, action-packed ride.

WARNING: This review is based on playing the game on a 32-bit operating system. As per the feedbacks on the store page and amongst the discussions people detail further issues when it comes to 64-bit systems. I understand there is a workaround which has been tried and found good, still, this is just to let you know that before the purchase you should look into this.. **MORE CONTENT!!!!** Ez game but fun, not nearly enough achievements for how easy they are, except combo master, which took my an half hour to think of a team. Just add like another map or something. As it is right now idk if its worth the 5 but it would be if they where to update it.. Based on the reviews, I was worried, but it turned out to be just as good as the other Nancy Drew games during the same time period. The older PC Nancy Drew games all have their quirks and I find using Universal Hint System to be better than others because it only shows you a small it and lets you reveal more if you need it. However, The Secret of Shadow Ranch is a good game, just as good as Deception Island and Ghost Dogs at Moon Lake.. Usually an expansion will add a balance of good, bad, neutral elements to a game. This literally only makes the entire game harder, handing out punishing

cards and negative effects from the start. Not to mention a way for every player to lose if they don't know how to go through the game super fast.

Plus, visually, the omen card keeps popping up a whole lot over other cards as they're being played and we don't know why, but it's annoying and there's no way to disable that function. Would not go out of my way to get this unless you've played a lot of Talisman and feel like there needs to be extra pain added to the gameplay with *no* added rewards. If a hardcore audience exists for this game, I'm almost certain this is the expansion they add to weed out casuals from their games.

Talisman otherwise? Good game, do get. Not this expansion.. Horrible controls and quite the crappy tutorial. Started the Story and found that I couldn't die, or I at least have way too much health. Overall not a great first experience, but take this with a side of salt.. Avoid.

The game has almost no content, is buggy, and has no instructions or directionality. And that's all apparent after only a few minutes of playing.

Example of how glaringly unfinished this is: The wave-based combat mode? Would be nice if some enemies actually spawned for you to shoot at.. Repetitive, no real new elements apart water everywhere, Alien Breed 3: Descent doesn't manage to get as good as the others, as you're always seeing the same rooms over and over. But the end of the first chapter, the fact that you find Vance and Barnes, how to say it,... or Klein's body make the story good.

In other words, Descent is concluding the trilogy, still in the same ship as the previous game but with a reason for you to fight. Your friend MIA is prisoner. People around you are dead. No one is surviving apart you.

This game is very very similar to the two previous ones, so, well, I'll copy\paste parts of them.

The solo campaign is about the main character but you can play three co-op missions as Vance and Barnes with a friend.

The game is seen in 3D isometric, meaning that you have a little time to adapt to the command and the view when you're used to 3rd person or 1st person game.

I've enjoyed this game but less than the others: the plot turned out to be very sad because his only friend is prisoner and Theo knows that if he wants to stop this madness, some sacrifices have to be made. However, given the fact that no novelty is there, apart another new weapon, this game is on the verge to be a boring one.

You still have the PDA - with finding those of the crew ship, without forgetting the maps and the terminals that are shops and save points.

The HUD is orange, like the title in the header. So, everything (texts on the screen) will be orange too. The game is also told with cutscenes drawn as comics. And well, orange is also the main color. Impact had blue, Assault had green, Descent will have orange, kinda indicating that we're going down into the fire.

Alien Breed: Descent is still a nice game. Don't worry, it will conclude perfectly the trilogy. That was a nice ride, don't hesitate.. So this game could be a lost gem in the retro gaming world but due to \u2665\u2665\u2665\u2665\u2665 programming it's not.

The game is actually really fun, you travel around space, beat some aliens and other opponents, completing various missions, buy new spaceships ect. ect. it could be a very fun game if there was no darkside.

The darkside of the game is that the programming is really bad and here is why:

- The mouse programming (which is absolutely not needed in this game) keeps the game crashing over and over again. Till you figured out that keeping the mouse on the middle of the screen solves the problem.
- The resolution options of the game don't work properly. If you change the resolution the screen gets off center so you can't see things like health or shield
- Sometimes for no reason you can't board spacestations or planets. The game keeps you on your ship and you can try it over and over again with no chance to board anything
- Sometimes the game gets stuck in a loop of spaceship fights. That actually happened only once and led me to glitch the hell

out of the game. Because everytime you try to scan a space object a fight with an enemyspaceship breaksout. In my case the enemy was a puny little ship that didn't match mine in any aspect, so it took me no time to defeat it foor about 50 times, but you got always new loot from it. After that i got bored and made some missions and broke the stuck loop.

So if there is any update wich would fix the problems above than it will be a gem in retro gaming but actually its not.

This has been untouched in my library for years. I don't really know why anymore, now that I've gone through it I know everything's there and it's all pretty damn good!

The setting is a little bit cliché ("magic" vs. science), but everything from the writing to the art just works and the story wasn't at all what I expected after the first chapter or so.

So yeah, already bought the sequel.. These weapons are decent and only improve your selection of weaponry. They are designed with a steam punk theme.

The Zed Thrower is actually a Pancor Jackhammer, is fully automatic and is an okay gun. It doesn't hold much max ammo however, so pack a reliable secondary. The damage is pretty weak unless you're a high level Support and the magazine size isn't that great, but it reloads all of its shells at once. There's also sort of a weird knockback alt fire than can keep scrares at bay for quite some time. Can serve as a poor man's AA12.

The Single Pistol Long Musket is actually a very useful addition to your arsenal and serves as a stronger replacement for the Lever Action Rifle (or Winchester for veterans of the Killing Floor mod). The only thing wrong with it is the scope, which is misleading and can be very difficult to aim with. Honestly, I'm not sure why this hasn't been corrected, I'd imagine it would be a simple fix.

Dr. T's LDS is a steampunk tommy gun which, according to the stat bars, sports better range than the Thompson and the Rising Storm tommy. This hasn't been tested by me because a) who uses a submachine gun at long range? and b) whatever its range is its more than within effective range at most places on most maps. It also sports a drum magazine, giving it more magazine size than the Thompson but still less than the Rising Storm tommy. The ironsight is actually pretty original and interesting, while not making it difficult to aim.

Last is the Orca Bomb Propeller. Its basically the normal grenade launcher but the grenades bounce upon impact with a wall or floor, still detonating on impact with zeds. This CAN allow you to shoot around corners, but its just not very practical. Other than that, there's no real reason to choose this over the normal grenade launcher (for you level 6 demolitionists out there who spawn with the regular).

May as well get it on sale, its not worth 8 dollars.. I really don't understand why people cry and whine about the game not looking the best... IT'S 10+ YEARS OLD, GET OVER IT!

Anyway, I personally love this game!

The only con from me is that you don't get enough time to get to each station. Wish we got more time!. tl;dr: Worth the 5 bucks.

After playing 2 hours, I must say that this was money well spent. I didn't experience any connection problems like many others have reported. Even with my crappy internet connection, it is a matter of seconds to exchange parts, so it seems like that issue has been fixed. Also, someone said that this game wouldn't have an options menu, which is simply not true. You can adjust resolution and graphics settings.

The game has some minor issues though. The GUI is a bit suboptimal. For example the red flashing button after you changed a component first made me think that I couldn't fit that part into the tank, while it was only meant to indicate which button is selected. Also, the menu navigation is a bit unclear. But tbh, this is complaining on a higher level.

While the environment is nearly completely destructible, many buildings leave a frame, meaning you can't drive through them. A pity, that would have been a really fun feature, just waltzing through some factory, living quarter or what have you.

Contentwise, the game offers 14 missions. I'm already at mission 8. But the 360 drills make up for that. You can also have custom sp missions, and then there's still the multiplayer.

This game is definitely not "pushing the boundaries with modern graphics and exceptionally deep gameplay". For example the outline effect that indicates how well you hit, is rather cheap. But what Infinite Tanks does offer is solid craftsmanship. The graphics do look nice, and the game is fun to play.

Also, the "Incredible realism" thing is a bit euphemistic. It's an arcade shooter game, not a simulation. Which is exactly what

makes this game fun to play. It's rather easy to get into, but becoming good takes time and practice.

So, all in all, 5\u20ac is effing cheap. I mean - seriously - the worst part of the game is the developers description on this store page ;) If you're even remotely interested in this game, go ahead and give it a try.. I shot up weed smoking aliens as a hotdog, I relished the experience 11/10 .. Downvoted for inexcusably lazy VR port. I'm fine with the game being a third person view; I'm fine with not making use of the spatial tracking of motion controls; I can forgive the really weird switch to a 2D floating screen for cinematics; but trying to play a VR game with a keyboard *that you can't see while wearing VR goggles* is just ridiculous. It would have been trivial for the developers to map controller inputs to keyboard inputs, even without motion tracking, but they just couldn't be bothered. Nor did they make any effort at all to implement known best practices for mitigating motion sickness.

Gameplay, puzzles, and storyline are OK, probably would have neither recommended nor warned against the standard version.. For a 15 years old game, it's so fantastic.. very good game. definitely worth the money. wouldve preferred 2d anime wamen too. but im not that picky. It may look like just another cutesy retro platformer designed to provide a brief dopamine hit of nostalgia, but MagiCat is surprisingly deep.

Getting the three gems on each level requires equal doses of platforming precision and strategic thought, and the latter can often be fairly tough (moreso than I was expecting). I'm 7 hours in, only about halfway through, and the game is still humming along - my initial reaction to seeing the screenshots was that this game would provide about 5 hours of entertainment max before it either ended or became too boring to continue.

I'm often pleasantly surprised by the way MagiCat consistently introduces new mechanics and concepts, rather than drive the existing ones into the ground. Hats off to the dev for keeping things fresh while still providing a healthy dose of familiar and comfortable tropes from classic games like Super Mario World. Great bang for your buck here.

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