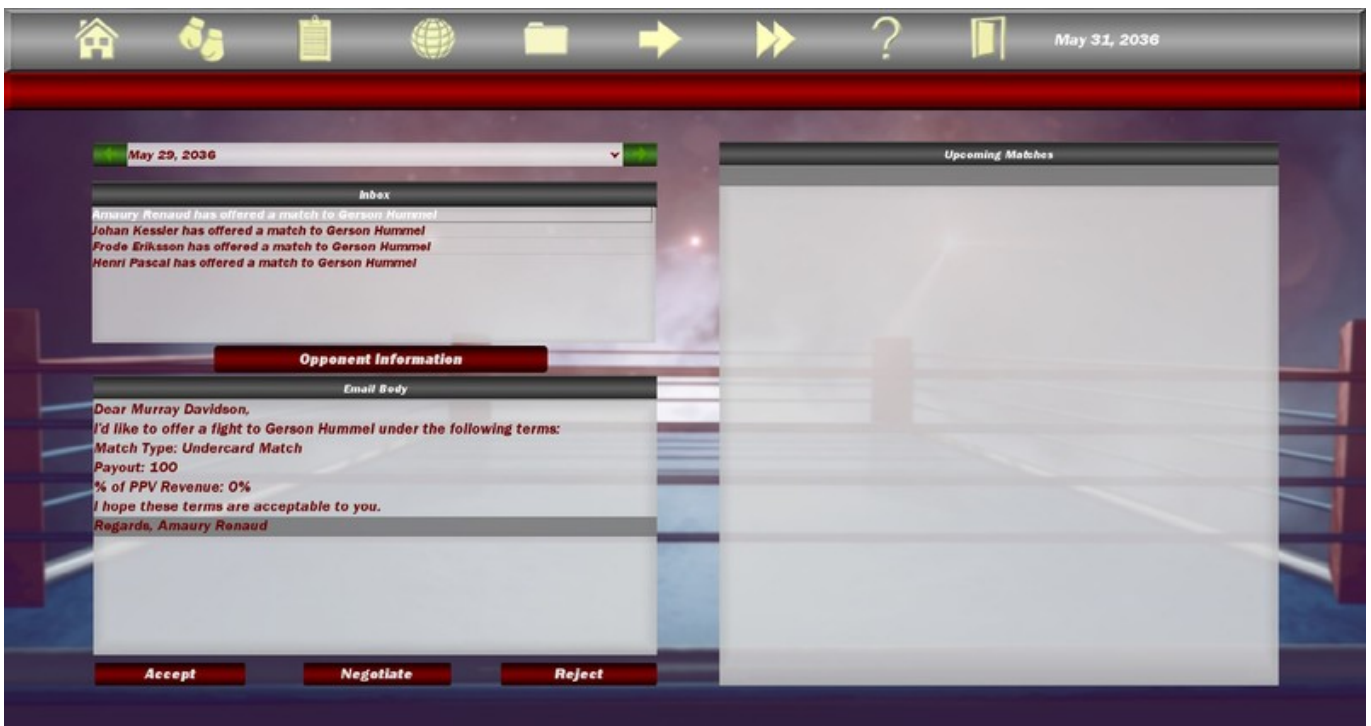


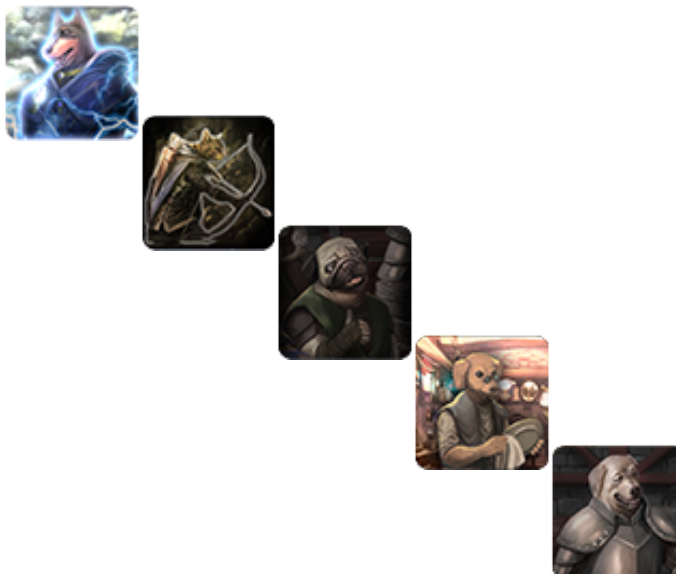
Campido Download] [crack]



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About This Game

Campido is a unique card game which challenge your wits, strategy, memory and management skills. The game is set in a fantasy universe, in which humanoid mammals are replacing the regular and normal human characters you are always used to see. Play as the tavern keeper, fight your way trough each stage to unlock more unique cards that will change the game, master the skill, buy richer clothing, tavern upgrades and more.





Features:

-  Discover a unique card game, never seen before by man, dog or cat!
-  Be impressed by the unusual fantasy setting!
-  Game-Play which is easy to understand, yet hard to master!
-  Warm, welcoming tutorial narration by Troy W. Hudson!
-  Become addicted to the experience and progression!
-  Unlock more unique cards in each stage, which alter / change the regular game!
-  Convert your tavern from a cheap and half broken place to a rich and luxurious lot!
-  Unlock unique perks which improve your business / change your experience!
-



Customize your character!

•



Bathe in unique illustrations of characters from the world of Campido.

Title: Campido
Genre: Casual, Simulation, Strategy
Developer:
MuscleBird
Publisher:
MuscleBird
Release Date: 28 Oct, 2018

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Minimum:

OS: Windows® 7 / Windows® 8 / Windows® 10

Processor: Intel® Pentium® D or AMD® Athlon™ 64 X2

Memory: 3 GB RAM

Graphics: NVIDIA® GeForce® 8600 GT or ATI™ Radeon™ HD 2600XT or better

DirectX: Version 9.0

Storage: 130 MB available space

English







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I played the game all the way through beating every level on normal and hard and enjoyed it. Just because of that I have to give it a thumbs up, but there is alot of room for improvement. I really like tower defense games though so thats pry why I was able to enjoy it so much.

Length: I bought game on a good sale for a few dollars. When it only takes a few hours to beat the game and about 8 ish hours to completely conquer it perfecting all levels on hard, I wouldn't pay much more for it. I know it says I played longer, but I get pulled away and leave my games on pause often. I did throughly enjoy the pause button. It was probably paused for as much time as I was actually playing.

Pros: Very simple. I enjoyed the skill and tower combination. Only 4 towers but it was fun to try and figure out how to use them together for the most effect. I really liked the hero and being able to deploy rogue and lightning. Having to use the rogue to pick off the healers was kinda fun.

Cons: Very simple. While I liked that each monster had a strength and weakness, it didnt really matter as there are only 4 towers. Once you figured out the best combination there wasn't much else to it. I wish there was a library so I could go back and see enemy weaknesses and strengths though. Left me guessing trying to figure it out the hard way cuz I would either forget or click through really fast. Bosses were pretty lackluster. Only the last one was strong enough to deem a challenge but he moved so slow he wasn't. I never kept thinking I want to be able to max out these towers and kill hordes already. You do eventually get to that point but by the time I got there it was basically just turn game on autopilot and was too easy. Any map where the lanes all merged from or to one choke point were to easy. Any map where there were not a solid choke point were pleasently hard. There were 2 maps early on though where there where 3 lanes. They were so hard on hard that I eventually skipped them, built up a ridiculous amount of coins and then came back to them loaded with spells. The tic tac to board was so tough on hard I don't think I could beat it without spells.

Using the coins to unlock things was cool but there was only an finite amount of them. (well I guess I didnt try going back to redo a level I already mastered). I did not like how skills had to be paid for and unlocked with them. I was scared I would burn all my coins and not get all my towers unlocked. Ended up not mattering though cuz there were plenty since I was stingy.

*****Spoilers*****

Fire was very op. Especially when combined with the slow. After I figured that out it I only used lightning and arrow towers to pick off any strays immune to fire. Once you figure that out the game really just becomes healer control and how good of a shot are you with the rogue at picking them off. If they build up zap with lightning. The healers were really the only part of the game that added a challenge and they really got old after a while.. I have a fairly decent computer - admittedly somewhat old - and this game is so horribly optimized that it barely runs. Avoid if you don't have a newer computer.. No, claimed there was sieging and battle, there isn't, and its slow.. got the htc vive pro but it crashes everytime before i go into a race, REFUND!!!!. You can enjoy the story accompanied by exciting music and handsome barrage

The plot is simple and short but fascinating

I wonder what happens to Misty after that

Looking forward to the sequel\uff01

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\u671f\u5f85\u7e8c\u4f5c\uff0c\u628a\u6545\u4e8b\u8b1b\u4e0b\u53bb. TL;DR at bottom, this is a long review

So, I wish I could give this game a neutral recommendation. This game either doesn't something right, or, does it wrong. It's the best Milestone game out there in the way that you look for the cleanest of your dirtiest shirts. I want to like this game more than I do, yet I don't regret buying it. It has very good visuals and an immersive feel to it. I also like the racing format. The weekly schedule with racing, training, promotional stuff is a nice addition. The idea of the game is great.

My problem with the game is the physics. This has been the problem for all Milestone MX games. The physics in this game are the best they have produced, but it still needs much work. On the ground, the bikes' suspension reacts awkwardly and slow. Adjusting settings do have a noticeable impact. Bike is doing 50 mph, wheels look like they're doing 20. Your rider has plastic ankles and cannot handle casing a landing. Come up short on a triple and prepare to crash. One because plastic ankles, two because you probably won't make it even on a 450. You have to be precise. Touch any of the tuff blocks/hay bales if you dare. You will immediately fall over, no questions asked. The clutch works better in this game over the previous one. However, it will still kill your momentum if you use it for anything other than starts. Despite all of this, I do feel on ground physics are an improvement. Whoops feel much better.

Scrubs deserve a whole paragraph. They are freer than they have been and are still pitiful. Milestone seems to be convinced that moving controller sticks opposite to each other is the best way to initiate a scrub. This is awkward. This doesn't make sense in a game or real world. Mx Vs Atv does this better because they know bike and rider lean together. In this game, you do have to bring the bike back around. But it is slow and painfully awkward to do so. The greatest issue with scrubbing is that it doesn't flow. It still feels and looks like you're initiating an animation and that's because you are for the most part. It's not natural. The way this game handles scrubbing renders it of no value. I hardly ever do them.

This game is also grindy when it comes to unlocking items. It's annoying how much everything costs compared to how much you earn. You have to choose between customizing your bike first or your rider. You can't afford to do both. Milestone needs to calm down. There's no reason a pair of boots and an exhaust system should be almost equivalent in price in a video game. Also, the rider celebration is badly executed. It would be better if you could ride all the way through the finish without a cinematic camera and animations.

The best thing Milestone could do is:

1. Study riding videos and pay attention to how the bike and rider react to the track/trail and in the air.
2. Actually ride a dirt bike to experience how off their physics are to real world.
3. Stop tweaking the physics and start over.

TL;DR

This game could be so much better than it is. It looks amazing. The immersion is awesome. The physics drag this game down so much. They feel better than previous Milestone games, but that's only relative. I do not recommend this game at full price.

Pros:

Visuals/VGraphics

Race structure
Immersive Career Mode
Rider/Bike Customization

Cons:
Physics
Scrubbing
Gear and bike parts costs are too damn high

Wow! Superb, cinematic scene direction that will keep you on your toes from the first opening scene. The story is well thought out and interesting, if predictable. Drawings and animations are terrific, and voice acting is for the most part excellent.

I should also note that it's nice to have a female lead with a male sidekick and no romantic involvement. Sounds so trivial, but too many games suffer from boring gender clichés.

I would also like to thank the developer for supporting Linux.. Not a Happy Camper guys...I ordered this on Steam as I enjoy games like this. Problem is, no matter what I do, I can't log in ! I got in once a couple of days ago, but after that, no luck. I've tried logging in from my PC shortcut AND from within Steam. it just....don't. I do not have this problem with other Steam games. Seems ya'll still have a bug or two on the loose. I Want to like this game...but so far no joy.. I don't really know what category this game fits into, but I do know it's quirky and, even with being highly repetitive, I enjoyed playing it. In a way, it's a strategy game because you have to figure out which paths you have enough resources to navigate; i.e. if you try to take the path straight to the broken BloodDonald's you might run out of the resources you need to remove the items along that path (or to build the BloodDonald's). It's not difficult so it's very casual-friendly, I guess you would say. Basically, the game is you have to clear a path to the level exit but it's not just a straight shot because you have to satisfy the demands of the characters who call that level home; you might have to rebuild their house or help set them up on a date before they grant you passage. Levels without these needy NPCs still require you to clear a lot and procure item A before you can get item B that will allow you to leave the area. There is some crafting involved, as well; sometimes you need to craft clothing, chairs, or an engine (among other items) to be able to rebuild something or to trade to an NPC to get an item you need. There are also spells that you will need to craft, but the game tells you everything you need and even highlights stuff when you have the necessary items. The game also has a built-in strategy guide that you can look at to see what level has what resources, something you might need if you want to get all achievements because the 'gather 5,000 units of gold' might not come from natural game-play (Maybe if you always upgrade your banks to level 2V3 you can get it in one play-through?).

I forgot to mention that it also fits into the category of time management, I guess? Depending on which mode you play, there is a timer for each level that determines what star (medal) you get. I played without the timer because I just wanted to chill. I don't believe the levels change any according to what mode you play since I did play the demo first with the timer and I didn't notice a difference, but I could be wrong.

There are also what I would call hidden-in-plain-sight collectibles that are for fun and achievements; the princess statue has one in every level, for a total of 60, but the stickers (gift boxes), posters, and black cats do not. Gotta collect'em all. The music is very well-done and fits the game perfectly. There's a little bit of voice-over in the game, some during the story scenes that are done with the stereotypical Dracula voice, and the rest are little reactions from the zombies, Dracula, and others while you're clearing the levels; the ones you hear during the levels could get annoying after a while, especially the one during the wedding level (I turned my volume down because he was so annoying to me, but maybe it's because I was used to the zombies and this was a huge contrast to them). Pop-culture references can be found in the game, too, such as someone who "loves rings and volcanoes".

I did not encounter any bugs, but I did notice a typo in relation to items the Master has to remove; the text says "neutralize" instead of "neutralize", unless they did that on purpose for some reason (or that's how it's spelled in another language, such as Latvian or Russian).. Playclaw 6 is a screen recorder with streaming, so I say yes, good program, not easy to use as I wanted it to be, but it works, recorded some gameplays using the program and they all look really good, it have check boxes to "see mouse cursor", "turn up and down volumes" and change if you want to record the whole screen or just one application, I recommend "desktop mode" that one is working very well for me, I recommend Playclaw6.

- +one button to record, you can change to any other button you like more
- +no time limits, with playclaw6 you can record more than 5 minutes
- +no renaming, just record push the record button again and there is your video

10V10. Apart from certain similarities, this is not a remake of "Historyline: 1914 - 1918" a.k.a. "The Great War: 1914 - 1918", as stated in some of the reviews. Though look & feel (and some of the rules) seem familiar, it lacks the depth of its spiritual predecessor. "Sprit of War" has an awkward interface, ugly graphics and the price is way too high. Besides, the game has some small, but pesky bugs.

I cant understand why anyone should recommend this game. If you purchase this game as part of a bundle, try it. But don't pay

that crazy price of 10\$ on Steam, better get DOS-Box and play the classic.

4/10: This is not the game you are looking for.. When games are using Asset Flips, doesn't mean that the game is immediately bad. Like a DEV can have a vision of a game concept but lacks in creating original designs and wants to do it all by him\herself. It is also a good way to learn how to make games and this one might be one of his\her's first...

Yet, it is not promising a unique concept, so for the world, this game is boring. Could have been nice, because it's genre is from a popular style. But in this one, it's just failing. Thus put aside.

IF this game was better optimized for good controls with keyboard & mouse or even with a controller, that the character is moving better through the map, that looking around doesn't feel that you are stuck in a big ball of jelly, then you would have enough fun for what this game stands for. Just plain old school, deactivate your braincells (send them on vacation) and just waste some of your time.

Several maps to go through, kill the preset amount of enemies and be victorious.

I get stuck at certain assets in the map, she can jump, but it's poorly. Like I can jump over rock number 1 but I cannot jump over rock number 2, which is even lower then number 1 and looks exactly the same.

And sometimes you have to stand at a certain position to be able to kill the enemy, which is not always responsive to your gunfire.

There are nice things too, like some of your maps are very nicely designed or should I say "set up" - Like with several levitations. Played too many bad games where everything is just placed on flat land, no imagination, not even a slightest effort of making something good, just having the disillusion of being a developer if you compile a game together just like that. It's like those "singers" at X-Factor, they think they are the bomb, incredible talent while in reality, they just can't sing at all. Desillusion... Makes you think, should I give my spouse the compliment she\he wants to hear, or what she\he deserves or just for being nice? We see the results because of that...

I am not going to recommend a game that plays bad. I have lots of patience and I give everybody a fair chance, but I cripple myself because of the bad performance of the game. I don't care if the enemy is dumb. I don't care if there are assets used from other games. I don't care about the bad musical score which you can't turn off.

I just want to be able to move myself in a good fashion through a map, no lag, no stuttering, no sluggish movements, no slow mouse sensitivity.

See a bad review as a learning point, to do better in the future. Do not throw away that dream of becoming a succesfull game developer.. A Gamer Trophy

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