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## Find-Life EP1 Torrent Download [Torrent]



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### About This Game

This is the first episode of the Find-Life game. This game is very small and simple to play. The game takes about 25 minutes to play. The player walks in first person. The game does not have buttons to say to click here or there, because inside the game there is a ball that is a smart computer and tells what you have to do. He speaks many things, takes good notice of what he has to say. The game has ambient sounds, some songs. 3D models are very simple in LowPoly. The purpose of this first episode is to start many episodes with little adventures that linked will make a story.

I do not like to sell cat by hare, so:  
To be honest, this game is very small, very simple, but I think it's very cute and with some imagination.  
Thank you all.

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Title: Find-Life EP1  
Genre: Adventure, Casual, Indie  
Developer:  
João Filipe  
Publisher:  
Find-Life  
Release Date: 12 Jan, 2019

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English,French,Italian,German,Simplified Chinese,Portuguese,Russian,Arabic







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its a fun game i would have to say for my self but try it ur self i seen someone on youtube play and i said i wanted and i found it for like 2\$ so get it on sale now!

. I love the music and artistic design, as they are very whimsical.

You play a mad dwarven mage, vexed by another of your kind who has had the audacity to blight your view with her or his tower on the hill just over yonder.

As your towers climb into the sky, you select kit to go into the rooms. This kit is either offensive or defensive in nature, and it will be used in your feud with the other dwarf who has decided to block your view with her or his phallic symbol, thrust erotically into the sky's tender loins. At some point, you begin casting spells, deploying rats and repairing your facility as your feud becomes a fight to the death, ending only when one tower or the other is toppled.

This game might also be read as a paen for two-dimensional urban planning.

Fun little game.. This is pretty much the only DLC here, that's worth the price... when it's on sale.

But after the "Age of Destroyer" update, i wouldn't recommend buying any DLC here... until you have played the game, and reached a destroyer without spending money.

This DLC helps lessening the grind on the way a bit, if you use the GS you get to buy a 1 month licence... but when the licences runs out, you're really going to feel the pain of the increased grind at every turn.

When the Devs start improving the game again with updates, i might change my review. But looking at the latest updates and "events", it's a clear thumbs down until further notice.

I don't regret spending the money on this DLC, but i'm not going to recommend it either.. when are we getting the carnival of chaos warband, please...? everything else is great.. Olivia wants to please her husband, Victor, with a nice vacation: that's how the Weather Lord and his wife find themselves repairing new lands or bringing more life after the demon that kidnapped Olivia last time came back. And in a twisted way, for the bonus levels unlocked with three stars, become the demon himself and disrupt the peace!

Weather Lord: Royal Holidays is a continuation of the direction taken by the Legendary Hero, so allow me to copy paste some parts of the review for that opus, augmented with the new elements.

The gameplay brings back the deck of the three weather elements, which is better as you don't have to find them anymore on the level. While workers are still collecting ressources, now, you don't have trees or fields or mines. You have to build a grain mill to have fields to harvest, a sawmill for trees to chop and mines to get gold. Improving these buildings will allow you to increase your production. In other words, two gameplay mechanics from previous games were fusionned in one. However, you can still collect these ressources thanks to bushes or obstacles or shipwrecks or treasures. Besides, now, you don't have to build an house anymore for more workers, you can hire them from the wagon. As the game has also a seaside landscape, you'll get buildings to restore which will give... ressources: gold, food and wood. However, a new type of ressource appears and replaces the crystals: the fame, the only ressource that can't decrease. You can earn it by building arenas or fountains, defeating wild boars or even by speaking to natives (and restoring their houses). Also, you have traders to exchange ressources.

New buildings appeared: a textile house, jeweller's workshop or a forge to make elements needed like magic spheres or dresses or swords. The textile house is however just used for making textile that is a component for crafting, a new gameplay element that I will explain later.

The weather elements are these ones: wind (for mines, dissipating fogs or make trolls fly), rain (for flames, grain mills and sawmills), wave (for pushing vases with ressources to the ground, for leading aways turtles or shells, for fisherman's hut and archaeologist's tent), sun (for drying roads or puddles and for corral houses), thunder (for drying lava or destroying barricades), rainbow (for restoring portals, dissipating mirages and uncast a spell on fairies). A new one was added: the moon, used to scare ghosts or owls). These elements can also be used to drive away enemies, replacing the warriors from previous game, whether directly on them or by building a tower. Also, for some actions, like inflating balloons for trolls, you need a stronger element

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than given at the beginning of the level: you have to restore altars.

Also, you have also bonuses that you can use during the level: hire a temporary worker, stop time, more wood, food or gold, working faster.

The artifacts gameplay has also carried over: you can use three per level and they're varied: more wood, more food, more gold, longer bonus, elements getting resplenished faster, more resources after using an element, etc..

And the new gameplay element? Well, it's crafting: for example, you'll need textile and wood to make beach chairs. Or for a dress, you need food and textile. Or even better, you need crystals (which is not a resource like food, fame, wood or gold) from the fairies houses and food to craft... gold! Anyway, I'm letting you discover what you can craft. That element can be quite disconcerting because you're not always thinking about crafting what you need. And well, to reach now level 3 sawmills, forges or mills, you'll need to craft a piece of decoration...

That gameplay changes a little when you're the demon: you need to cast a spell on workers - every level begins by that if you want more of them. You need to destroy what was build though you're not really immune to the enemies like ghosts, which are really a common enemy between Victor and the demon. The moon is way more present when you're the demon than in the normal game.

Anyway, now, Olivia has a more active role and is even sometimes the sole heroin (at the beginning but also when the demon messes the couple up, with Victor on one side and Olivia on another). She has the same role as Victor: only needed for specific tasks.

The graphics are still cartoonish, which is nice and the soundtrack is fitting.

Weather Lord: Royal Holidays is a great game, though now more complex with the crafting side. I loved the demon's story and the fact that a new weather element was found: the moon. There is however a negative point: the last achievement is still bugged and I was victim of it, even if a patch was apparently released.

Really, now, I'm just waiting for Graduation to arrive on Steam, because it's the next generation of gifted people who will be featured...

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RURURURURURRU

Now I need to learn how to play Parasoul and Filia to establish worldwide RURURURRUU obeying!

Kula Parasoul looks way too cool too, and mmm... Zone-Tan Squigly! Many many references!

This is beyond awesome!

Buy it, learn them, play while listening to "I want you" Scanty and Kneesocks theme. Enjoy!

RURURURURURURURURU. You can clearly tell that lots of hard work and dedication was put into the music, it's one of the best parts of the game because it can go from upbeat jazz to depressing indie rock.. This is definitely one of the clearest crisp game i ever played in VR, with a simple low poly environment and good ambient sound you will forget you are in VR as the game transform you to its wounderland very quickly. I loved the arrow mechanic as its simple and effective .I highly recommend this game as such game is unique in the market as most of the developers now just try to get easy money with some dull zombie shooter but this game deserve the price since you get a game that you will spend many hours on it .. A bit lack of tutorial here and there,

- \* unnecessarily "Dash" after the wall run,
- \* you can't change weapon to "fist" at the beginning of the game in which make you loose your fist weapon very fast,
- \* should have a "hiding" button,
- \* "sepukku" does not even question "Are you sure?",
- \* don't have a separate save mechanics so it won't erase your old save game,
- \* you are not "Safe" even from a "Re-spawn" start or after a "checkpoint",
- \* items are to expensive so better try with "only skills".

Overall it's a nice "try" game =). Highly recommend this. Butter smooth and with an astonishing atmosphere.



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