
CreaVures Download Tn Hindi



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About This Game

Take control of five cute, mystical creatures of miniature proportions called CreaVures. CreaVures always travel in pairs, and they must use their special abilities to help each other solve interesting platforming puzzles. Set in a world with beautiful phosphorescent colors, these tiny creatures journey to save their homeland and restore light to their dying forest.

Key Features:

- Guide 5 CreaVures, two at a time, through beautiful and magical habitats & discover their unique abilities
- Jump, glide, swing, roll, and bounce through 18 levels of interactive, physics-based puzzle platforming as well as epic boss battles
- Use CreaVures together to complete puzzles in different ways
- Immerse yourself in the enchanting world of CreaVures
- Atmospheric music
- Lovable characters in whimsical cutscenes
- Creavures now speak 6 different languages! English, Spanish, French, German, Italian, and Dutch

Title: CreaVures
Genre: Indie
Developer:
Muse Games
Publisher:
Muse Games
Release Date: 23 Feb, 2011

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English,Dutch,French,German,Italian







The game is actually an overpriced, poorly made version of Geometry Dash. Instead of buying this, just buy Geometry Dash, it's cheaper and provides more to do than this version of Google's dinosaur runner. On top of that, after a while it stopped working and was opening randomly to slow down my computer.. Very good game, as good as the IOS version I played 2 years ago. Maybe the price is a little steep (15 eur, compared to 5 eur for IOS). No problem, still a great early access game!. BEWARE: IF YOU USE INTEL INTEGRATED GRAPHICS TO PLAY THIS GAME! Most all of the titles from FIVE-BN GAMES are very good point and click games with nice mini puzzles (this one included). But if you have an Intel integrated GPU, be prepared to have these games overheat your CPU. This game, in particular, spikes my I5 at over 86 C! Obviously, I then need to shut down the game, as to not damage my CPU. I've written to FIVE-BN GAMES support about this issue, but have not received any reply.... I found the game less interesting than the previous ones, the plot is complex with final twist, perhaps less characters to interact with. but it is always a pleasure to play. advice, Bosch's the damnation, Cold Case summer, Amber blood, east side story.. This game is visually beautiful. I loved the backdrops and the designs of the characters. Gameplay was fun and pretty simple, though more than one playthrough is required to unlock all achievements.. I cannot recommend this game for these reasons:

- You cannot alt-tab out of the game on Mac
- If you play on a Mac laptop, and close the lid during normal gameplay, the game screen will be pure black (with only the cursor visible) when you open up the lid of the laptop, but, because you cannot alt-tab out of the game to exit the game, you have to restart your whole computer
- Once you open the game again, your progress is saved, but, the in-game map is missing some of the locations you have visited
- When you revisit the locations, they do not show up on the map again
- While you can revisit the locations, you have to go to a location that wasn't wiped, and navigate from there (e.g. if you are in spot 4, which can be accessed by spot 3, but you can't go backwards to spot 3, and spot 3 isn't on the map, you'll have to go to the map, go to a spot that is visible like spot 1, go from there to spot 2, go from there to spot 3.) This is really abnormal for a HOPA.
- The game has markers that show whether or not an action is available at a location, and whether a collectible is available at a location. That doesn't work on the spots that got erased from the map when the game glitched out.

Glitches that are gamebreaking or that make the game frustrating are reasons I'll give a game a negative rating, regardless of whether or not the game is "fun".

Story: 2/5

A below average story for a HOPA. This story does feature a male protagonist, who defeats various female-coded items. I don't have anything against that, but, let's call it what it is. He fights a flower with teeth with a white fluid, a lock with teeth that he defeats with his pipe, and he has to bribe a beaver. A giant flower stops him from extending his fireman's ladder and he defeats it with a syringe of poison. That's a lot of yonic imagery thwarted with phallic imagery.

The unique elements are:

- the male protagonist
- the yonic vs. phallic theme
- the atomic age/B-movie setting
- live action FMVs used rather than CGI
- money, masks, flowers as collectibles
- money used to develop a garden the protagonist owns

However, the story is literally not understandable, making solving puzzles difficult and annoying, so it's a 2 star story.

If you want to try a HOPA starring a man, try the Myths of the World series, which I haven't played, but do star male protagonists as medicine men in different ancient cultures (Chinese, Native American, Norse)

If you want to try a darker toned HOPA with detective themes, I recommend the Enigmatis series.

If you want to try other detective themed games, check out the 9 Clues series.

If you want darker toned HOPA games, you can try Dark Arcana, the Gothic games (Frankenstein, Dracula) by Jet Dogs, Mind Snares, or the Nightmares From The Deep series. There's tons of darker toned HOPA games on Steam.

Collectibles rating: 2/5

There's three collectibles: money, masks, flowers. However, the money locations made 0 sense and it was a lot of random clicking to figure out where the money was hidden in a given location. Luckily, the map does provide an indicator as to which locations have hidden money.

However, some of the money is hidden in hidden object puzzles, which aren't repeatable, so if you miss them, you are SOL for both the money achievement and, I think, the achievement about collecting everything in the garden. I've never seen a collectible that was hidden in a hidden object puzzle before, and I wouldn't want to see it again.

Art: 3/5

Nothing really wowed me about the art. While there was a relatively unique story that was very Atomic Age, as was the villain, the rest of the world was contemporary with the present, and while there were flowers and vines growing on stuff in some scenes, they were absent in others, and not enough was done with the motif, especially for puzzle purposes.

Regular puzzle rating: 4/5

All the puzzles in this game would be ranked as medium or hard puzzles in other games. I'm talking about actual puzzles, that one could "skip" if they wanted, rather than "take the card to the cart" type of puzzles, where you assemble components across locations. Some of the puzzles were ones I had not seen in other HOPA games.

Hidden object puzzle rating: 3/5

These are not complicated hidden object puzzles, and they do feature the same items over and over (e.g. knives, bows [hair bows, not hunting bows]).

Bonus chapter: 1/5

Buggy map and hint/task system never updated from the start of the game and prompted me to try and solve the very first puzzle I'd solved in the bonus chapter. I had to resort to using a YouTube guide to finish this because of the lack of hint system and how inane the "combine two items" type of puzzles were.

Long story short:

- okay hidden object puzzles
- good other puzzles
- okay story
- awful bonus story
- bad Mac compatibility (I can't review for PC because I don't play on a PC)

so I can't recommend it.. Adorable side scroller. Decent level of difficulty. Definitely a game I'll replay a bunch.

Very good game, simple but effective. A very good initiation game to enter the world of wargames.. Nice engine, I love it but it has small flaws

- Same engine sound from the ES44DC
- No flashing ditch lights
- Wrong horn
- Bad bell

If you look past that its fine! Mods make it better anyway. The engine looks really nice on TOFC's and Stacks trains. I recommend you to wait until it goes on sell but it's good!. This is completly Montaro Rip-Off
Montaro. As good the first two (actually three) Painkillers were, this one is as bad. It gives the real What-How-Who-Why? feeling.

Pros:

The level design of the first (weird) and the last level (open-wide overbright depressing). Sorry but that's all!

Cons:

Only 6 levels, but don't think it will be a short fun thingy, not at all! I nearly played it as much time as the whole Black Edition! Why? Beacuse five of the levels are sooooooo big that there is enough space for a mediocre RPG's whole storytaking. But they are not just big but you don't even have a clue where to go! The compass that always helped in the previous games are mostly not working (as it seems they only function near a checkpoint), or it just shows a near health item (really, it happened to me!).

So the gameplay is: You wander aimlessly in big wide areas or ridiculously hard maze-alikes, sometimes triggering enemy spawns, fight them then toddle further without any clue what to do. The enemy spawns are randomly placed, no chance to find them all. On one of these enormous levels to earn a card you have to kill all mobs, of course i missed a quarter of them. Sometimes you find a checkpoint and you are happy thinking you have found 'The Route', but soon realize there are more checkpoints when accidentally backtracked because of no directions given and a shortway (again thinking this is 'The Route') just lead you back there.

Have to mention here that even if it's a fan made product (like the mighty Overdose), the several clipping and stucking problems, incomplete areas with missing parts and walk-out-the-map-and-die things are still not acceptable!

The new enemies are ugly, some really amorphous, and extremly unbalanced. Most of them are boring easy and some are. . . eh: One time i walked into an open area and i've been presented with a new chaingun enemy, not one but like twenty. Guess who died. . . 30 times in rapid succession, until i was able to retract somehow with my remaining 4 HP and hide behind a wagon. It took me 20 minutes to clear the area by picking them one by one and of course it costed me again like 30 deaths as the guys use perfect aimbot hitscans.

Older Painkillers were famous of that the enemies were in context with the design of the levels and areas they appeared on. In here absolutely nothing. Everything seems randomly thrown into.

For the record i was able to earn only one card (first level). Yes, i'm a pretty mediocre player but seeing how far i was to reach other cards' requirements i say that's a joke.

Here comes the best part: SUICIDAL ENEMIES. Let's say this is a very unique feature of this product, as i never saw this behavior in other FPSs. It must be connected somehow with the messed up checkpoint system that sometimes (not even rarely) when you approach a new area you see a bunch of puffs meaning the mobs just vaporized themselves. Even better one of the minibosses (or boss? not sure :P) did this to me, really! I was wandered around half-crying in some Gobi Desert size crater when i found a hundred meters high door like wall. I was sure a boss is behind it, but could not open it. Hardened by the hours of playing this game I was a pro at this moment and i knew i have to find some randomly dropped checkpoints to trigger the opening. So i staggered away to hunt for the little red saviours. Periodically checked back and after a while (an hour or so), hurray! it was open. Run through it with readied heavy weaponry but i was only greeted by a big puff and a cutscene began. After it was done i gathered the fair amount of ammunitions around and started shooting at the poor enviroment to lessen my frustration.

The protagonist is an idiot for sure. As someone (J.Johnson) in an another review pointed out he (the 'hero')
calls himself a 'world class killer' blows himself up because he can't read a bus schedule.

The plot itself is chaotic, the conversations tells nothing besides the antipathy between the protagonist and the bosses (but there is no why). Normally i would not care but the big pile of other problems just strengthen this as well. BTW I know i did not see the real ending (again i only played at normal) but i have no intention to play this mess again.

2V10 - Total mess. A wandering for hours FPS.

(Sorry for my English!). If you like:

- * Cutsey Anime animals
- * Absurd Chinglish storylines presented via skippable text
- * Puzzle platformers with floating jumping
- * Puzzle games that hurt your brain due to the puzzles
- * Platformers that hurt your brain due to the control scheme
- * Only getting 4 stars out of 5 even though you're doing it as fast as your poor brain can muster

then Dreamimals is for you!

Negatives:

You have to restart the level multiple times before you can finish it to figure out where everything is, but restarting a level requires you to press start -> down -> a. It would be more helpful if it was bound to a shoulder button or something.

edit: Apparently this is the second game in the series. The first one might be easier. I have no idea as I've never played it.

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