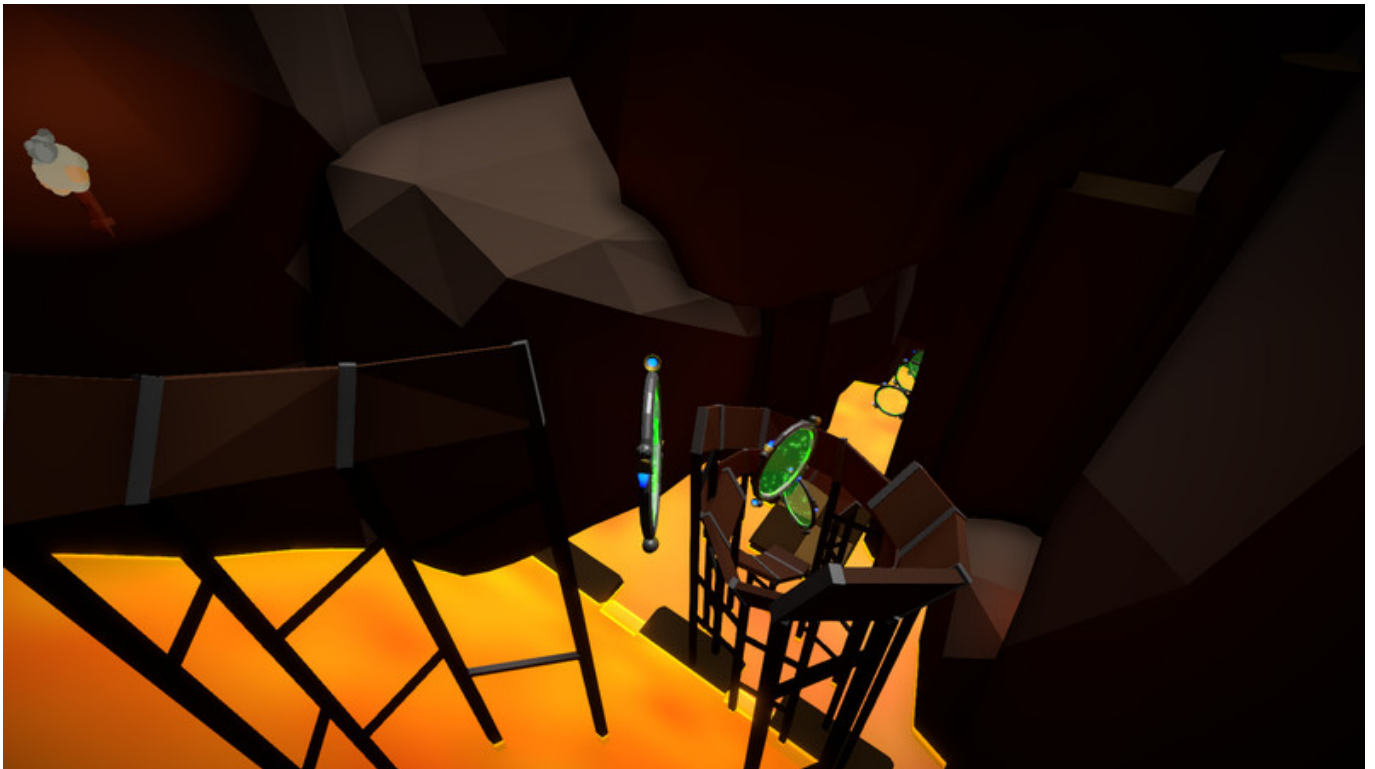

Shu's Garden Torrent Download [Password]



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About This Game

As Shu, a space-cactus of the bouncy persuasion, you spring from planet to planet, spreading plant life and finding new friends. Create a forest! Enjoy a splash in a pond! Play tag with a bee! Make weird hybrid plants! Launch a giraffe into orbit!

Shu's Garden is a fully open playground with no hard goals, scores or missions. Just kick back, explore and experiment in this space-garden full of friends, foliage, and fun.

An all-ages videogame by Colin Sanders and Jason RT Bond.

Title: Shu's Garden
Genre: Casual, Indie, Simulation
Developer:
Colin Sanders, Jason RT Bond
Publisher:
Jason RT Bond
Release Date: 11 Aug, 2015

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Minimum:

OS: Windows XP 32-bit

Processor: 2.40GHz Intel Pentium Dual E2220

Memory: 2 GB RAM

Graphics: NVIDIA Geforce 7100

DirectX: Version 9.0c

Storage: 400 MB available space

English,French,Japanese







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couldnt even get to level 2 on the demon 2/5. This is an interesting game and I have no idea how I found it but I'm glad I did There are 16 levels so far in the game which took me all of 9 minutes to beat, but with the workshop this could lead to a lot of fun and in that short time period I was seriously focused on it

It's a cool experience where you can jump as much as you want provided you are next to a wall and it's fast, fun, and simple. I would say get it because for 2.19 CAD it's worth the price especially with more content coming soon

The only problem is that I didn't realise that you could jump on the walls so maybe if the dev sees this add that in the first level text so it is more blatant but overall i would say 6/10 right now, with expansion in length it could be 8 or 9 i would say btw level 13 is kind of out of place. Huge game for a low price. Bombslinger is very surprising, at the first time you could think that it is only a Bomberman-like but it is much more. The sensation of the explosion is brutal, the soundtrack is wonderfull, the ennemy are funny and the boss are difficult. Just what I needed for a long time.

Thank you. The game feels incomplete, the graphics are pretty bad, enviroment is boring, physics are weird (hit a guy and he flew far into the air and out of view) and the swordplay is nothing great. Basically I got through 6 levels with just doing the same stabbing move in the stomach. Going to ask for refund.. Do you want a PVP shooter like CoD or Battlefield? Dont buy this game! Do you like interactions with other players? Do you like investing hours in a character that might get killed from nowhere and Lose all your progress in a second? Then youll probably love this game. Youll love and hate the game for different reasons but after all its my favorite game of all times. No other game gets your blood pumping like dayz. It litterally feels like youll get killed IRL sometimes... I dont recommend the game for people with heart conditions.. Very nice foundation for a good game!

Some thoughts, I have read other peoples suggestions so I wont repeat them but regenerating berry bushes is a given,

Some kind of diety system with the old viking gods would be cool, they are burly heathens after all!

Maybe have the ability to brew ale? :). how do i access the wallscroll?

. \u4e0d\u9519\u7684\u4e00\u6b3e\u5361\u724c\u6e38\u620f\u0c\u5c31\u662f\u6ca1\u6709\u65b0\u624b\u6559\u7a0b\u3002\u5168\u7a0b\u5237\u5237\u5237\u3002\u3002\u3002. For the price I have no idea why anyone is complaining. I would love to see this game expanded or even better see a sequel to this game that is more indepth with a higher price tag.

I played the game for 18+ hours. Try and find that much fun for £2.79.

I give this game a buy on beer to gameplay ratio as it's only the cost of a beer which can be gone in 30m and I got alot more enjoyment then that out of the game.

On a sidenote I also want to compliment the developer on fixing bugs and giving updates since the last time I played the game.

I would like to say that I've played a lot of this game (and will continue to play more) because it's fun. I bought it because I thought it looked like it would be fun. And it was, but only for the first hour or two. After that, it gets very repetitive and drags on if you want to complete the game.

There are some games I take a long time on because I'm not very good at video games, but I Am Overburdened is not one of them. I've taken a long time on this because I want to complete the game, but it seems like it's working against me a majority of the time.

The chests with loot in them are very helpful sometimes, but other times they give you nothing, give you things you already have, or give you things that are more burdensome to you than helpful. Oh yeah, and if you don't like what you've picked up from a chest? You can't drop it.

Sometimes, the generated dungeon is impossible to survive. There will be too many monsters between you and the exit, or between you and any loot or health potions that will help you survive through the first monster on the next level.

On occasion you'll have more than half of your health left and you'll be oneshotted by a monster or simply by drinking a grey potion that's decided to kill you. That's fair sometimes, but it's constantly happening to me.

I'd like to give this game a good review, but I really don't think I can. It's got a good premise, but it gets boring and frustrating the longer you play.. The story and setting are peerless. The gameplay is also very good... for a while. Eventually, it falls behind, and the complex, unforgiving gameplay combined with the glitchpunk aesthetic start to get annoying.

If this game's length was a sixth of what I assume to be (based on the amount of levels in a chapter), or if its Story Mode allowed you to skip levels instead of merely removing a single element, I'd hail it as one of the must-play games of 2018. As it stands, instead I suggest you watch a YouTube video on it and let a shouting teenager deal with its levels for you.. This is a great co-op game! All about adventuring and surviving. It is really hard to find a co-op game that doesn't become super repetitive after a few hours. This one ramps up the difficulty pretty quick keeping it interesting and intense!

Yes, I managed to avoid flying into that sun only to panic and fly directly into an asteroid and explode instead! Yes, I was horrified and laughing at the same time. Yes, that bolder has three eyes and enjoys rolling around the planet. 10/10 would space again.

. There are ten stages, then it ends.. You know that common problem when you ♥♥♥♥ up your game and the community bombs it's page and so you just re-release the game again under a different name and change literally nothing else? MiaoXi Studio sure does, not sure what they did but the original version Horizon source, is currently sitting at mostly negative. This version is um boring? I found it hard to loose given that 99% of the player base seems to be bots and the 1% aren't really good at any major games so they come here to feel good about themselves. when you're out of the circle the only indication that you're out is your health going down and their is no sound to your health draining so one of my 3 deaths was me not knowing I was out of the circle. I was because I found an actual human enemy and one was because I went to take a♥♥♥♥♥♥ the shooting is mediocre as are the graphics, animations and, core mechanics. One thing i actually kinda liked was how when you die you don't just die you are forced into melee only and you need to survive for 20 seconds then you can come back, much like the chicken in realm royale it doesn't usually work but it is nice to have a chance.

Should you play it? Maybe if you're looking to get some meaningless wins in a mostly dead game sure it's not that big can probably run on your computer and is just as easy to delete. But for most people who can play video games with some competency then nah go play something not shoveled out for the hope of minor profits..

<https://steamcommunity.com/sharedfiles/filedetails/?id=1729072932>

=== [\u2764 Audience:] ===

[\u2610 Kids](#)

[\u2610 Everyone](#)

[\u2611 Casual players](#)

[\u2610 Pro players](#)

=== [\u263c Graphics:] ===

[\u2611 Potato](#)

[\u2610 Really bad](#)

[\u2610 Bad](#)
[\u2610 OK](#)
[\u2610 Good](#)
[\u2610 Beautiful](#)
[\u2610 Masterpiece](#)

===[\[\\$ Price\quality: \]](#)===

[\u2610 Full price](#)
[\u2610 Wait for sale](#)
[\u2610 Average](#)
[\u2610 Refund it if you can](#)
[\u2611 Don't do it](#)
[\u2610 It's FREE](#)
===[\[\u2623 Requirments: \]](#)===

[\u2610 90' PC](#)
[\u2610 Minimum](#)
[\u2610 Medium](#)
[\u2611 Fast](#)
[\u2610 High end](#)
[\u2610 NASA computer](#)

===[\[\u263c Difficulty: \]](#)===

[\u2611 You just need 2 arms](#)
[\u2610 Ez](#)
[\u2610 Easy to learn \ Hard to master](#)
[\u2610 Hard \(first few hours\)](#)
[\u2610 Dark Souls](#)

===[\[\u06de Game time\length \]](#)===

[\u2611 Really short \(0 - 2 hours\)](#)
[\u2610 Short \(2 - 8 hours\)](#)
[\u2610 Few hours \(8 - 12 hours\)](#)
[\u2610 Long \(12+ hours\)](#)
[\u2610 Endless](#)

===[\[\u266c Story \]](#)===

[\u2610 It doesn't have](#)
[\u2611 Still better than Twilight](#)
[\u2610 Average](#)
[\u2610 Good](#)
[\u2610 Fantastic](#)

===[\[\u00a7 Bugs \]](#)===

[\u2610 Game itself is one big BUG](#)
[\u2610 Bugs destroying the game](#)
[\u2611 Lot of bugs](#)
[\u2610 Few Bugs](#)

\u2610 You can use them for speedrun

\u2610 Nothing

===[\u2726 Others:]===

Multiplayer: No

Singleplayer: Yes. Help. My Download pop up is keep showing up a bunch of times. Please Fix This.. This download is a dog. It loads but won't recognise the mouse. As for the actual game? Who knows. Extremely disappointing as this was for the wife. :(I wonder what if Okosan and OP were to team up?

Pretty fun game. If you're familiar with bullet hells, you should get used to it. The main gimmick is the R-bit system, which allows customization of 3 of your shot patterns any time you start a game/profile. You can unlock and buy more in the shop as you progress in the game, so that's quite a bit of replayability there. It's not so broken by any means either. Another small gimmick is a Hyper system, which is akin to Suguri only that it simply makes your shot stronger, and you're allowed to take an extra hit without penalty.

One more thing to mention, is that it includes a "Conquest" mode, in which you play the entire game but with the ability to save progress inbetween stages, so you can retry as much as you want or just practice a stage (You cannot change your formations when you're still attempting to complete the game, so keep that in mind.)

While decently short, and being completely non-serious about everything besides it's difficulty, this is definitely a shump you should pick up on steam, if only because it's really fun.

The controller support is pretty nifty and works well, and there is options for scaling your window size if you're worried about that. The general enhancements, I currently don't have any problems with it so far.. Not a great VR game for those prone to motion sickness. I can play vive optimized games for hours with no issues but this made me ill within a few seconds. If you could control the movment of the machine with your head that would solve it.

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