
Rescue Your Chickens Download 100mb Pc



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About This Game

This game is a story of a father who is left alone to take care of his chickens.
You must use your skill to avoid all sort of forest creatures and to save all 10 chickens.
Fight bosses, and be prepared for an epic finale.
The game difficulty start from easy to hard making this game last for hours of fun gameplay.

Title: Rescue your chickens
Genre: Action, Indie
Developer:
Mihai Morosanu
Publisher:
Mihai Morosanu
Release Date: 4 Nov, 2016

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Minimum:

OS: 7+

Processor: 2 Ghz

Memory: 1000 MB RAM

Graphics: any

Storage: 50 MB available space

Sound Card: any

English

Command Shortcut

Press a key or key combination for this command



Clear

- Do not allow key to be passed through
- Shortcut is invoked only when all keys are released
- Repeat command while keys are held down

help

Mouse Shortcut

Press a mouse button or button combination for this command



Clear

- Shortcut is invoked only when all buttons are released
- Do not allow button event to be passed through
- Repeat command while buttons are held down

OK

Cancel

Select Joystick Buttons

Press a button or two-button combo on your joystick(s) to assign to this command. Pressing the button or button combo will invoke the command. Click the reset icon to clear your selected buttons.



Press a button on your joystick

Joystick 1



Button 1

Joystick 1

+

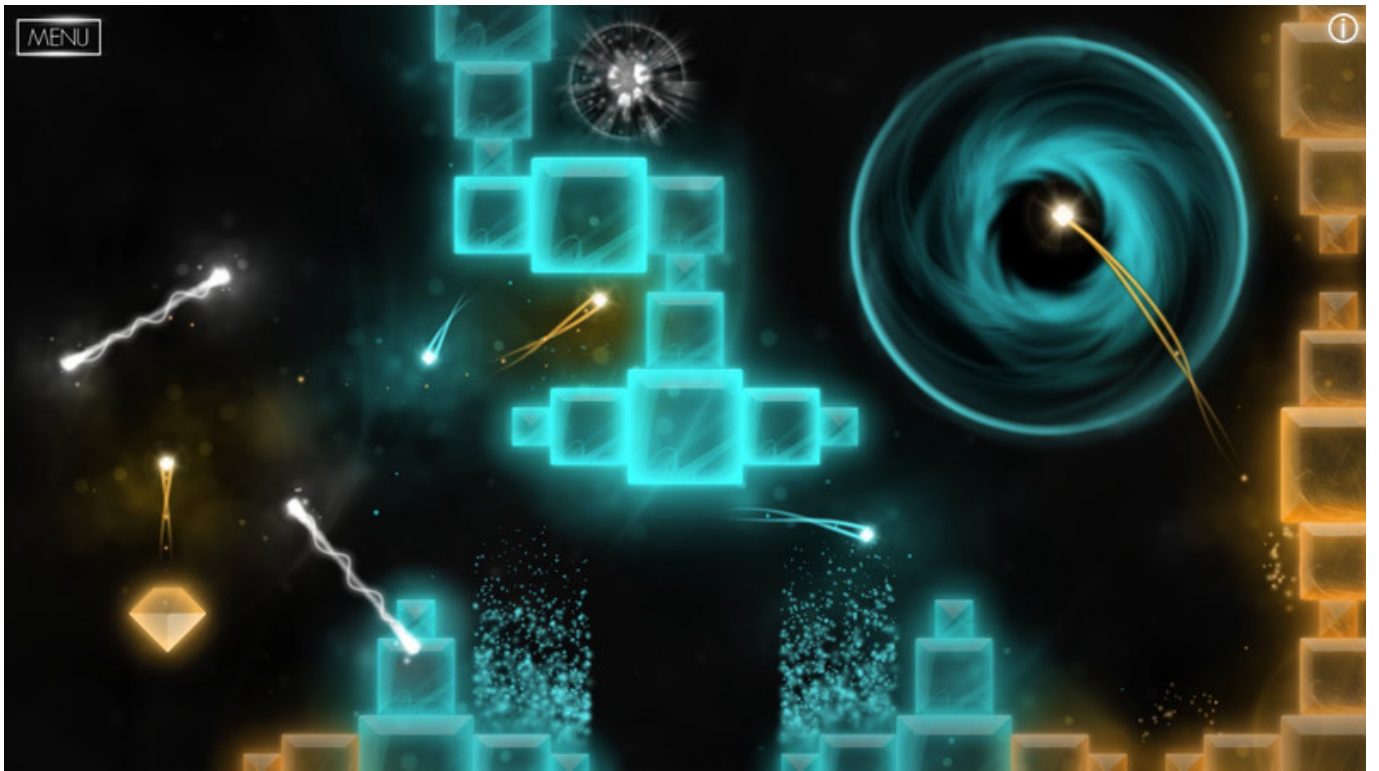
Button 4

- Shortcut is invoked only when all buttons are released
- Shortcut is invoked when no other buttons are down
- Repeat command while buttons are held down

OK

Cancel





rescue your chickens

Beats Witcher 3, Beats Fallout 4, Beats Half-Life 3, beats them all.. Very good so far, figuring out the gimmicks of the bosses seems to be the most challenging thing. The gank bosses are interesting (only thing I would say is Furnace & Smelter seem to be basically clones of each other, some variation even just visually e.g. flame colour could make the boss more enjoyable).

This is an amazing game, would highly recommend to anyone who enjoys the Souls series and the like.. Minecraft with a twist that never became a thing.. This game is not very good, it runs very slowly the attacks suck and every thing is bad. This game may not be long, use very good english, etc, but it does something different from most RPGMaker game which is enough to applaud it. For a dollar, it's definitely worth it if you like primarily number puzzles or just want something somewhat educational for your child.. I haven't played this game till now. This game is a simple looking game that is harder than it looks.

It's got catchy, annoying music that is a pig to get out of your head.

It is fun in the single player mode with some annoyance when you lose. I suspect 2 player mode is more fun, win or lose. [fact]

I'm still having fun with this.. One of the hardest game I have ever played. I'm glad I finished Minimalism. If you are looking for challenges that's game for you:P. Valkyria Chronicles has pretty graphics. The characters are quite lovable albeit having very stereotypical personalities. The storyline is somewhat appealing until you get to that point where the woman with an ancient magic weapon shows up (a giant rotating tampon on a stick).

However, this game has some flaws in its gameplay and game mechanics that add up to make the game a bad experience. One thing to keep in mind when you make a game is to make things clear:

- Can I pass through there?
- Does my grenade hit from my position?
- How do I get to the other side of that rift?
- Where do I have to go?
- When action x happens do I get result y?
- Enemy units can shoot during the player's round when in sight range and vice versa. Should I avoid it?
- You have 5 classes but scenarios force you to use only 1 or 2 per scenario.
- You can deploy a max number of units that varies by scenario e.g. 9 units max. but to get an A rank you have to deploy 2.
- The ranking system uses the number of game rounds as a measurement which means you either play save and have to grind the extra scenarios to make enough money for weaponry upgrades or try to take as few rounds as possible to get an A rank.

In every scenario you play you have to figure out all of the above by trial and error and a lot of things are counterintuitive. Here are some of many examples:

- In the first chapter you have to defend a city wall and you have to destroy your own sand barricades so your units can shoot at the enemy units(who are charging towards the wall) during the enemy's round.
- In another scenario in the first chapter they tell you to always hide behind sand barricades. You win that one by running straight through the crossfire of 6 enemy units and an enemy tank to get an A rank.
- Oftentimes the aiming guide shows that you can hit something while you actually can't. Aiming guide says your lance(works like a bazooka) can hit a tank, you shoot, the shot is blocked by a knee-high fence while your unit holds the weapon at shoulder-height. Aiming guide shows your grenade will fly to the left of a tree, you throw, grenade bounces off the center of the tree, your unit dies. Aiming guide shows you can hit the machine gun on the tank with a lance, you shoot, it hits the small rim on the construction that holds the machine gun and is invulnerable instead of the huge target that is the machine gun.

TL;DR On a blind playthrough the game boils down to long sessions of trial and error. Where the errors are caused by the game mechanics not by your lack of skill.. When I brought the game I read about bad reviews because of the Devs and after over a month of playing and being part of the official The Isle discord i can absolutely confirm that this is true.

The game is so much fun, but sadly the Devs are the worst Ive ever seen when it comes to handling the official community. Certain groups are "the absolut worst addition to the community" without distinguishing in any way, yes, they are talking about people playing and paying for the game. Some of them never did anything wrong, just like to play together and following the rules and are handled like criminals like they report someone breaking the rules and get banned as well, when they start to

question that the ones reported get unbanned just to mess with those people and are in general blamed for absolutely everything going wrong on the server up to direct insults by the developers themselves, telling people to "f*** off" if they want to talk about something and stuff like that. I actually cant believe this.

Sorry, but thats not something I can recommend in a peaceful mind. They may have made good work but you cant people treat like that. Its not okay.

Nice Puzzles. great unknown game, has some glitches, but overall little gem, but you will have to be lucky to get multiplayer working, I recomend hamatchi or smthing like that.. Great game! Makes a lot of fun and is easily the least scary Zombie game out there!. It's meh. Alright for a couple of minutes but very bare on content and isn't very good. Also the sexual content is pretty crap.. An enjoyable, relatively quick, little game that is well-written and fun to play.. This is a horrible excuse for a flight game, paid thirty dollars for a piece of crap. Please save your money, and time and stay away form this title.. I wish i could give this game a better rating but there is so much wrong that it can't be helped. Firstly, storymode would be good if i could pess a button to restart! the levels themselvs require memorization but wen you get to the next level and quit you have to restart, I dont know how people can beat the game! Next the main gaime "mindless Running" more like pontless running,with your score only unlocking achevements and not being posted on a leaderboard anywhere there is no real reason to play it. plus in two of the maps the traps are hard to see that when you die it makes you want to brake your computer. On the other hand the music is incredible and that is why i keep playingc.3.5/10. very underdeveloped

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