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About This Game

Just when you thought it was safe to eat chicken again, the chickens have returned with an organized invasion to take over the entire solar system! Journey to each planet and fight your way through to save the world (again)!

In the first chapter of the Chicken Invaders saga, you defended Earth against an invasion of intergalactic chickens seeking revenge for the oppression of their earthly brethren. However, as you were clearing out the last of the chicken invaders and were looking forward to a double chicken burger special at the space burger bar, the true scale of the problem became apparent: the first invasion was simply a precursor to the chicken's main assault! Their master plan now becomes clear: to invade each planet in the solar system and make sure that it is inhabited exclusively by chickens!

The time has now come to don your egg-repulsing helmet and make the biggest omelette you've ever made as you continue your adventure in the second chapter of Chicken Invaders: The Next Wave. Only you can make a difference. Will you succeed? Will the future of chicken burgers be secure? Or will you end up as part of the menu in a galactic chicken restaurant?

- **Steam exclusive:** Choose between original (chiptune) and remastered (orchestral) music
- **Steam exclusive:** Unified analogue & D-pad joystick support
- **Steam exclusive:** Capabiltiy to reassign mouse buttons

Title: Chicken Invaders 2
Genre: Action, Casual, Indie
Developer:
InterAction studios
Publisher:
InterAction studios
Release Date: 4 Mar, 2016

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English,French,Italian,German,Polish







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Dirty and sexy, while good as survival costume, it would look like she does not care in later game where she would not simply survive long with such clothes.. Diablo-esk genre that's exceedingly dull, and uninspired. Everything takes *FOREVER* to kill. 5-10 shots (10-15 seconds) to kill the absolute weakest creature. So, when you get swarmed by 20 of them... it makes you want to smash your head into the keyboard. When I made it up the first elevator... it suddenly got drastically worse. Even your most basic non-robotic enemy would regen faster than I could damage it.

The screenshots look *absolutely* nothing like actual gameplay!!!

Inventory: you can hold about 6 items. I haven't made it to any place to trade yet.

Skills: So uninspiring, I had a hard time picking the "least bad" one. I immediately regretted my choices.

Combat: Shift and click never would go exactly where I wanted... not holding shift meant my long range guy would run straight into death. So... At *best* it's Hold shift, click fire 5 shots, run back (by this point it's regenerated half the damage you did) Repeat and *HOPE* nothing stepped in front of it to soak up damage while it regenerated to full. Repeat this about 5 times for each time you pull *ONE* really 'weak' creature. Walk into an ambush... and you could fire all day long and never kill anything due to mobs trading places and excessively fast regen.

TLDR; Dull, uninspired, and TEDIOUS!. Eu2 MOD.

Save=Crash

Save load=Crash

2 hour game=Crash

Crash=Crash

Paradox Logic? Yes!. Trimmer Tycoon is a free-to-play game based off shaving. I like this game, but it has many flaws. First off, trimming. You get two tools to trim a person's beard. A razor and a pair of scissors. The razor has a large range, so I see the customer's wishes and do part of it only to see almost all of the beard is gone. This is also because of the image above the customer's head is not clear how many pixels (beard blocks) are in the wish. This means I often do a part of a beard 2x bigger than it needed to be, leaving no room for the rest of the beard. The scissors are more precise, but it takes too long to trim to reach your goal. Ideally, you want to shave then trim with the scissors. However, doing this takes much more time than it needs to result in losing customers. Next problem, rent. I know people say "buying furniture helps a lot" but there is not enough money to get an apartment (even with furniture) due to the ratio of success to failures. If I am wrong about something here, please feel free to correct me.. Well, I can't recommend it since the game just won't work, I'm getting a black screen when I'm starting the game, and it's a pain to try to quit the app.

It does seem fun though from what I can look at in the videos.. Amidst a 4 day long house-sitting venture for a friend, I have been searching steam for games that I could play to pass the time.. and will run on my laptop. I stumbled upon this new release which also happened to be on sale. I was a huge fan of the D & D world in the late 1990's and early 2000's during my college years. Seeing how Candlekeep wishes to bring the world of D&D tabletop to me via a keyboard in a single player setting, I was peaked with excitement for a nostalgic experience at the very least.

I got much more! To me, D & D at its core is like creating your own story everytime you play. That is what I remembered most from my days playing the tabletop besides the swords, sorcery and mythical creatures. Playing D & D there is a luck/risk factor experience you find in very few forms of entertainment with the game being controlled via the roll of dice (Most commonly 7 dice total. A 4-sided dice, 6-sided dice, 8-sided dice, 10-sided dice, 12-sided dice, and 20-sided dice. Sometimes a second

10-sided dice is used when players are using their own house rules.) With the developers including this base mechanic into Candlekeep, they NAILED it with me for that experience I was hoping for. Sweet!

For those new to the D & D world, the game gives the option of starting you with a short tutorial mission which I recommend even seasoned D & D veterans to play so you know how the game flows in digital format. The game flows with alternating turns between the hero and villain characters with an encounter phase after each hero turn unless you don't move to a new tile with the hero or perform an action. (An encounter is where the game rolls the die creating a random event based on the tile your active hero is on) There are also other ways to avoid encounters which usually result in negative effects for the heroes. The game is set on a map with quest icons. Each quest icon having an objective for you to meet in the game world. The music, graphics, character models, and spell effects are all very well done. The game has a simple crafting system, where you can upgrade your heroes equipment from loot you get during the quests.

Overall, I have to highly recommend this game to fans of the D & D universe. I have played other digital transitions and Candlekeep is one of the most true to the tabletop while adding a little flair of its own. Those who are fans of RPG games but have never ventured into the D & D world I also recommend giving Candlekeep a go. In just the second quest the game captured that nostalgia and love of the D & D world I was hoping for. I was using Birdsong the bard (One of 4 currently available heroes) I had one HP left, and 2 more enemies remaining to defeat to achieve my quest objective so I figured I was going to fail this time. I had one potion that would restore 20% of my health. (Likely 1 HP) but figuring I would still fail, I decided to attack and rolled a "20" resulting in a critical that took out one of the 2 remaining baddies and also scoring a rare wand of fireballs as loot. Whooo-hooo! My excitement was short lived, I have to now survive one encounter, and villain turn. Potions are a free turn so I drank up. The encounter was an attack which hit me for 1 HP damage...I was gripping my mouse tightly at this point since likely with the villain move my quest was over. Here we go..villain turn! A swing and a....MISS! YES whoooooooooooooo! My initial risk paid off and I got lucky! I busted out that new shiny wand of fireballs for a sure victory! So as you can see, for a D & D fan like me at least, the game captured the atmosphere of the tabletop perfectly, knowing one bad roll can meet in success or failure for me and all heroes. I will be going back to Candlekeep quite often, and I urge you to do the same. If there is any complaint I do have with the game it is a small one. I wish the developers actually showed the dice rolls via an animation. Playing with, kissing, and begging to our die rollers for a good roll is a big part of what a D & D geek like me also enjoys from tabletops. That is just a small gripe in an amazing game that I can tell BKOM put their full effort into. I had to slip in this little edit when I learned how attentive the developers are when listening to feedback from us and plan to implement patches for the biggest issues players have with the game. Not only that, but they are planning to add much more content (such as more heroes) plus upcoming DLC. YES! Please check Candlekeep out!. Great Mod Completely recommend it for anyone who enjoys RTSs

my horse was sick

but its condition is stable. An exceptionally beautiful game. I bought this as part of the Art Appreciation Pack and got just what I wanted, an aesthetically pleasing game. The gameplay is fun and sure to keep you busy for hours. It is not a fast play through and after the first couple levels the difficulty quadruples at least. It's tough and good puzzling fun.. Great fun! Jump, tackle and header your way to the goal - that's all there is to it. Matches are fast with lots of goals, and a surprising amount of skill. Plus it's just funny to knock the ball out from between someone's feet in mid-air :D

Recommended if you have a few friends and controllers (2 can play on keyboard + more on controllers).. chinese we need. A revamped version of Space Invaders but with chickens and power-ups. Simple yet enjoyable. The ship moves a bit sluggishly on this title; the later titles are more fluid.. This game is good. Buy it, it's cheap.. everything about this VN is amazing. Even the first episode already made me craving for the rest of the episodes. Waiting 3 months for each episode is really hard.... but ill stick till the end :)

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