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About This Game

Professor Eustace feels like he's getting too old to push around a lawn mower... but he still knows how to use a screw driver! Armed with his tool box and decades of engineering experience the professor sets about automating his horticultural machinery.

Mow Problem features a familiar block programming style interface used to guide a variety of garden shearers and electric mowers around a series of intricate lawns. Compete with other player's leaderboard scores to create the most efficient mowing programs, unlock the seasons throughout the year... and maybe even find a secret hidden in the shed or two!

Mow Problem will challenge your thought and programming skills while soothing music and gentle sound effects immerse you in a series of country gardens. Completing all the lawns will unlock the built in lawn editor, so you can see how many of your friends can master your mower! Extra modes will also become available such as Time Attack, or Rainbow mode, each with their own set of leaderboards.

Title: Mow Problem
Genre: Casual, Indie
Developer:
Trederia
Publisher:
Trederia
Release Date: 12 Apr, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: 2.1 GHz, 64-bit, dual core AMD or Intel processor

Memory: 1 GB RAM

Graphics: Nvidia GTS450, AMD Radeon HD 5000 series or higher with OpenGL 2.1
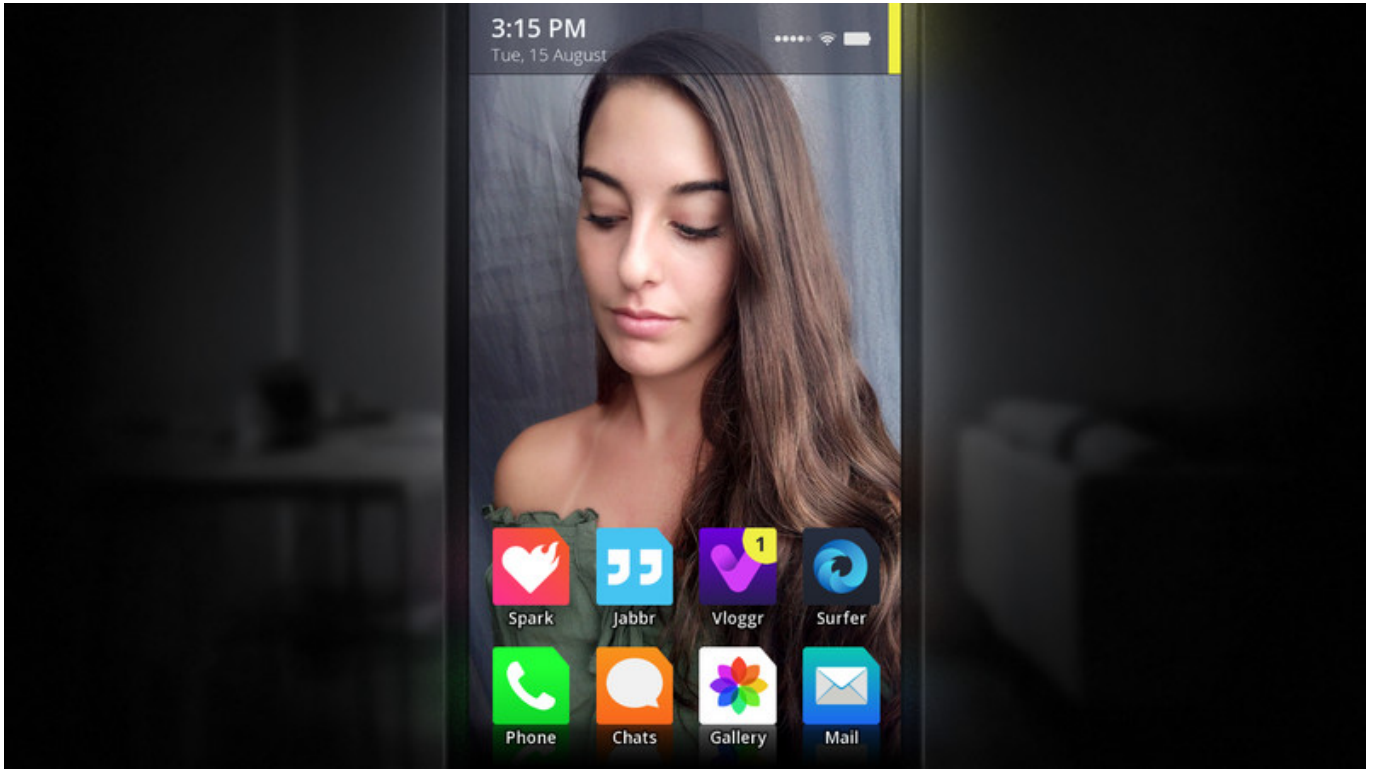
Storage: 25 MB available space

Sound Card: OpenAL compatible

Additional Notes: Requires OpenGL 2.1 or higher support, Intel integrated graphics may work but is not officially supported

English

2

Tarchimache

Resurrection

1   2

I like it, I'm haveing a hard time recording games on full screen, but recording from desktop and browser games its perfect, and telling you the statistics of the computer includeing temperture.. Given the price, I won't say I'm awfully disappointed, but there are 2 major flaws for such a simple game : first, the font is awful (good luck seeing the difference in the heat of the moment between limb and lime, or hero and kerb, for example), and for a typing game, that's just unacceptable.

Second, from time to time, the game stops responding to keyboard input. At first, I thought it was because of CAPS LOCKS (which does stop the game from recognizing what you're typing), but it also happened at least once for no reason.

To sum up : a typing game where you can't recognize immediately some of the words to type, and which will ignore your typing from time to time. Is it possible to miss the mark more than that ? I'm not sure ... Oh and unclear achievements too, probably linked to how many letters you typed, but since they' re not labeled, they could all the same be random.

EDIT : figured the achievements. You get one each time you play a game and score at least one word, for each of the 3 levels of difficulty. To say it otherwise, it's actually easier to get achievements on Hard than on Easy, since you die faster ... kk, "perfected" and uninstalled.. I don't normally like casual puzzle games, but Tidalis got me addicted. Its mechanics are fairly unique and it has a ton of variations so it doesn't get monotonous. There's a story mode to introduce you to everything the game has to offer, a brainteaser mode where you have to clear the board in one move, an option to randomly set up a game for you, and a multiplayer mode. You can also set up custom games with whatever parameters you want (which special blocks to use, which playstyles to use, time limit, board size). The soundtrack is also good, and it changes based on how you're doing in the game.. 13 minutes later and the gun not being able to reload was enough time for me to decide to ask for a refund. The gun is from blade runner, and the sword im pretty sure is stolen from vindictus.. Intriguing puzzles.
Arrange the Letters within limited moves.

Well Playable.

. 10\/10 Basically gives you all the achievements on launch.

Brilliant!!!. First of all, I played this game on the Oculus Rift with Xbox Controller. I am not comparing this game to AAA racing titles like Project Cars or Arsetto Corsa or Dirty Rally. In fact, I can't think of a another game to compare this title to as there's not any other $5 or less VR racing games that I am familiar with. I can say that after playing this game and finishing the game in 15 minutes, that it is obviously not a AAA racing title. So temper your expecations.

So should you spend $4.99 or $4.49 on this title? That's a tough recommendation. I don't think you should get this title if you are expecting a AAA racer experience. There's only 3 tracks currently. I raced them all in 15 minutes. And I wasn't exactly rushing through to get to the next race. I was taking my time trying to orient myself to the cockpit and the racing style. There's only 1 model of car with 4 different colors. There's only 4 racers on said track. The AI drives like your grandmother. You should easily win each race, unless you constantly crash. I didn't see a leaderboard, only the racing results at the end of each race. The only option is picking which race track you want and whether you want to drive automatic or standard.

Is this an arcade racing game or a sim? It's mostly arcade racing. I wouldn't say it's completely arcade, you do have to properly navigate turns. The visuals are mostly nice, but not great. You get a nice cockpit view during racing and it mostly looks nice inside the car. The mirrors look messed up though (it looks like a flat low res functioning mirror versus what a real life mirror would look like). Crashes are unrealistic. The car handles fine, and I got used to it quick with the Xbox controller. You do get a nice feeling of speed, which I liked. All three tracks are quite different and the island track was fun and imaginitive. I want more of that.

I think I got my money's worth. But just barely. If they add more to the game and improve gameplay at this price point then it'll be a bargain steal. For now it's just barely recommendable for VR fans who want to support more racing titles (like me).

Rating 5\/10. This is a really great little (big) game! It's not just about flying with Newtonian physics from planet to planet. During my first run I ran across an abandoned space station. I grappled onto ti, got out of my capsule, entered the station (none of this is explained in the tutorial I figured it out by chance) found a bunch of stuff inside the station to power my ship and got to the station's control room, booted up the engines and accidentally set the station on course with the system's sun. I was able to hop out into my ship just in time nearly burning up in the star's corona. Flooring the accelerator out of there in the nick of time! Only to slam into a passing asteroid, ending my short but sweet career.
I LOVED IT!

There's a lot of hours of fun to be had, especially if you enjoy exploring and flying with a great version of Newtonian physics . What I really like about Adios Amigos is that there isn't anything out to kill you... except the occasional piked plant life, tumbling rocks or asteroids caught by the planet's gravity.

A fun game, well worth the price! :)

NOTE: I was having TERRIBLE crashes every single time I tried playing it. The game would simply freeze. But I contacted the developer and ever since the last patch I haven't crashed once. GREAT JOB guys!. Of all the different genres of video games I've experienced, 2-D platformers have always been my favorite. There are few things I enjoy more than sitting down with a snack and a glass of water to enjoy a well-made 2-D platformer. As such, you can probably imagine my excitement upon finding a free platformer on Steam with a relatively high user score. Eager for what was likely to come, I rapidly downloaded the game and began playing, filled with hope for the upcoming adventure and joy for returning to the realm of platformers.

By the time I finished Drop Alive just under an hour and a half later, all of that hope and happiness had degenerated into disappointment and frustration.

To the game's credit, its graphics and music are both top notch. In fact, it was the former aspect that initially caught my attention before I realized that the game was a 2-D platformer. It has a beautiful art style which appears to be hand-drawn and any animations seem fluid and natural. Likewise, the music perfectly complements the moods of the stages established through their graphics. In short, Drop Alive both looks and sounds (for the most part, more on this later.) amazing, an aspect which immediately hooks in prospective gamers.

Unfortunately, these gamers will realize perhaps the most fundamental weakness of Drop Alive as soon as they pick up their controllers: the control. While the main character's vertical motion is alright, its horizontal movement is perhaps the slowest of all characters in 2-D platformers I've played. This leads any kind of movement in the game to feel sluggish and, by extension,

thoroughly unnatural to gamers who have developed any kind of intuition with 2-D platformers. I played Drop Alive for 80 minutes total and, by the end, I was still missing jumps and dying because I just couldn't get used to the control, despite my deep experience in the 2-D platformer genre.

The poor control of the main character extends to its alternate forms as well. As the player character is a water droplet, its adventure vaporizes it into a cloud of steam at certain points and chills it down to a ball of snow/ice at others. While the first transformation controls fine, the latter literally feels like it was never play-tested whatsoever. While in snowball form, the main character moves far too quickly, which makes any kind of platforming that is even remotely precise a virtual impossibility. Unfortunately, later stages combine this alternate form with jumps over lethal fluid or other hazards, leading to many premature deaths throughout the game. This issue is exacerbated by the inability to control the snowball's aerial drift after a jump, entailing even more deaths at the hands of this game's lackluster control.

It is upon reaching these later stages where much death occurs at the hands of this game's control that the second major issue of Drop Alive rears its ugly head: the complete lack of a health bar or checkpoints. Yes, that's right: whenever you make a mistake in Drop Alive, you die immediately and have to start the stage all over again. In other words, in order to complete a level in Drop Alive, you need to play the stage essentially perfectly. While this game design is archaic at best and absolutely inexcusable at worst, the game's issues related to control make this all the worse, since the game causes you to make mistakes through its faulty control and subsequently ruthlessly punishes you for making these mistakes.

Finally, as mentioned in the section on Drop Alive's positive attributes, while the music of the game is certainly one of the game's strongest elements, some of the in-game sounds definitely qualify as flaws. Most notably, upon dying, the water droplet lets out a whine, as if it is on the verge of tears. As previously stated, death in this game is far more irritating than it needed to be, but this addition just made everything slightly worse. This may seem to be a minor point on the surface level, but trust me: when you're dying repeatedly due to the aforementioned problems and being forced to start at the beginning of the stage each time, the main character sobbing and moaning gets on your nerves fairly quickly.

I honestly wish I could recommend Drop Alive. As previously stated, this game boasts a near perfect blend of music and aesthetics, which confers it a magnetic pull for potential gamers; however, I simply cannot recommend a game with such a vile combination of awful controls and literally no leeway for error. Even with its nonexistent price tag, Drop Alive still falls short of what else can be found on Steam. If you're looking for a free 2-D platformer on Steam, I'd suggest The Expendabros over this any day: while its presentation may be strictly inferior to that of Drop Alive, it stands head and shoulders over Drop Alive in the gameplay department. Drop Alive may have not wasted any of my money, but it certainly infuriated me and wasted my time. And, to be honest, I think that's probably worse.. Good movement. Well balanced enemies. Good challenge build skill.. First problem Player Base im from the EU not sure if that makes a diffrence but there are no people hosting a online game for anyone to join except 1 wich was from the developer of this game wich had 3 clones of himself in the server and were just being afk.

Second problem is the Resurrection skill so let me explain what this is and does The game is boss vs vikings (max 5 vikings). Vikings get in the default setting 10 shared lives. Now here is the problem the ressurection skill wich all 5 vikings can choose if they want too. does obviously revived down players BUT when they use the skill it doesnt go down from those 10 shared lifes meaning youd need to kill all 5 vikings simultaneously twice if you want to win a fight like that as the boss wich is impossible.

Third problem is gameplay in general. It is clunky you lose track of who you are and where you are most of the time because it is hard to see through everything that is going on. and the controls are also weard and unexplained example the tutorial doesnt tell you that right click targets your aim towards adds instead of the boss.Also you can only read what your character skills do before the match starts wich is roughly a min for the boss you even have to click another i in the top right of the screen you cannot see your abilities in the character menu where you can customize the colors of your characters.

Problem 1 and 2 need to be solved somehow problem 3 sure its clunky but also not so horrible that you cant have fun playing this game.

Also its a easy fix for the second problem if there only would be 1 guy that may have Ressurection selected before you start a match or you would make it a heal instead its problem solved. The first problem however is thougher though for a game that is already out for a month something is wrong already.

As of date 11 April 2019 i would not reccommend buying this game unttil they fix all of these crucial problems mainly 1 and 2.. This is one of the easier AGEOD games to get into, there's still so much nuance however. It's best to start in the Italian Scenario and be able to consistently win on both sides before expanding your view outward to the grander campaigns.

This game is really worth picking up if you wish to learn of the history and military strategy of the day, though it is brought down by the ancient engine it is used on. Fortunately, Slitherine has confirmed this is the last AGEOD game on this engine, as a new one is in the works, which is what we should all be looking out for. Either way, this is a great game to add to your selection.