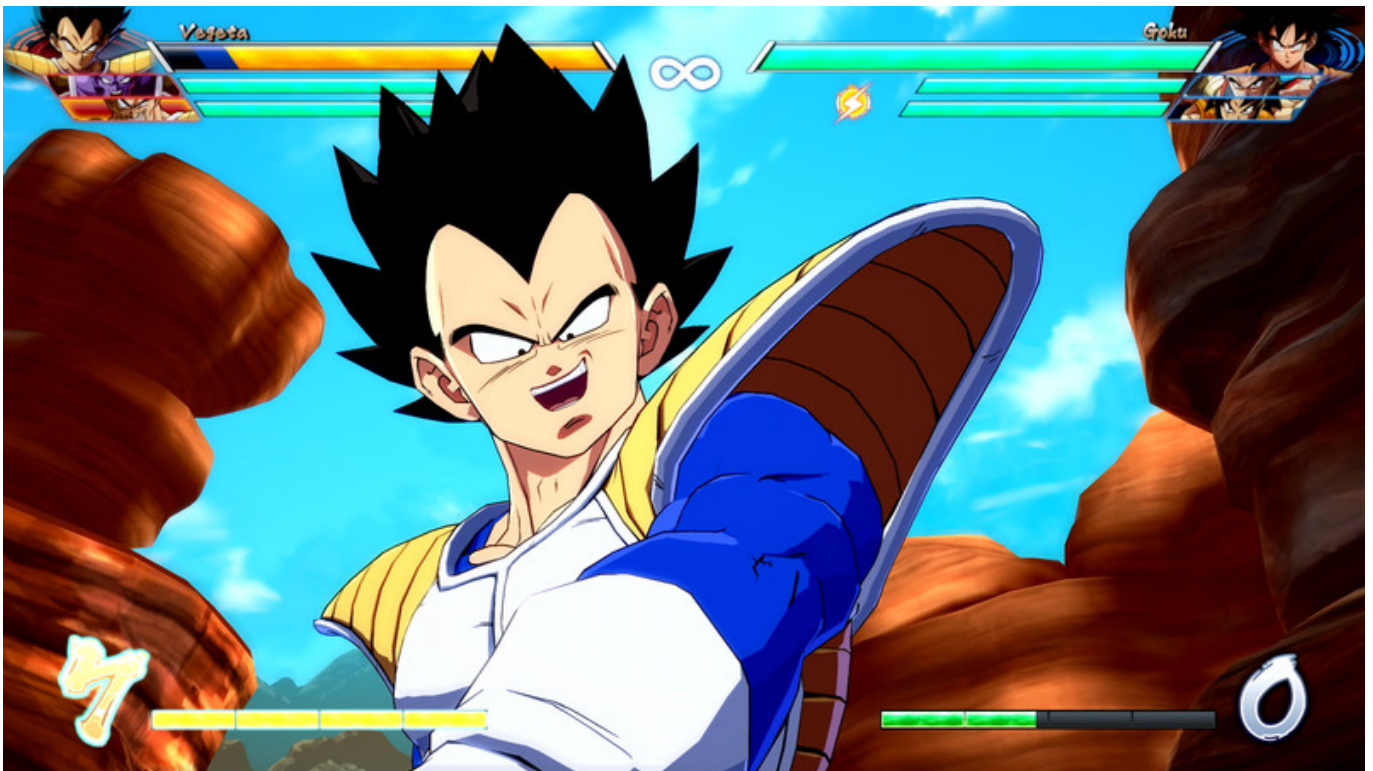


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Planet Smasher Download] [License]



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## About This Game

Smash planets together in this three dimensional puzzle game. Smash asteroids together to make moons, moons together to make planets, and planets together to make the stars and beyond. What can you create in your universe? How quickly can you create it?

Satisfyingly addictive - the fate of the universe is in your hands...

### Key features:

- Play in 2D with keyboard and mouse, or experience fully immersive Virtual Reality and play in three dimensions with the HTC Vive or Oculus Rift.
- Completely unrealistic physics with outrageous explosions.
- Fully configurable with multiple challenges and difficulty levels.
- Online leaderboards and statistics.
- Steam achievements.
- Images courtesy of NASA/Goddard Space Flight Centre and NASA/JPL-Caltech.

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## Controls:

- **Keyboard:** Fully configurable keyboard mapping - edit file "keyboard.cfg". Default mapping is to smash planets with WSAD / num-pad / arrow keys, shift and control, menu toggle with spacebar, select with WSAD / num-pad / arrow keys and return/enter, but can be easily edited to support any other mapping.
- **Mouse:** Smash planets by right clicking, moving in the desired direction and releasing. Menu toggle with the menu icon, select with point and right click.
- **HTC Vive:** Smash planets by pressing the trigger, moving in the desired direction and releasing. Menu toggle with the menu button, select with point and trigger.
- **Controller:** Fully configurable controller mapping - edit file "controller.cfg". Default mapping is for the XBox One controller, but can be easily edited to support other controllers / joysticks.

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Title: Planet Smasher  
Genre: Casual, Indie, Strategy  
Developer:  
Robin, Alice, Julia and George  
Publisher:  
Team Gilbert  
Release Date: 15 Sep, 2016

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**Minimum:**

**OS:** Windows 7 SP1 or greater

**Processor:** Intel® i3-2310M equivalent or greater

**Memory:** 4 GB RAM

**Graphics:** Intel® HD Graphics 3000 equivalent or greater

**DirectX:** Version 11

**Storage:** 100 MB available space

**Additional Notes:** Play on a two dimensional square grid with a low spec PC (above requirements are for a 5 year old laptop which can run Planet Smasher with no issues)

English







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Project Zomboid hasn't changed much in the past 3 years and the recent additions are miniscule.

They added cars that should've been a part of this game years ago. They added new weather mechanics that no one asked for. They removed multicore support for dual core systems and their excuse is that "your system is always using the other core, so it was never really multicore", which is obviously a lie. Now the game runs like garbage on weaker pcs. They keep feeding us lies about development process and their representative keeps having public meltdowns and tantrums while arguing with players on their community page. Anyone complaining gets harassed by their skills.

Their excuse for slow development is that "they CAN take as much time as they need to release a PERFECT game". Such a brazen thing for a dev to say to their customers. Yeah, you can take your time, but it's been 8 years already and this is a simple isometric game on java.

It's still alive thanks to modders that fill it with content like hydrocraft (it adds a ton of features that could be a part of this game if devs weren't so lazy). The maps get boring fast and there's literally nothing to do if you're playing vanilla. There's no endgame, there's nothing.

If you're a fan of walking simulators, if you like wasting your life away on unnecessary in-game skills, if you drink bleach for breakfast, if you have an inferiority complex and want to feel powerful by harassing other players, if you're toxic and easily led and ready to fight for your "special interest" then this game is definitely for you.. TOO short but so so HILARIOUS! x'D

. If you are worried about the price and who like puzzle games like me, you won't regret.

The amount of puzzle is quite a lot in this game. Also they have very unique answers.

Finally, Baba is so cute. :D. The game is full of bugs. Something you can play everyday. It's a fun little game with decent driving physics, relatively big maps, an 80s-esque VHS-laden aesthetic, and fitting music. There's also some sense of progression, with a dozen or so different vehicles to purchase, and many upgrades and bonuses for each. There isn't a ton of content yet, so you'll have seen it all after an hour or two, but let's not forget that it's far from done.. What I love about this new season of Dr. Cares Series is the graphics and animation of the characters. The animation of each characters is more lively - and it is indeed a great improvement compare to the previous season. Another thing I love from this season is the story; where it allows me to appreciate Newton even more as I never expect it was Newton who saved Amy from the runaway - not once but twice. It really shows me Newton's birth truly meaningful ever more especially towards Amy. And I really enjoy how the stories raise the awareness of bullying in school. Not to mention, I have to say it is very genius creative idea to have the choices system in this time season of Dr. Cares! It makes me feel as if I am reading a Visual Novel! Overall, I absolutely enjoy everything Nitreal and GameHouse Original Stories gave us in this season of Dr. Cares series.

Nevertheless, there are certain **issues and bugs which I would like to highlight, such as (1) the game crashed at Level 48 under Chapter 5; after we choose either of the options (Jack V Pawsitive) during the story scene - which is saddening as we are unable to see what is happening after we choose one of the two options, and lastly (2) the Shelter Dog achievement is bugged. Even though we have purchased all of the upgrades available at the adoption center, the achievement is not trigger. Although I am not entirely sure if Nitreal and GameHouse Original Stories teams are still working toward this issue, however according to this [discussion post](#), it seems this issue is unsolvable. Even so, I am still holding onto some hopes that they will be fixing these. If the fixing is really entirely impossible, please do confirm it with me so I can just uninstall the game from my PC (leaving some spaces for other games which I would like to try)**

[Despite some of these bugs and issues, Dr.Cares - Amy's Pet Clinic is still a great game. It is worth of my time and I do wish to see more from this series. A big shout out to Nitreal and GameHouse Original Stories for their great work and awesome season for this series! Looking forward for more!. I have never had so many emotions come from a vr game since i was back in my prime](#)

[10V10 would recommend. Fantastic game! at first i didn't quite know what to think of it because of the difficult gameplay, but once you get the hang of it it's really fun! I would reccomend this game to anyone who likes fast, and difficult but fun gameplay, one of my favorite partes of this game was at the beggining when i got the hang of handling the yellow arrows, and a blue arrow came and messed me up, i like moments in games like that, overall, Fantastic game I would reccomend!. Stop making this crap., This is my first visual novel that got me curious about it all. While I can't say I liked them all, this one is probably my favorite. Although silly, it's well written and fun.](#)

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Decent story , graphic and gameplay for a 2007 game . The level and the game design are great as you can enjoy various big Hollywood scenes through this campaign .

Multiplayer is dead . So just buy it when it is on sales and enjoy a wonderful short story .. Deep Ones :D

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn.

That is not dead which can eternal lie, And with strange aeons even death may die.. \*Gnome Seal of Approval\*  
Fast paced arcade puzzle game. The idea is to create squares where the corners have the same color. Bigger square, more points. Make enough squares of each type to win the level. It starts out really slow so you can get used to the idea and ends in an adrenaline kick in the last few levels.

Great for the younger ones, but plenty of challenges for the adults as well. Not to mention the super cute japanese theme.. Love the game. It's very relaxing and the DLC's are great extra content from the base game. Really enjoying the double's in Scandinavia. Highly recommend getting a wheel though. The upgrade from keyboard to wheel brings the game to a whole new level. If it goes on sale it should be an easy insta pickup.. Probably the best match-3 game on steam

- + Voice acting
- + Story
- + Resolutions FOR PC!
- + No timers
- + Powerups and spells if you're "bad"

It isn't a traditional match-3, where it's all about combos and getting the highest score. Instead of hitting X score, or collecting X red gems, It's about getting your character from A to B, and making matches clears the way. There are challenges to be had, like rocks that need to be cleared, monsters that need to be killed, etc.

. What a masterpiece.....

20V10 would refund again <3. I wanted to like this game, but Microsoft Jigsaw (free in the Windows 10 App Store) has kind of spoiled me on computer jigsaw puzzles.

**Pros:**

- **Nice music.**
- **Pretty puzzles.**



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**Cons:**

- No easy identification of edge pieces. The first step to any jigsaw puzzle is finding the edge pieces of course. A button to segregate them would be nice.
- Pieces "snap to" the puzzle grid instead of each other. This makes it impossible to put together portions of the puzzle that you know go together without randomly moving your mouse around until you accidentally find where one piece in the block goes in the grid.
- No screen resolution settings. Playing on a 2560x1440 monitor was quite a challenge from an eye strain perspective. To make this worse, I tried to move the window to a 1920x1080 monitor and the menu no longer functioned. Had to Alt-F4 out of the app.
- Not enough variation in piece shapes (see next point). Especially for patches of mostly one color it would be nice to be able to make an educated guess based on piece shape instead of randomly moving a piece until it "snaps".
- No zoom feature. Since most of the pieces are too similar in shape, it would be nice to be able to zoom in on the pieces to determine subtle differences to help you solve.
- Poor screen real estate usage and piece management. Again at 2560x1440, the puzzle only took up about 45% of the width of the display. The game does not allow you to move pieces outside of its limited graphic area which makes sorting pieces by color tedious at best, if not impossible especially on the harder difficulty levels.

**Summary:**

**For less than \$3 on sale, this was not a horrible bargain. However I would recommend that the devs study Microsoft Jigsaw and steal the user interface in a future update. Overall 4.0/10.0.**

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