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## Build-A-Lot 4: Power Source Crack Highly Compressed



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### About This Game

The power is in your hands! Help friendly towns to grow and glow by building neighborhoods and generating clean energy to make them run. Watch out for power overload! If you build too fast, you may experience blackouts and unhappy renters. You'll have resources at your command to energize the towns – build solar towers and wind farms and dispatch technicians to make sure everyone is energy efficient. Then, get your neighborhoods fit and fancy by building tennis courts, swimming pools, boutiques and more. With multiple campaigns to play and a variety of awards to earn, there is plenty to do and lots of fun waiting for you in this electrifying addition to the Build-a-lot series!

- Generate clean power with wind farms and solar towers
- Use technicians to make homes more energy efficient!
- Manage power carefully to avoid blackouts
- Beautify the neighborhood with recreational facilities!
- Play multiple campaigns and earn a variety of awards

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Title: Build-A-Lot 4: Power Source

Genre: Simulation

Developer:

Hip Soft

Publisher:

iWin

Release Date: 12 Aug, 2009

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English







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I had over 700 hours in the Culling, and this is by no means a "sequal". It is a sad attempt at copying PUBG/Fortnite to make a quick buck. I honestly think PUBG mobile is more responsive.

I would be ashamed to have even worked on this project. Xaviant has exhibited some disturbing business practices and I would be wary of purchasing any of their products (or whatever company they become) in the future. I refuse to believe that anyone could release a game like this and actually think it was "finished", let alone contribute anything new to the BR community.. I completed the first level 100%

So, what did you do in your musical 3D platformer to complete it?

I just ran into objects, till they got colorized.  
What, you were expecting something else?

I sure was. If this evolves into some incredibly deep gameplay loop, don't think I'm going to see it.

Here's the straight and narrow - the UI looks like a free to make engine was used, and only the most basic templates applied. You have no d-pad movement, every single option ( yes literally every option ) is just hard mapped to a face button on your controller.

except to quit the game, you ned to hit ESC, there's literally no escaping the game. You have to pause, quit to hub, quit to main menu , and THEN you can hit ESC.

The game is colorful, sure - and there's no textures anywhere? Weird stylistic choice.

Your " levels " are just floating geometric blobs spattered throughout a cylindrical skybox.

You ( without any animation whatsoever ) float along the world in a weird, accelration sorta movement. There's literally no animation, so I hav trouble seeing where this sudden speed sprouts from.

You also have the deft agility of a 32 wheeled truck.

you do not : turn on a point : you turn on a wide, slow angle, perfect for platforming. ( this is sarcasm )

you literally just bump into objects, they turn into color - you get a % of evel complete. you don't even need to color everything, but that's the primary goal. You also collect notes.

Idky this is labeled as anything for music, I was expecting some sort of Wandersong-esque game. What I got was a very amateurish, probably college-student level first attempt at a game.

There's a skeleton of a game here, and to be quite honest - this bored me to tears.

Let me know if level 2 ramps up beyond the " grabbing wings so you literally float " mechanic ( which is where I just quit )

It's also one of those games where if you keep the JUMP button held down, your char just keeps jumping ( a pet peeve of mine, reeks of Game maker lite stuff )

anywho - sure looks early access, possibly this game improves - idk.

I'll come back when it fully releases.

I'd also liek to mention the game was sold as an empty folder for two days, and peopel did try to contact the devs about it.

I was just extra b\*\*chy, so I think I got through to them a bit faster.

Apologies for being a b\*\*ch.

In summation - this is not so much a musical game, as it is a -point character in a direction, and touch things - game.

if the premise interested you, please - go buy Wandersong, You will not regret it in the slightest.

early access - not recommended

and like I said, i'll come back after they fully release the game.

cheers. this app. for just listening music. and \$30.. Hey, I bought this DLC, but it hasnt went on my game yet. I already bought

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this on my phone and seen I can buy again so I did. I'm wondering if that's the problem and if so then why could I buy it again if that was gonna be a problem? I read it and it didn't say anything about that. Did I waste 20 bucks or can I get a refund?

Edit.

Guess I'm just out of luck... Can I at least get the gems? Since this is un-refundable.. I had 87p on my account so I decided to play this great looking game.

WOW!

First of all, this is amazing.

The realism is incredible! I really felt like the action was happening in my living room! No VR headset was on during this i have to add.

As I was playing it, I managed to completely destroy some black people that were completely oblivious to my presence, which made it much, much easier. It really felt like i was killing people. I thought about their family as I imagined them dying. I have to visualize the kill before committing to it, so that was a hard task. After playing this game, I did no longer feel like I had to shoot children to compensate my hate for humanity. This is the best 59p I have ever spend. Thank Myself for this beautiful piece of software engineering.

Many game developers could learn a lesson or two from playing this game.

I would recommend this game for anyone that feels like shooting up a school. Even an office. Or a small shop maybe?

You could also go to the shop and support them by spending 59p on a chocolate bar. It will probably taste better.

TL;DR: Don't buy this. It is trash. Try it though. It's actually really bad.. I'm reviewing this from the couch/controller/in-home streaming point of view because I feel this is the most natural environment for Videokid's kind of game.

Today, in a total 180u00b0, we'll flip the thumb downside up. PixelTrip Studios' latest update vastly improves the game experience with a controller in hand. The game is not overly hard but can still kill you in seconds and the fact you don't have to reach for a mouse to give it another go anymore makes all the difference. The controller support stil doesn't feel 100% "native" but Steam's controller configurator can pick up the slack and make the mouse-driven store and menus navigatable with a pad. If I could only skip the Unity configuration with a launch parameter, the Big Picture experience would be improved even more.

The game itself is a silly fun time waster with a ton of '80s references but what actually draws me in is the fluid gameplay and the fact it reminds me of Paperboy but doesn't make me want to pull my hair out. Added to the bin of games to go back to when you don't have time or energy for anything new or big.

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Initial review for posterity:

Seems promising but the Unity configuration popup, lingering Game Over screen and the fact you need a mouse to skip the intro and use the menus are seriously killing the pick up (a controller) and play and replay and replay again aspect. I want to enjoy it but the aforementioned clunkiness is getting in the way.. "What were you doing down there?"

"You want to know what I was doing on Pandora? Your mom."

"My mom is dead."

11/10 GOTY. Fun but not without a few issues that hold it back.

The great things are the music, funny balls, humor, lots of upgrades that alter the looks of your ship.

The not so great, It's a bit of a grindfest where you will need to pass certain "ship" checks or you wont survive. Also those white clouds are too bright and hide too much too easily, Field of view is too small so you will be using that small radar a lot.

Compare it with playing GTA and getting the feeling that driving solely by the tiny map is better than actually looking up.

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Finally BALLS ARE♥♥♥♥♥♥♥♥. Extremely glitchy puzzles. Multiple instances of clicking the right thing at the right time and getting either no response or the 'you did it wrong' sound, only to look up the solution to find it was exactly what I was supposed to do. Pass on this one.. Excited to see which way this is gonna develop.

Could use a little more story for my taste, but is fun to play for a while.



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DO NOT TAKE THIS GAME SERIOUSLY! I really enjoyed laughing along with my friends as I played this game. It's an honest insult to the LGBT community, but if you're looking for a giggle with your friends, I recommend this. It's a whole lot more fun with an audience.. A valiant attempt by the developer, I guess, but this game just did not do anything for me. Weak story, mediocre game-play, and something about the jump physics made platforming very frustrating. If you already have it as part of a bundle (which is how I got it), then check it out and see for yourself.

Otherwise, I see no real reason to get it on its own.. Had a hard time figuring out what to do. Now I know this is an early stage of the game so I can't blame the developers for this, but it's not my type of game either. I feel it's kind of mean not recommending this game because it's in such an early stage we don't know what's coming next, it could be good, and it could be bad.

I'd like to contribute to the translation lol

(Also, devs, PLEASE set the default framerate at 60 instead of 20). Whilst the concept sounded good, the game itself failed to deliver on anything noteworthy.

The gameplay itself is slowpaced and uninspiring.

Would not recommend.. If it had a different type of gameplay, like looking for clues, getting items, also maybe consisting of hundreds of cutscenes which tells you the story and lets you interact with those scenes; controls could be called "innovative". But with those cheap jump scares its just plain bad, in any way.. Well, at least I can play in a decent screen resolution, but I feel like these are just getting worse. 1 and 2 were straight forward and more of a joy to play than this and the 3rd one. Again, that cursor bothers me badly and the long, unskippable story scenes are an aggravating addition. I think I will give up on my quest for the afterlife and just live in the now.

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