
Kitten Adventures In City Park Download For Pc



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About This Game

It's hard to be a kitten when you have such a clumsy owner! Yesterday she lost a lot of things in the park and now it's up to you to find them!

Memories of that day can be helpful - you should remember where you've seen these things last and search there. And finally you can climb up a tree and ask a big cat for a hint – you will see all the events of that day again.

But sometimes it's not enough to just find a lost thing. Some residents of the park may already be using it, like mice or ants. In that case you may have to bring them something in exchange for a lost thing – only then you will get it back.

Game features:

- You play as a fluffy kitten
- Bright and cheerfull atmosphere
- The game trains memory and attention.
- Full multi voice acting

Game intended for 3-years and older

Title: Kitten Adventures in City Park

Genre: Adventure, Indie

Developer:

Lokator Studio

Publisher:

Lokator Studio

Release Date: 8 Sep, 2017

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English,Russian,Japanese,Polish,Romanian





DLC「『ピーシェ』バトル参加ライセンス」が
有効になりました

プラネテューヌの情報収集でイベントが発生します
※第2章までゲームを進めている必要があります
※既にこのDLCイベントを見ている場合は発生しません

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No Time To Work, just play :). I have given up already. The bagging is just not manageable. Nothing goes where you tell it to, products bounce out of bags...it's not possible to get it done quickly enough. Frustrating and not intuitive at all.. This game is great. I bought it for the Macbook as well. Beautiful graphics. Very accessible...start on the simple airports and move up to Laguardia and beyond. Easy to learn, difficult to master, but fun all the way. Until two planes collide during your shift. Highly recommended.. I have been playing Heroes of Might and Magic series since i was little and i must say that out of all games i have played until now this one is my best. Recommended 10/10. I love the game, and the play is good, but it crashes stupidly often.. OMG... this genre has well defined control mechanics...not sure why the game seems so foreign... just feels like it was developed by first developers who have never played the likes of turn-based games... frustrating is my number one word for early experiences. Fantastic. For sure would buy more of these. There is room for improvement on the technical side, but that does not take away from the experience. We need to signal to the creators that we like this by buying it and encouraging them to make more of these. I'd love a high quality full length film in VR. Especially with this grade of actor. Its cool stuff and well worth the price.. <https://www.youtube.com/watch?v=OILNRBpRi4U>

The pleasant thing about genre is that the skills required by individual works readily transfer from one title to the next. This is the case for all media, not just video games; for example, rock and pop fans unexperienced with a type of music like rap or metal might find it unapproachable because they don't understand how to listen to it. Familiarity is comfortable; we feel good when we exercise abilities that have already passed beyond the struggle of early development. But every so often you encounter a title that discards your assumptions about how its genre is defined and what skills it requires.

If you become good at one twin-stick shooter, you've become good at them all. This is certainly not to say that all of these games are the same! On the contrary, they are distinguished by features like combo scoring, life systems, slow-motion and bomb mechanics, enemy behavior, power-ups, play modes, and so on; yet at bottom they are all about staying as far away as possible from whatever you are shooting at. After all, if enemies kill by touch while your weapon has unlimited range, then distance is advantage.

That's why WE ARE DOOMED stands out from other twin-sticks; it takes away your advantage. A few very simple design elements work together to create an intimate, risky arcade game whose danger must always be managed from a close range. The weapon here is a short laser beam rather than the typical stream of bullets extending across the entire arena. Obviously, the inability to kill things from a comfortable distance changes the fundamental dynamic of a game like this, but what's really clever about the laser's range is the way in which the game keeps you on the offensive.

See, you might think that you could overcome the range problem by establishing a safe corner for yourself and playing a defensive game, perhaps poking out now and then to gradually expand your territory. Well, nice try, but threats spawn more quickly than you can possibly eliminate them, even if you destroy enemies with perfect efficiency. There is only one recourse: the Superbeam, an ability which extends your laser and cuts through enemies instantaneously. WE ARE DOOMED revolves entirely around management of the Superbeam; without periodically making use of its screen-clearing range and power, the

player will doubtless be overwhelmed. The game's rhythm, then, emerges from the claustrophobia of high-density enemy build-up and the climactic relief of a nick-of-time Superbeam activation that effectively resets the board.

But the trouble is that the Superbeam is charged by picking up cubes called trinkets, and these depreciate over time and eventually disappear altogether. Therefore, in order to constantly build meter for the Superbeam and ensure long-term survival, the player must adopt bold, aggressive tactics, swimming straight through thick packs of enemies in order to grab trinkets as quickly as possible, and the short range of the basic beam forces you to carve your path on the fly. As a result of this clever synergy, the core experience of WE ARE DOOMED is one of constant, exhilarating tension. No other twin-stick plays quite like it.

Bright, colorful enemy design and retro, chunky effects help to keep the action readable even at its most chaotic while pairing well with the soundtrack's warm, airy synthpop. The sounds of trinkets spawning in and being collected are pleasingly light and musical over the steady thrum of your laser. Actually, the aural mood is surprisingly mellow and relaxing overall despite the splashy visuals. It's a welcome direction that keeps the player focused rather than frantic.

And that's a valuable mindset when the slightest distraction can be fatal. As in other twin-sticks, the entire point here is to push yourself to get better and better runs with higher and higher scores\u2014that may sound repetitious, but the need to get close to enemies prevents the boredom of unthreatening early waves that sometimes haunts similar games. In its elegant new take on the genre, WE ARE DOOMED isn't just a refreshing alternative to other twin-stick arcade shooters\u2014it's a better one.. At current stage, I can't recommend. I have played for two hours (hoping can get refund). So far I have lost 4 characters when I finish a mission. It usually the tanks that no longer show up on my roster. Even if I find them in the mission roster and I drag them back to character roster, they disappear. Last save was a hour apart and 3 of my 8 just disappeared after the mission. Not sure if its a windows 10 issue.

Otherwise I do like the concept of the game, just hating having to pray my characters didn't disappear after the mission. And no they didn't die or have debuffs on them because they weren't even in the grave yard.

boring and hard to learn for young ones. I've never been big fan of shoot and run, so it looked something different. And it is! There's RPG mentioned in description, and it works perfectly in the game. I've never been RPG fan either, but it sits very well and expands main goal of the game - shoot to other ship.

It's teamwork game, no teamwork - no fun and wins also.

Yep, it's a little problem of the lack of players, but I never felt very lonely, because I always found somebody connected and playing. And remember to read instructions about how to play it, before playing it! After reading it you can find a lot of things you even couldn't imagine it.

Nice game, I love it!. decent story line but not very difficult even on the hardest setting.. This game did not age well and how it looks is not the problem here as, subjectively, it doesn't look to horrible, sometimes better than a lot of new fire and rescue themed games. The main problem is the AI or lack of it to be more precise. That actually makes you lose the game sometimes. Civilians exist only to annoy you and make sure they walk into every dangerous place possible; you tell them to evacuate the building and they just stand there; you try to redirect the civilians - the radius of that is I think less than 10cm. And the path finding, the glorious path finding - you can get your vehicles and people randomly stuck because they can decide that going through a wall is a better way to get to the destination than taking a slightly longer road nearby. This is one of these games that you remember playing during your teenage years, but now it is just time to put it 6ft below the ground.. This feels like a game you might have found on a CD full of shareware in the mid 90's. Or maybe downloaded off of Jumbo Games or the like. It's the kind of game you sit down to play for an hour. Then come back the next day and play again. It's got that subtle addictive quality. It's a very good blend of easy, approachable, and challenging. Almost feels like an obscure game Apogee might have made back in the day. Every time I've played it I've experienced new enemies, upgrades, and obstacles.

I love that I can collect items to unlock new ships, and these ships receive completely different effects from the artifact/potion pickups. Each ship is a totally different game.

My only complaint is that in the very late levels I keep dying from being rammed, despite whatever collision damage reducing modifiers I've equipped. Even in the speediest ship, which I transitioned to by a chance powerup, later levels feature so many spawning enemies intent on ramming you that it presents a huge challenge. But of course, this a rogue-like, and daunting challenge is to be expected.

Still, I wish there was a cloaking device with a timed cooldown cycle that when activated would prevent me from picking up anything or firing, but would hide me from the enemies. This would allow me to better tip toe around the later levels and cloak & heal when resistance gets too tough. Balancing this, most upgrades are only found by shooting enemies, and some fuel has to be obtained from mini boss battles. For all I know this upgrade is already in the game and I haven't found it yet, that's how much neat upgrade loot is in this game.

If you like the idea of an action rogue-like with a sort of Fort Apocalypse meets Defender vibe, definitely check this out.. This game is good. But you need to have more patient to play it.. Well this game is a lie, video of the game is not from gameplay, pictures are not from the game!!!

-No players and no bots

-Characters just hover, no animation of walking or anything

-Extremely lagging

-cant move around the obstacles, u get stuck

-graphics are a joke.

-cant choose another gun

-cant choose another character

A game that sound like fun and could have been good, but it is really a joke. U get a cube that hovers around in a few maps with some square buildings. If u point at another player(if any is online, today there was 2-including me) u can "shot" them. Thats it, dont even accept it as a gift it is a waste of time and energy.. It's not bad at all just really short if you're good at these types of games than yeah you'll have it done in 1 hour and you got all the hentai you wanted from this game and even your money back although it is well made it is challenging it isn't a rage game so yeah get for the tiddies it's basically free

For those having issues with the game:

The game has stopped working properly on some PCs starting from the build 2.03 made in December.

It was working well before.

It seems that the bugs are connected with some issues within the build and a confusion with the BitBucket files and/or my

attempts to add Japanese language to the menu.

Unfortunately it's not possible for me to find a solution quickly. I recommend to everyone experiencing this problem to switch to the beta branch. To do so, do the right click on the game in the Steam library, choose Properties - Betas and further Beta v 2.02. Thankfully this problem isn't very common, so I didn't undo the updates.

Thank you for pointing this issue out. And I apologize for any inconvenience caused.. **Polish voice!:**
Today we have amazing news: the Polish voice was added to the game.

Thanks to Agnieszka Kołodziej for preparing this update. This cute girl voiced the kitten and other characters. She was not afraid of a large amount of text, and voiced everything in a short time. I can recommend her as a good actor for the voice acting of the game. I think that the dubbing in the Polish language was not worse than the English one.

Thanks also to Polikarp Rediskin for sound processing and volume leveling.

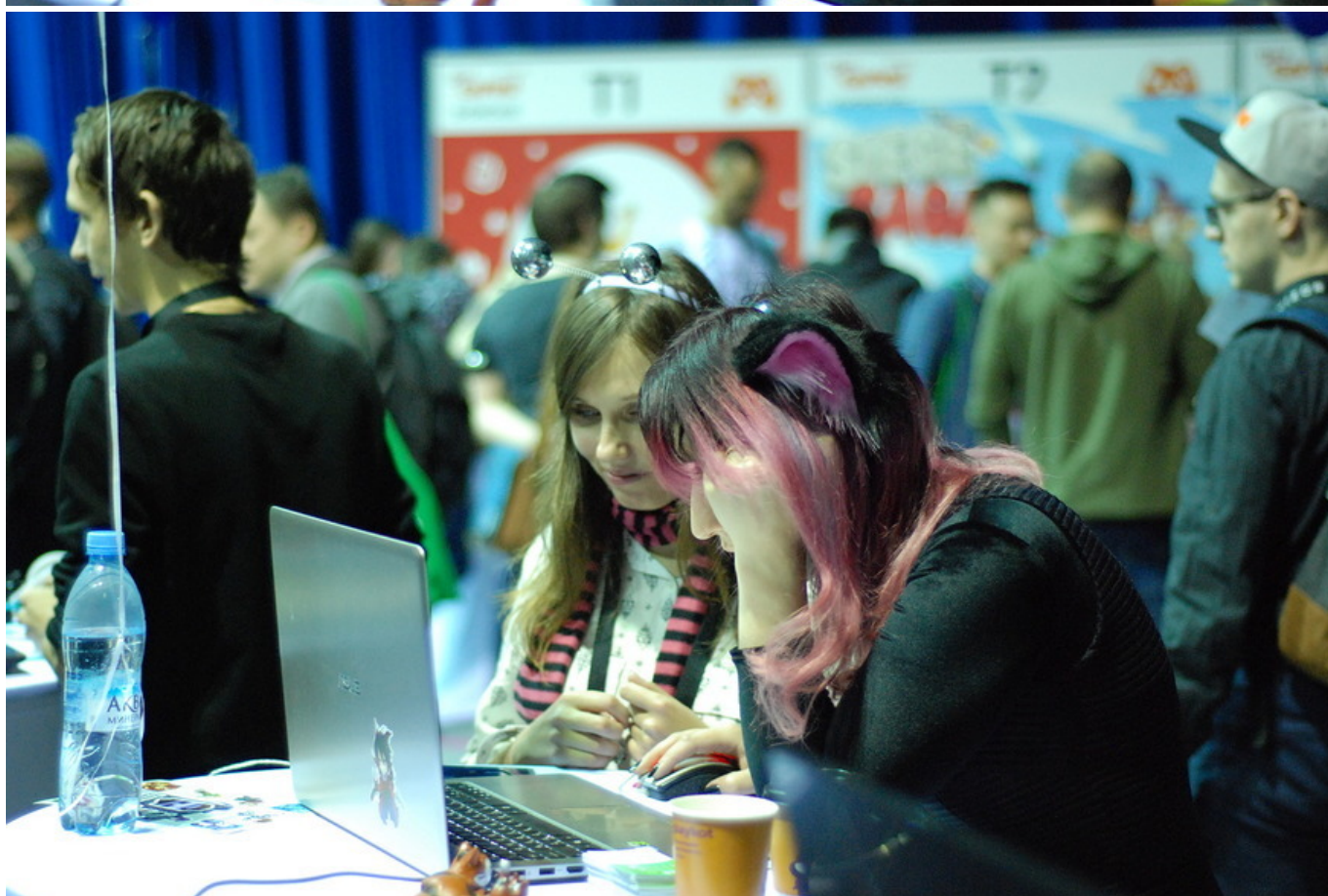
I hope that Polish children will be happy. I also recommend the Polish version to anyone who likes the game, because it's cute..
The kitten has visited DevGAMM!:

Yes, I went with this game to the Minsk-city in Belarus. There was DevGAMM - the best conference for game developers in Eastern Europe. I really enjoyed showing everyone there my game, watching people play and get advice from other developers. We have prepared photos and a video from showcase.

<https://www.youtube.com/watch?v=QZYiMGW3jvs>









I was happy to talk with players and other developers. Thanks to everyone who played my game in Minsk! Thanks for the feedback! It was a very interesting and useful experience for me.. **There's only one hour left to the release.:** It's so unexpected! Yes! The game was finally approved, and I finally finished the last preparations.

I prepared a little surprise. This is the bonus material for the game. A detailed description can be found on [this page](#). Bonus Content is purely optional and doesn't impact gameplay!

Special thanks to Oleg and his cat Mel for his help with my drawings scans.



I think the video is the most interesting of all bonus materials. The story how the game was made and what had inspired me to make it. I have never done something like this. I'm glad I learned to do subtitles! Special thanks to Alexey and Olga for their help in creating the video.

I hope this newsletter surprised you!. **Little Christmas update:**
There are very small changes, but they should add a Christmas mood.

I changed the title screen for the holidays again. This picture was last year, but only in two languages. This year there have been many translations: to Japanese, to Brazilian Portuguese, to Polish and Romanian.

Fixed a small bug: now the saved slots don't overlap the menu in all languages.

[illegible]

Merry Christmas and Happy New Year! Kitty thanks you for support!. **The Kitten wishes you a merry Christmas and a happy new year!:**
Mini-update!



I changed the title screen for the holidays. I hope you like it and it brings you joy!. **The release is scheduled for September.:** The summer ended, autumn came and it's getting colder... But you can remember how cool it was in the summer, playing this game.

As you noticed, I had to delay the release. I couldn't finish the game in August. I overestimated my strength.

Today problems with localization are solved and the last bug from the list was fixed. The first tests among friends were successful! If you want to help with the test, I have several keys for this!

You will help a lot if you tell about the game! Watch out for the kitten and he will tell you: "Meow ^_^"!

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(")_("). **The video about the game development has been improved.:**

This update doesn't affect the game itself, but only the DLC.

- The quality of the video included in the DLC has been improved: the noise is smoothed and the sound is heard better, the appearance is more beautiful, the fireworks look more clearly.
- Added Ukrainian and Japanese subtitles to the video
- Added Ukrainian and Japanese translations of the map
- In the New Year's update a New Year's art of the kitten was added. Now the game has returned to its normal mode, but in the DLC you can still find this drawing.

For helping me with this update I thank the following:

- Dmitry Borgir for correcting the video
- Martia Zimova for the Ukrainian translation
- INLINGO team for the Japanese translation

Future plans: full translation to Japanese, and then Ukrainian. And then there also will be a French translation!"

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