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About This Game

"Your queen has set up home beneath a rotting log. She is fat, and vulnerable. Her first brood will need to move quickly if the colony is to survive. Their priority now is to find food, and there is plenty around; but there are other hungry creatures in the undergrowth. The workers will need to be vigilant."

Empires of the Undergrowth is an ant colony management game, in a fast-paced real-time strategy style. The player excavates their nest underground, constructing tunnels and chambers to store food and raise brood. On the surface, the ants claim territory, gather resources, overwhelm fearsome arachnids and clash with other colonies. Nest design, army size, composition and attack timing are key to securing victory.

Missions are narrated from the perspective of a documentary film maker studying the ants, who offers intelligent insight into the goings-on of the colony and the undergrowth beyond. The primary game mode in early access is Formicarium, where you take ownership of a home colony of unique DNA-harvesting ants as they work to assimilate the desirable traits of their foes. You can upgrade them by playing one-off missions, sometimes with your home colony and sometimes with other ant species.

- Carve out and construct your underground nest to suit your strategy
- Engage in fast-paced colony versus colony combat above ground
- Play as different ant species and explore their unique traits and weaknesses

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- Encounter and overpower dangerous beetles, arachnids and other awesome arthropods
 - Grow your pet formicarium over time by completing missions

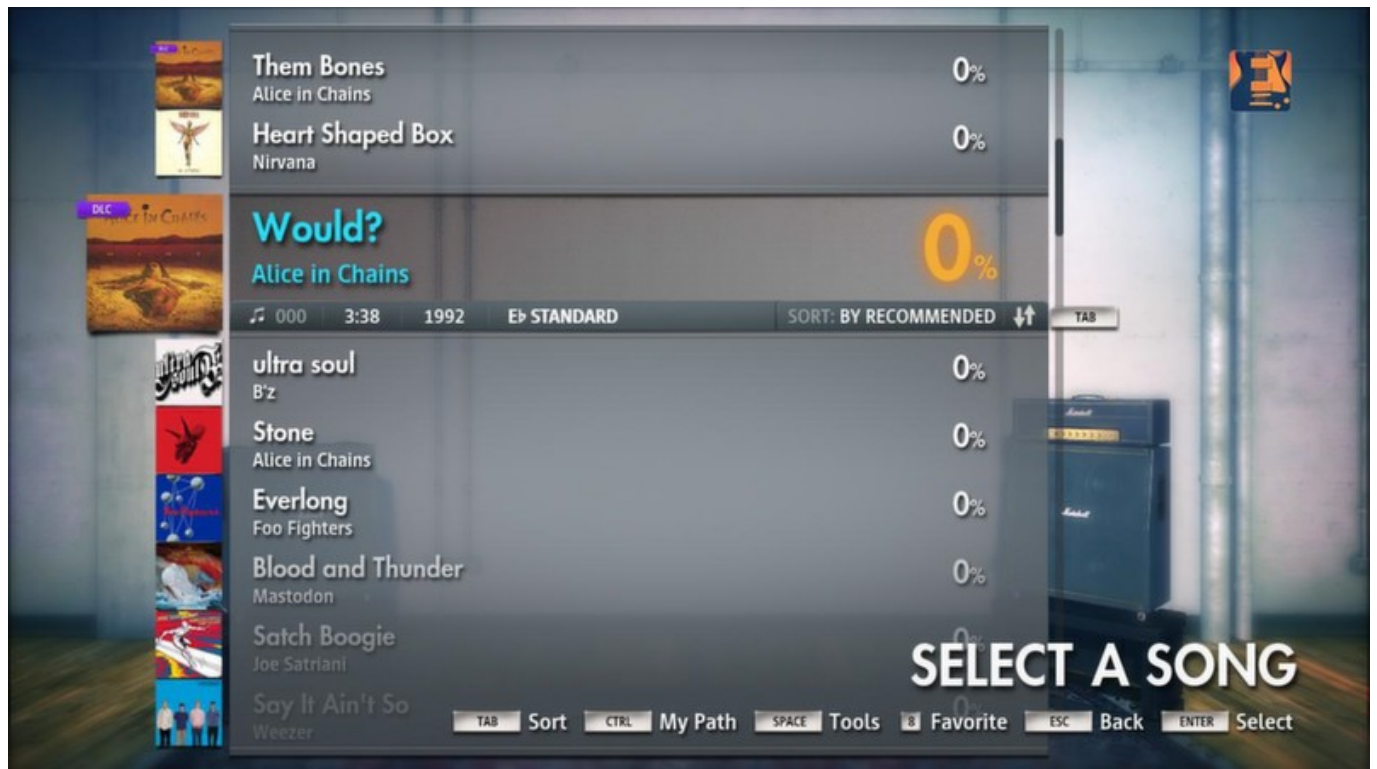
Title: Empires of the Undergrowth
Genre: Indie, Simulation, Strategy, Early Access
Developer:
Slug Disco Studios
Publisher:
Slug Disco Studios
Release Date: 1 Dec, 2017

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There is honestly nothing I can see that is good about this game, the weapon balance is terrible, it is second nature to just jump around every single corner you encounter and the recoil of the weapons are so badly tuned that if you want to get a kill outside of short range you literally miss every shot after the first 2. The snipers in this game is everything that shouldn't be in a competitive eSport where it is just quick scoping anything that isn't in long range. As for the game performance, it feels sluggish and the hit registration reminds me of BO1 which came out over 8 years ago.

I feel like this game was purely designed for players that exclusively played COD 1 and 2 and never played anything else; this game was put together with the competitive nature of CSGO but with gun play of COD game that released close to a decade ago. This game is just not fun to play.

. Terrible balancing issues, Game is unplayable - no skill only luck

Kicking myself for getting this

I watched a lets play and the guys get their butts kicked.

Played on easy and still get to final boss then owned.

You have to roll three sixes just to do damage and he will basically hit you for your entire health after the first hit

Edit: They have seemed to have balanced the game much better, can now recommend it. I have completed 3 runs and it is still challenging but possible to finish. Thank you for doing this devs.. I'm dissapointed because I bought this before they updated the discription to say that it only gives you the first 12 heros so I thought that I would get all of the heros. It seems unreasonable that you would have to buy not only the *delux edition* but also all other characters they make in order to have all of them.. *It's a great game, it really is. I love the idea (Even though it's a bit kiddish and I feel like the game has too heavy educational undertones).* Unfortunately, I wish the game had a bit more content before it was shoved out onto the market.

For \$3, you get about 15 minutes of gameplay, which, as you can tell, isn't very impressive. However, the fact that the game is being backed by a state university and one of the most advanced centers of space technology and discovery in the world, I have some hope.

I'm just hoping it gets updated soon, because I really do want my money's worth.. Really beautiful HOG! I think this might be my favorite so far from all the Artifex games I've played yet. I bought it on a sale but to be honest, I think this one is worth paying the full price as well.

9\10.. A game that pales in comparison to Madden, but does show enough potential to keep me interested in how this series develops. I don't regret the purchase and recommend this to anyone who prefers PC gaming ot console gaming. The passing mechanics are unique and a little annoying at first but with practice you should get better. Running the ball becomes

much more difficult the bigger a lead you have and your O-line tends to disengage blocks sooner when you're ahead. Playing on defense is a little bland due to a lack of abilities and diversity when it comes to how players handle, and your D-lineman gnereally move too slow to sack any QB. I've had fun with this game thus far but can't imagine I'm going to invest as many hours as I have already in the first week in the future.

If you want a football game on your PC and don't like EA then please support this small developer.

Best LSD trip without illegal substances. Plus for animated visuals in time with your own choice of music.

Ah, ♥♥♥♥ it, it's simply the best game, ever.. FUNNIEST GAME EVER SEEN :D. Yet another party mini-game experience for VR. Is this game worth it? Well, it's a very tough call. I don't think the price point is right for the amount of content. However, I think the sale price matches it perfectly. The good thing is that this game is geared for parties and you'll want a party to enjoy this. Hopefully, lots of alcohol is involved. The challenges vary from stupidly easy to "virtually impossible".

I think if you're not worried about accuracy and can forgive some clunkiness, then it's excellent for newcomers to VR. The challenges are so silly that I don't think anybody will be worried about the lack of depth. You can't pick the challenges and the driving scenario to set forth who goes the farthest and thus wins the challenge is not the best idea for party mini-games. Just give us an overall score. Also, give us a countdown before any challenge begins. And the cheat on the exam mini-game needs something more to it. It's just really bad as is. Maybe make us write the answer. Give us a hard math problem that we can solve or cheat on. Have her have the answer on her desk. That would be a better idea.

This is a possibly play once or twice with a group of friends, have a few laughs, and then forget. But for \$4.99, that's not a bad deal. It's cheaper than almost anything else you can do for that amount of cash.

Sale Price Rating 5V10. This game is an emotional rollercoaster. The Magnum (Best gun btw) should at least have a 16x scope at all times, day and night. The recoil on the damn thing is insane, I about fall out of my chair every time I shoot the thing, and its♥♥♥♥♥♥poor damage makes me angry. Not only are the guns trash, but so is the pacing. I've never thrown up in a game so much. You run at about the speed of light, making me worry more about having a seizure and less about hunting a grizzly bear. Speaking of animals, there are too damn many of the things. They are everywhere, and I find myself running out of ammo while traversing the landscape on account of them being everywhere. Overall there is just too much going on in the game for it to be a hunting game.

I could see it being marketed as a survival horror game where you play as the flash. Even with all those problems, the graphics are, by far, the best thing in this god forsaken game. They're nothing short of nex gen. Astounding amounts of detail keep the player engaged in the game and the textures make you feel like you are in 1 of the six environments. I can literally smell the tree bark and animal feces as I hunt. The immersion in this game is top of the line, and I think that valve could learn a few things from the team at SCS Software. You can even use top of the line hunting gear, like 1 of 6 outfits that strictly correspond with each of the maps. I don't know how they did it, but they also added in realistic weather, such as snow and rain. Like I said, the detail that they put into it is insane.

I don't think you could find things this beautiful in real life. The hunting tactics that they implore in the game no human could even begin to comprehend, unless you had played the game as intensely as I do. Although I only have 3.4 hours on it, I feel as if I've played for 34,000 hours. I can feel my IQ rising every second that it's even open on my pc. My eyes tend to bleed after intense 3 minute sessions, which isn't even close to enough to fully realize the games plan for you. Overall, I would have to highly recommend this game to anyone who has ever lived, is living, or ever will live. This is a life changing experience, and medical studies have shown that after just 1 session of this game, It can cure cancers and even AIDS. Other than the♥♥♥♥♥♥pacing, terrible guns, and overall bad game mechanics and everything else that makes a game fun, it is the games is a masterpiece and should be in everyone's library. I am looking to you SCS Software to deliver a new game from 2018 to the end of time, and by god I know you won't disappoint. I've also started a kickstarter to raise enough funds to allow this game to become a competitive Esport, because I know that it could easily surpass games like Pac-Man 2 and Battletoads. Please feel free to donate to this kickstarter if you want to see all games be as thoroughly done as this one. My friend gifted me this game, I asked him "what is it about?" he replied "about jumping and shooting" I tried it out, and in conclusion if I could ask for a refund I would.. Resembles the movie Heat pretty well, I like that.. not worth the 2\$ i got it for. i honestly wish this game was playable, but it isnt.. This is one of my most played VR games, and certainly my most regularly played VR game. For once, this is a game you can be proud of when you look at the hours played! I try to get in a session at least once a day in the evening. This is the most fun solo, indoor exercise I've ever done. There is an option for multi-player workouts, but I haven't tried that.

There are plenty of workouts to choose from, some with just punching, and others with a mix of punching and squatting. The instrumental, electronic music tracks are great, and haven't gotten old for me.

Reviewers complaining about the pacing probably aren't doing the workouts properly, or don't have the imagination to figure out ways to enhance the workouts presented by the game. More time between punches means more time to prep and perform a full

punch that will workout your muscles better, and there's nothing stopping you from doing extra punches or movements outside of the ones the game is 'forcing' on you. I also use a rebounder, so I'm always in motion, even during the rest periods.

The hit recognition is pretty good. At first, I thought it was bad, but it just took some time to get the feel for it, and now I rarely miss. I got up to 380 consecutive hits in survival mode, and my controller battery died at that point, so who knows how high I would have gotten? Hit recognition is naturally dependent on the quality of your setup, and ultimately, if you're playing this game to get a workout, who cares if the hit is recognized or not? What matters is that you're doing the motion.. Had a great time so far playing Skein. Nice pixel art, nice sound and music, smooth fastish gameplay.

Great to play for when I got half an hour time to do what I want to do between things I have to do.. A nice add-on for flavor.

Chipmonk! **Playable Characters:**



In *Chipmonk!* there are 3 playable characters – *Grey*, *Cheeks*, and *Red* – each possessing their own strengths and weaknesses.

GREY

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