
Clicker Heroes: Zombie Auto Clicker Download For Pc Compressed



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About This Content

Take some load off your fingers with this brand new special edition Zombie Auto Clicker.

You will receive 1 Auto Clicker and the special Zombie skin.

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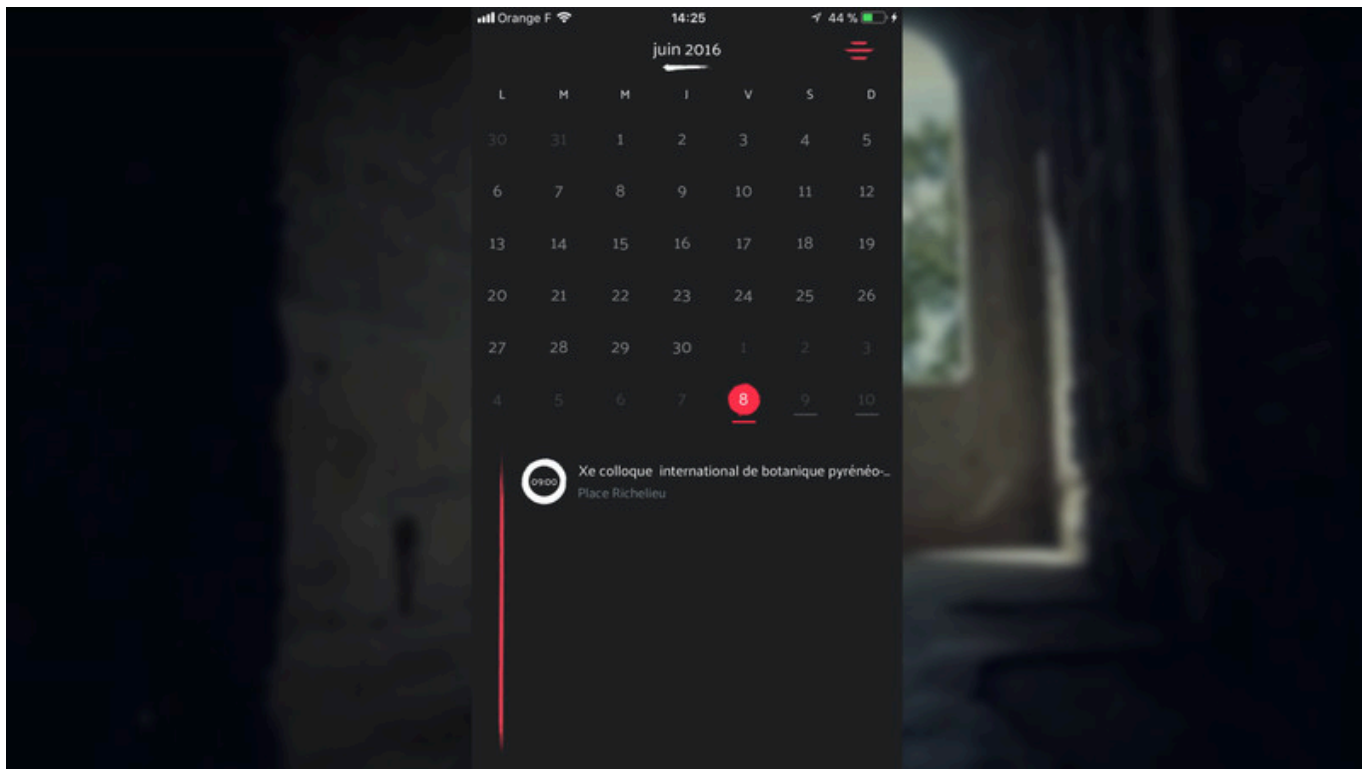
You can assign the Auto Clicker to do the following:

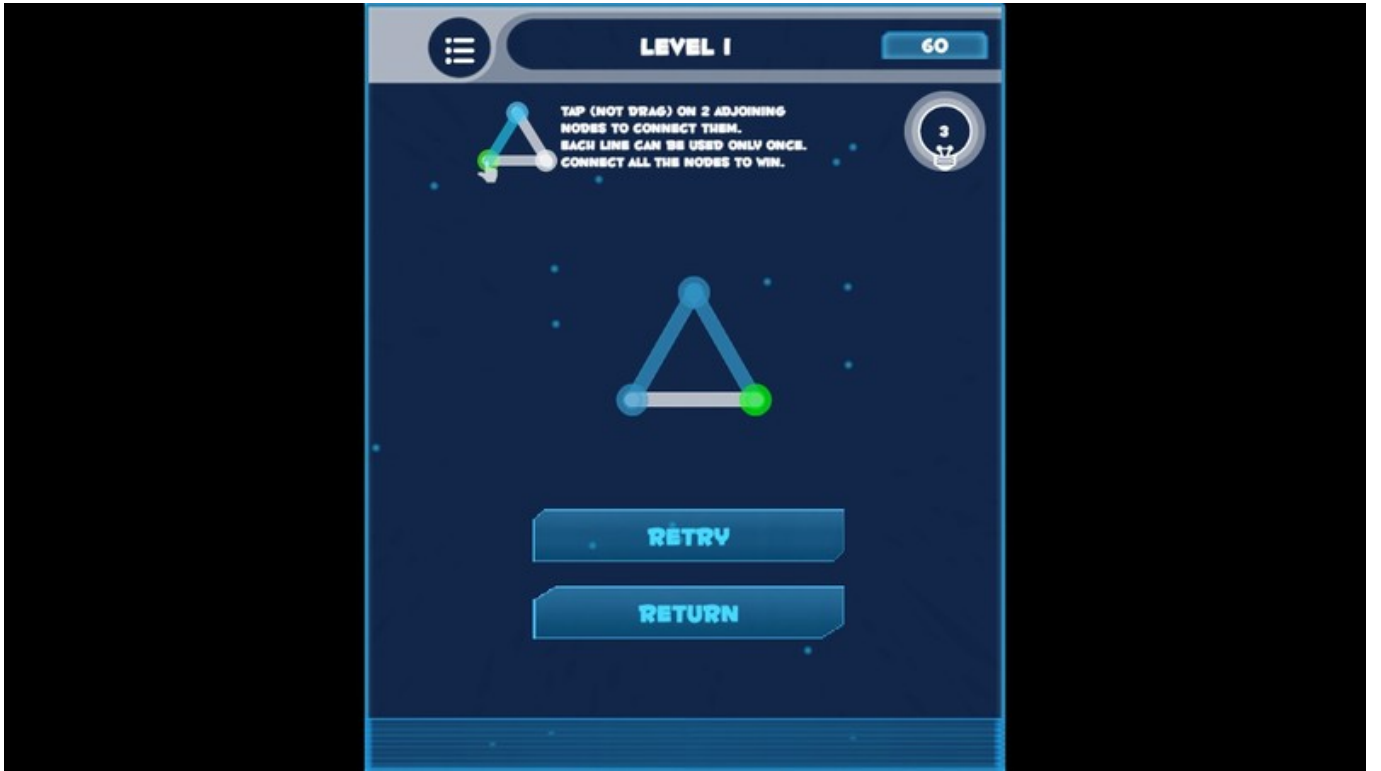
- Automatically click on monsters 10 times a second.
- Continuously level up a hero.
- Activate a skill when it's ready.

Title: Clicker Heroes: Zombie Auto Clicker
Genre: Adventure, Casual, Free to Play, Indie, RPG, Simulation, Strategy
Developer:
Playsaurus
Publisher:
Playsaurus
Release Date: 24 Oct, 2016

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English,German,Russian,Simplified Chinese,Traditional Chinese,Turkish,French,Japanese,Korean,Portuguese,Thai







Hours of fun.. A cute, cool, and clever puzzle game. The levels are of a good size which makes you feel like you have good overview of what is going on and your brain isn't immediately overheating. New elements are slowly introduced without ever getting overwhelming. The whole thing is beautifully presented, and the music is catchy and soothing to your brain while it is working. Warmly recommended.. Not really relaxing, just... different in how it inspires your gaming vibes. After the initial confusion (there's no tutorial, so on the first level I wasn't even sure what I was supposed to do), it kinda grows on you. Kudos to the low-poly models with nice specular lights and realistic shaders. It reminds me of the work I used to do 15 years ago with limited GPU power (this was before the DirectX 9 days). So, maybe not what I came for, but it felt nostalgic for me. The soundtrack was very meh, though. Relaxing doesn't mean the music has to be boring.

Overall, an original, interesting game, but it could have been more.. I liked all four of the tower routes. Akio was the first one I played and I really enjoyed the route. Despite some of the negative reviews all of the routes are worth playing. Akio was adorable and the route made sense I would recommend this to all my friends.. The perfect, textbook example of what an Atelier game is!

Other Atelier games sometimes experiment with more complex stories (like Dusk), or other kind of gameplay (like Iris), but this one is a return to the classic formula.

Its an excellent choice for newcomers, to see what Atelier is about. So, I really recommend to try Atelier Rorona.

Now, about this PC port, I must say its decent, but not perfect. On the positive side, the game is able to work fine even on modest video cards at 60 fps (but with slight pauses every few seconds). So far, I haven't got any crashes or anything.

However, it would be nice if it had more graphical options, like support for antialias. I don't have a 4k screen, but I read on r/Atelier that it seems that there is not an option to use such resolution. (but like I said, I don't have a 4k screen, so I'm not sure about it)

It would also be nice if they included textures with higher definition.

But in the end, is a nice port and if you wanted to play the Arland series on PC, it does its work without any actual problem.. horrible controls, bad level editor, i would only recommend it to troll someone. once you realise you are invincible you get an rpg and blow a massive hole at the end of the level and play the game until the enemies take minutes to defeat so you get bored and never play this game again.

Kinda fun while it lasted I guess but definitely not worth \$3. so fast actoin an ecksplasion graphics. I strongly do not like this game, these are the reasons I refunded it. I recommend Silent Hunter III.

1. The pixels disappear when you look at something at a different angle, this causes the graphics to look horrible.
2. The game crashes every few minutes causing it to be virtually unplayable.
3. It is not as startegic as the other games in the series, this game is more arcadey.

The things I liked

1. You can move in the submarine.

Unoptimized.. UPDATE 9V6V17: The game is now complete and full review forthcoming. I have to say that I am very impressed that the devs kept their word and finally completed the project.

Appears to have been abandoned by Devs. Single level, I'd love to play more (would pay more for episodic levels) but there have been no word from Devs in almost 6 months.. It's little cool comic about two in-game NPCs - Frifle and the Grey Mauser. It's very short (about 40 pages) but still fun. 7V10. It's okay.

As a management game it's pretty decent. Working at night gives you a "Midnight Oil" buff which really fills up the progress bar a lot. But the trade off for that is a really high stress gain and the pretty much 90% chance of getting sick if you don't spend the following day sleeping for 24 hours. And if you get sick, you're forced to sleep in anyway. It's a really decent trade off that makes you think twice about pulling off those oh so useful all nighters but sometimes the punishments get annoying, especially since there's no way to subvert it (like unlocking a dress that allows for it or at least lessens the stress gain from not sleeping. if there is one, i have not seen it).

The social stats and friendship candidates are really interesting. It's pretty diverse in its choices though I wish you had a second female choice rather than just one with two male choices.

Overall, it's really good for the price and general experience of the dev. Solid management game. Looking forward to future works.. What an awful game for an exorcism.

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