The Angry Banana Download Thepcgames



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About This Game

The Angry Banana is a short 2D action game with a funny story that's full of NONSENSE! You go out on a journey to avenge your "family". But, will you be able to?

You'll be going through five different levels where you need to pay a LOT of attention to what's going on around you. In order to survive, know when you should move, and when you shouldn't. Use your deadly banana peels and your devastating banana kick to destroy different enemies who will try to stop you. If you survive, then maybe.....just MAYBE, you'll be able to get your revenge.

Title: The Angry Banana Genre: Action, Adventure

Developer: The Exact Co. Publisher: The Exact Co.

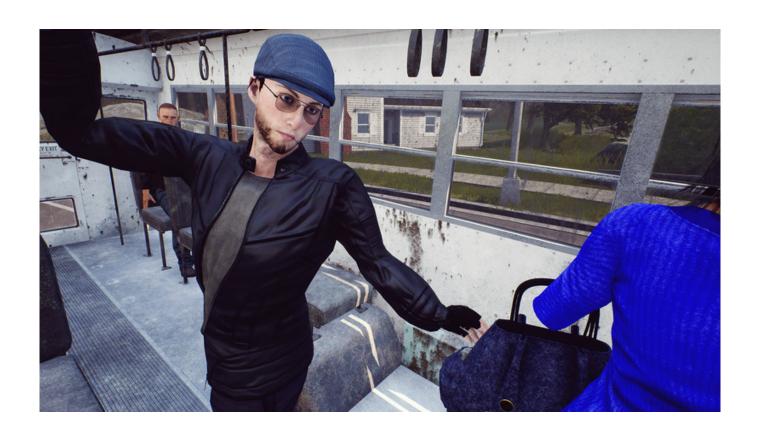
Release Date: 12 Feb, 2019

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English







Hey! Another virtual desktop based on FREE Unity assets!!1! Yay... *yawn*

This one's incredibly buggy and really not thought through. Awkward controls and non-working "features".

Almost nothing actually works (camera? Nope. Wallpapers? Nope. File browser? Add 300 blank lines after last file? THAT works!).

Avoid this, this looks and feels like the default compile of Unity's "Virtual Desktop PlayMode" (<a href="https:\/\www.assetstore.unity3d.com\/en\/#!\/content\/29083) with added test stuff they're not really understanding how to code...

Early access? Yeah, you betcha. So early no one's awake.

. Nice idle game.. Very entertaining DLC. Keeps up the great dialogue present in the base game. There are only a few levels added but these take longer than those in the rest of the game.. A few months ago I would have recommended this game as we were told that it was being worked on. Now it just feels abandoned. Nothing really works. It could have been a great game though.. This low budget indie game is bursting with charm, snappy music, and good old fashioned platforming challenge.

Check this one out, it'll make you happy for a little while.

[ADDENDUM]

Now I'm sure there's gonna be some jackwagons complaining about the price seeing as this game is only a couple hours long, but five dollars is totally worth it. That game costs less than a movie for the same length of entertainment, and this game is a whole lot better than most of the movies coming out this month, that's for sure.. i actually had fun playing this.... 10V10. The AI needs some work. As an example, I played a game where i scored a large number of coins in the first round, and instead of spreading across the map to maximize their points, all three AI players decided to pick the same corner of the map and decided that it was a better idea to attack me.

On the same note. I played a different game where I was definitely not in the lead for points scored, and anotehr AI player started picking me off, while completely ignoring the other AI player that was scoring more.

There are a number expansions that have been released for the boardgame version of this game, however these have not been implemented into the digital version. (necromancer island, 6 player variant, sky island, royal bonus, realms, river world). It certainly seems that development has stopped for this port., incidentally, Asmodee acquired Days of wonder 1 year after this game's release. Nothing has been done since.

Until some updates are done to this game, I will not recommend it.

As a side-note. The steamlink stream doesn't display in-game text, which is a pain when you're trying to figure out which raceVability to pick.. Horrible servers, very lacking in content, physics for some reason feel worse then the first game Honestly if you like the crew go back to playing the first game its still much better than this pile of a disappointment..

the game is good and very addictive but the help in this game is complete\u2665\u266

The gameplay is incredibly simple, it's a "bullet redirector", bounce incoming bullets off of strategically placed mirrors to get them to your desired location or to hit particular switches in a certain order which opens up the exit door. Very simple mechanics indeed, but the levels are all incredibly easy offering no real challenge, aside from a small handful (let's say 10). I managed to complete all the stock levels (including the 12 bonus missions) in less than two hours.

Micron is a decent game, but has very little to offer for it's price tag. Buy it during a sale for a quick puzzle fix, otherwise, I'd advise looking elsewhere this time.. Great. Just Bought the bikini outfits for all classes. Having shied away from purchasing further Steam locomotive DLC due to past dissapointments in performance and simulation quality (not from Victory Works), I was extremely interested in this particular model due to the apparent painstaking efforts taken by the modelers to provide a Steam locomotive that is more akin to what I have always wanted in Train Simulator but have repeatedly been foiled.

All I can say is WOW! Victory Works, I tip my hat to this most excellent production, you have indeed set the bar for all other Steam locomotive modelers. Finally when I am on the foot-plate I really feel like I am on the footplate. Being somewhat hardcore, I only have used the locomotive in Advanced mode thus far, but can attest that all control scripting works equally well with Raildriver or keyboard.

The little touches are great but finally we have two additions to Steam simulation which I believe are real winners and the way forward here:

- 1). Steam Chest pressure gauge Virtual steam chest pressure means that you now have visual feedback on the tractive effort being applied, and you need that gauge because with it we finally have a steam locomotive that models wheelslip, both visible and audible.
- 2). A graphical representation of the fireman's shovel, this is more practical than it sounds because it is used to both set and indicate the amount of firing effort being applied, my previous experience was that there was no real indication of firing rate; you could change it via mapped keys, but there was no graphical feedback apart from messing around with HUD settings.

This locomotive is challenging (in advanced mode), but the rewards of mastering these challenges give you a great sense of satisfaction.

The only criticism I could think of was that the provided scenarios begin with a full boiler, as a result it is imperative that you leave those cylinder- $\u2665\$

Again, I must stress that do not have much in the way of Steam Locomotive DLC, as such I may have missed on other quality model simulacra, but when the only option is to "pay your money and take your chances", I decided to stop taking further chances period. Thus I qualify my above remarks; it may be that there is other Steam Locomotive DLC out there that is an equal to this, but not to my limited knowledge.. Warning to people planning to 100% this game. I had a hard time with "Treasure Hunter" because it appears the game does not save properly. I didn't complete all tokens in one sitting, and when I decided to continue hunting for other tokens on another play session, all the previously acquired tokens are gone. I had to start over. It sucks...

Still like the game for the challenge. But it can get frustrating at times due to games bad hit detection. *you can die even when spikes are down*. Clara I love you. Pretty good escape room game. $8 \lor 10$. Looks good, not too buggy. Good Job

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