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About This Game

An indirect-control tile-twisting puzzled adventure ...with traps!

Molecats is a challenging indirect-control puzzle game that takes place in the quirky and beautiful world of... Molecats!

Molecats are sort of cat-mole hybrids. They are a bunch of gawky fellows who like mushrooms, marching and adventures of all kind! Molecats spend their time digging into nearby caves and gathering delicious 'shrooms and shiny relics, occasionally getting lost in the process.

Your goal is to guide Molecats through the underground by taking control of the environment and changing the path they follow. On their way, Molecats will face lots of dangerous traps, spooky monsters and tricky challenges and meet a whole bunch of strange but interesting characters.

Features:

- **Indirect control** via level tiles.. Rotate tiles to connect paths; apply special powers to tiles to make Molecats run, stop, or walk in opposite direction.
- **Simple but challenging.** Simple game mechanics at its base with little twists creating more challenging pathfinding puzzles.

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- **Peace!** Traps and monsters don't kill, but make your life way more complicated.
 - **"Nonfailure"** gameplay style. You can't actually lose this game, but if you mess up, you will end up facing even more puzzles.
 - **Tons of secrets!** Each level features secondary goals, trophies, mysterious unlockables, special relic collections and hidden locations plus secret levels with unique game mechanics!

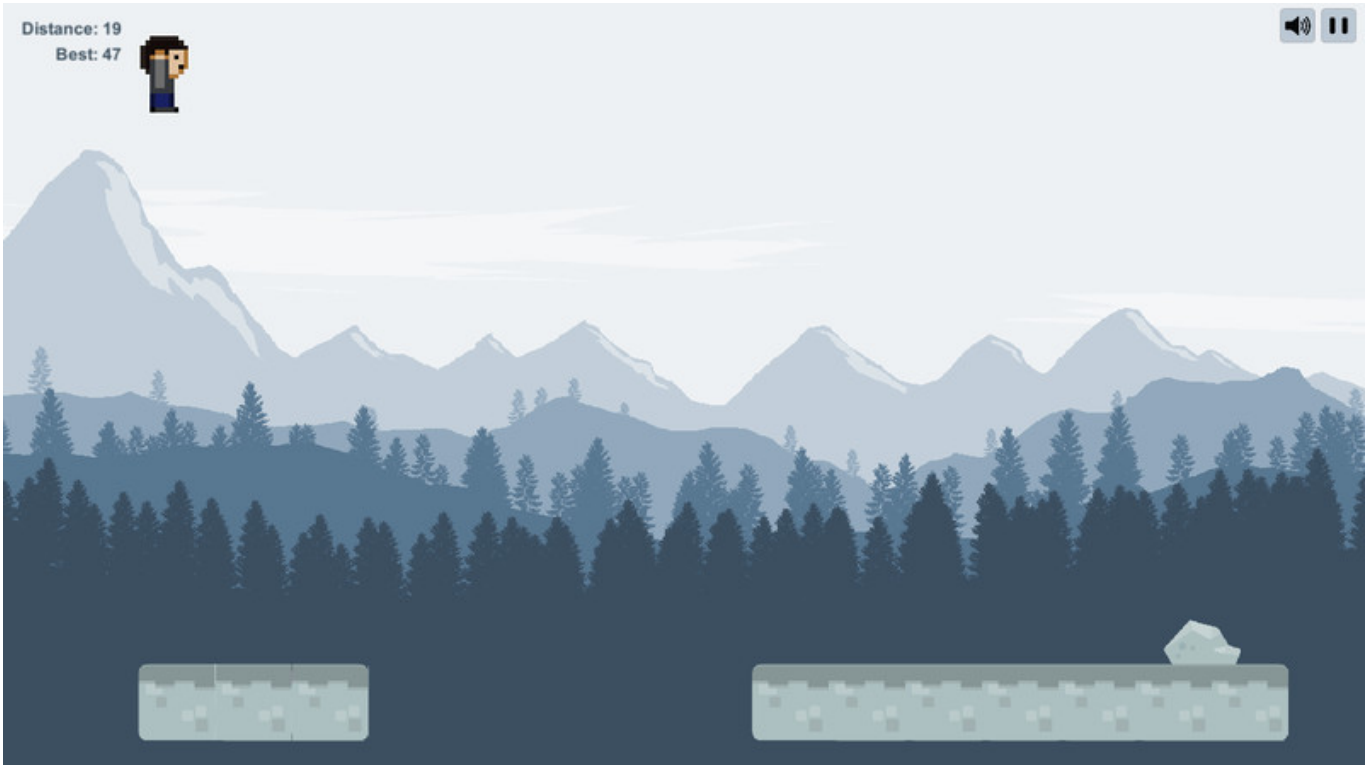


Title: Molecats
Genre: Casual, Indie
Developer:
Vidroid
Publisher:
Vidroid
Release Date: 28 Aug, 2018

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English,Russian,Ukrainian,German,Italian,French,Polish,Japanese,Simplified Chinese







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An excellent volume where you get to befriend a cool lesbian and two of my favorite
\u2665\u2665\u2665\u2665\u2665\u2665s in one package deal.. The fun lasted for days... and some missions are not able to push through because of space...

It was decent amount of hours into the game. game play was okay, it's repetitive though. be warned.

best if you play this on and off.. Beautiful classic jigsaw puzzle with amazing pictures, easy interface and relaxing music. Seems like pictures are unique - kudos to devs.

Overall - best jigsaw puzzle on PC I ever seen,

10 turtle ships from 10,. A little unimpressed that it only has late model aluminum B-17s... as in it only has ONE skin for B-17s. I'd give that one aspect a serious thumbs down... Especially because some of the marketing I've seen has Olive liveries... but overall, one really needs all these great assets to make some awesome missions. I'll give it a thumbs up, but I hope they include more texture options for that price... really.. I bought the steam version, after i finished the game on Android. As a platformer that immitate their 80s-90s forefathers, it has a little bit story that adds some depth to the game and sense to the action. Even if the existence of a story isn't a big thing for the genre, it is a significant pro for some old timers like me. The art direction has some flaws. Difficulty curve often feels like it's random. But the game has all the familiar features of 80's best seller platformers. The pixel art and animation quality is also not bad. Mahluk is a very good game for its price.. Wonderful music, amazing visuals, touching story. This game should be a point of reference for all art games, both on mobile platforms and regular gaming systems.

More than a game, it's a life experience. Completing this game is something you will never forget.

Cosmic friends forever.. This DLC is great for people who enjoy 100% Orange Juice and want some for variety for the game, and the price is great for what you get, this DLC also goes on sale every so often and is in bundles every once in awhile.. Great game! Really fun! You quickly get used to the controls after a few attempts and then the fun starts with experimenting what moves you can do. The soundtrack is also excellent and adds to the fun and adventurous feel of the game. Well done!. Content is too minimal. I didn't expected much due to its price, but still, there's not much to play, no variation of anything (level, enemies, items, characters maybe?) and its way too repetitive.. Hey Kid, do you like being forced through the same nausea inducing game mechanic over and over again? GREAT! This is the game for you! See that spinning stone in the pit at the 00:47 mark in the trailer? Get ready to do that barely working nauseating \u2665\u2665\u2665\u2665\u2665\u2665t about 40 FORTY times.

Fun game, but dead.. The Enchanted Cave 2 is a light, fun dungeon crawler. Your quest covers 100 levels, and you can only save certain gear as you progress. You make multiple runs of the cave, and you get different loot as you go. The loot can be nicely customised by other items that you find as you travel. Those items can either enhance gear, or be turned into potions. That's an excellent feature, and it means you're rewarded by using different combinations of ingredients. If you're on level 80 and you have a ton of starting ingredients, you can just turn them into potions and get some good effects.

If you're careful, you won't die in the game and your character just keeps getting better and better. It took me 25 hours to play through the game and I haven't had a character die. Since then, I have started the new game + mode, but the gear all seems really basic so I'm not sure if there's much point continuing.

I certainly enjoyed the game. It's a simple game at its core, but it has enough customisation of gear, and enough skills, that the game has a surprising amount of depth.. I hate this game. It has absolutely no unique ideas in the anti-game genre and you can get the same experience from just playing something free on miniclip or itch.io. Alright. I'll get straight to the point.

Recommended: Yes

Because overall this game was very very enjoyable for what it is.

But you're not interested in factless statements.

I've already gotten my money's worth. Game cost me \$5 and at the time of this review I've played it 7.7 hours. It costs like \$6 to go to see a movie at the theater for like 2 or 2 and a half hours. So yeah.

Here's what I like and don't like about it so far. Really just a couple major things.

I'll start with what I like of course.

+ I like the leveling up system. Rather than you getting preassigned increases to various stats when your guys level up, you just get the points to spend however you want. This makes me feel like I'm really in control of my party's strengths and weaknesses. That I can do something about it if they're lacking in this area or that. Is my White Mage not able to keep up with the damage being thrown at the party? Next level up I can dump ALL the points into INT if I want to. Is my White Mage keeping up just fine and I want to go for sustainability, with a higher mana pool, so I don't have to return to town as often? I can dump all the points into MP if I want.

+ I like the skill system. Again rather than the game automatically giving you skills at certain levels, when you kill monsters, you get SP. You can spend this SP to unlock various passive or active abilities. So you directly control exactly what everyone has, and I love it.

+ I like the various classes to be picked. Again, rather than most RPGs where you have preassigned characters with preassigned classes, you're able to pick the 4 characters you want, and what classes they are. It's completely in your hands. There are 8 classes to choose from, so it's up to you to decide what you think the best party composition is. There's a lot of debate over that. (And I've actually made a Guide for this game over it- check it out!) I personally went with 3 Knights and 1 White Mage. Though I feel I'll probably get boned in the future for not having a Black Mage. Maybe I'll be able to get elemental weapons for my knights and it won't matter. Who knows. It's up to you!

+ I like the overall story. The plot is interesting and makes me want to press on to figure it out. Nothing really else to say about that.

There are other things I could talk about that I like about this game, but those are the major ones. The ones I really care about.

Now for the negatives. There aren't many.

- The dialogue outside of cutscenes is lackluster. Like, one box of text lackluster. Towards the beginning of the game (no spoilers) you have to go to a tower to get a thing. When you get in the tower you meet a guy and he simply says something like "You're here for the thing aren't you? We'll you'll have to fight this to prove you're worthy!" and that's freaking it. What? It's

obvious that the developers skipped on this in favor of other things which is fine. It's just sometimes so obviously short that it smacks you in the face. It's like really. You just know that the developers threw something in there so they could move on. And this happens EVERYWHERE.

But to cut it some slack, I feel that it doesn't really take away from the overall experience of the game too much.

That being said I've always been more of a mechanics-focused guy than a story-focused guy, so keep that in mind.

Honestly that's the only negative I could think of, really.

Well that's it! Please do give me a thumbs up if this review helped you. :). This game clearly show why it's so fun to get pregnant and getting an abortion rather than getting proper protection.

Nurses and doctors are totally handsome and will do their job properly with a lot of respect even if you go there at least each month.

10V10 Would get teenage preggo again!

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