Circle Empires: Apex Monsters! Reset Key



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About This Content

We heard you wanted more monsters. We got more monsters! More leaders? We got you covered. Circle Empires: Apex Monsters! adds 12 new monsters to hunt down, 6 new leaders to play as and 21 new units to recruit or defeat.



New creatures make their way onto the circular battlefield. Hunt down a feared unicorn named Über, as you recruit wax monsters that spawn wax towers that shoot wax at your enemies (we could wax lyrical all day). Or recruit your own horny unicorns and fight Enormy the Enormous; a really dumb but (for some reason) widely revered Barbarian.

Yeah, it's all pretty weird, and there's a lot more to discover. Recruit brand new units to fight by your side like crossbowmen, infested queens, black dragons, white dragons and assassin warriors. All Apex Monsters! units can be used across all game modes with this DLC package installed.

Key Features

- 6 new leaders to play as
- 12 new monsters to hunt down
- 21 new units (including unit classes)
- A new autumn themed biome
- All leaders have a new unit to recruit
- AI empires use the new units to wreak havoc of their own

Title: Circle Empires: Apex Monsters!

Genre: Casual, Indie, Strategy

Developer: Luminous Publisher:

Iceberg Interactive

Release Date: 25 Oct, 2018

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Minimum:

OS: Microsoft Windows 7 SP1, Windows 8, Windows 10

Processor: 1,7GHz dual core

Memory: 3 GB RAM

Graphics: Intel/AMD Integrated Graphics, 1GB VRAM

Storage: 1 GB available space

Additional Notes: System requirements may be subject to change.

 $English, French, Italian, German, Japanese, Russian, Simplified\ Chinese, Turkish, Czech, Polish, Korean, French, Italian, German, French, F$







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i love this game i played it in alpha, but where are the ninjas and the gun guys? finally a butterfly knife for only 5 bucks. Completed the whole game in less than 2 hours a bit short but fun good to just loose a couple of hours if you need to. Simple cartoon graphics only need a mouse. a few mini games but if you break off and leave along time gap on game play you will forget what you was doing so you have to restart the game as the whole game is one story. point and click with a few mini puzzles and logic.

. how to you use this?. My review from here

http:\/\www.htcvivegamereviews.com\/?review=less-game-more-adorable-and-experience
Full Playthrough - http:\/\www.htcvivegamereviews.com\/?video=thatowl-luna-complete-playthrough-htc-vive

<u>C+</u>

Playing through Luna, I\u2019m not sure what to take away from it. There isn\u2019t much challenge or direction. The puzzles are simplistic at best and the actual \u201cgame\u201d itself is confusing in a sense. Originally when I played through the game, I didn\u2019t finish the first level because I didn\u2019t understand what \u201cthe point\u201d of the puzzle was. The lesson learned is \u2013 there is no puzzle. You basically just place doodads around a terrarium type environment. You will want to place as many as you can while constantly touching the different doodads once placed, releasing a sound. At a certain point(don\u2019t ask me), you have placed enough doodads and made enough noise for the level to \u201ccomplete\u201d. The constellation level is the closest thing to a puzzle but honestly, it\u2019s fairly forgiving(unlimited tries\unders

The price of the game is \$14.99 (as of this review) for about 40 minutes of gameplay(myself rushing through it). To me, as far as experience goes, I\u2019d prefer something like theBlu(\$9.99) or the new Google Spotlight Stories: Pearl game which is actually free. The actual gameplay is so minimal that I think of it more as an experience like those kinds of games.

The visuals and music are the highlight of the game and why it isn\u2019t a total bust and why I give it a C+ as my personal rating. The actual terrarium parts(rotating it) and interacting is actually quite enjoyable if you aren\u2019t treating it like a \u201cgame\u201d and more of an experience. I could see a kid enjoying it probably over a competitive or goal orientated adult. When you teleport inside the terrarium and see your \u201cwork of art\u201d, it\u2019s actually quite neat.

As it stands \u2013 I think your enjoyment will come from the price tag. If \$14.99 isn\u2019t a big deal to you \u2013 go for it. If you\u2019re using that money and feeling strapped for cash, there is definitely better options for the type of \u201cgame\u201d this is. It is UNIQUE at least \u2013 compared to the endless wave shooters or generic horror games that came with early release HTC Vive Games.. Really feel like I wasted my money with this one. Poorly optimized, not comfortable in VR, and lots of areas where there's a distinct lack of polish.. It's a point and click game done right.. https://www.youtube.com/watch?v=XkOCUKfOLaI

This is a very addictive, very fun game. Watch the video for more info.. Lowest settings, only 25-30 fps..

AMAZING EXPERIENCE IVE HAD . WOULD RECOMMEND TO ANYONE WHO WANTS A RELAXING ARCADE BREAK ,AWAY FROM THE MAINSTREAM GAMES . I LOVE EVERY BIT OF THIS . :D. The Trilarians unfortunately suck. Not because they're not good. In fact, they have a pair of very useful bonuses (extra speed on both tactical and strategic maps + extra effectiveness on Ocean planets) with zero downsides in terms of racial traits. But that's just it: they're boring. EXTREMELY boring.

How one can make Cthulu-esque fish people boring is kind of amazing actually. They simply need some extra traits that make them genuinely unique. For example, make their beacons act as warp gates, so they can warp around the map ignoring starlanes really early and even into neutral Venemy territory, but have them cost 1 BC per turn instead of zero. Have extra effects for all Trilarian workers when in any "aquatic" biome (Swamp, Terran, Ocean, or Gaia) but have major penalties when in any non aquatic biome (Volcanic, Desert, Barren, Arid et cetera), thus incentivizing terraforming into aquatic biomes. Let them gain immunity from space monsters . . . something.

As it is, you'll probably get them anyway if you pick up the 3-pack on extra races, which is recommended. But if you're thinking of picking them up individually,don't. They're just . . . lame.. You can tell this game didnt have a big budget but the gameplay is there.

It's fun, has a nice diablo style loot system in place, with some witch school shenanigans in the form of side quests. The dungeoning is really simple, and character builds dont really come into play until later. But the fact that you can customize each character through stats, gear and spells is quite nice.

If you like witches and dungeon crawling beat em ups, get it!

There's also online coop witch is really nice.. Don' buy this game unless you enjoy the following:

- -Very slow build ups
- -Unintelligent gameplay
- -Difficulty based off of restrictive movement and buffed enemy health
- -Enemies with no intelligence
- -No pause menus during gameplay
- -No exit button or main menu at all

*I got to wave 99 on my first runthrough. Every enemy is predictable or on a preditermined path. Wave games are meant to implement reflexes and the players ability to process multiple scenarios while continously thining the arena and observing a potential path. This game just forces you into corners, runs you into monotonous cycles, and did a fine job of not even living up to it's name. Good thing it was only \$2 on sale. It isn't even worth that, to be honest.. You know what would make this app great? Streaming support.. A very bad, very bland 2D sidescrolling shooter.

I hate the controls, I hate the art style, I hate the gimmicky gun upgrades, I hate that i thought the gunstacker would be interesting, I hate that i actually played it to the end as if it was magically going to get better.

I cant believe this retails at \$9.99.

I paid \$0.99 and i still wish i could have refunded.

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