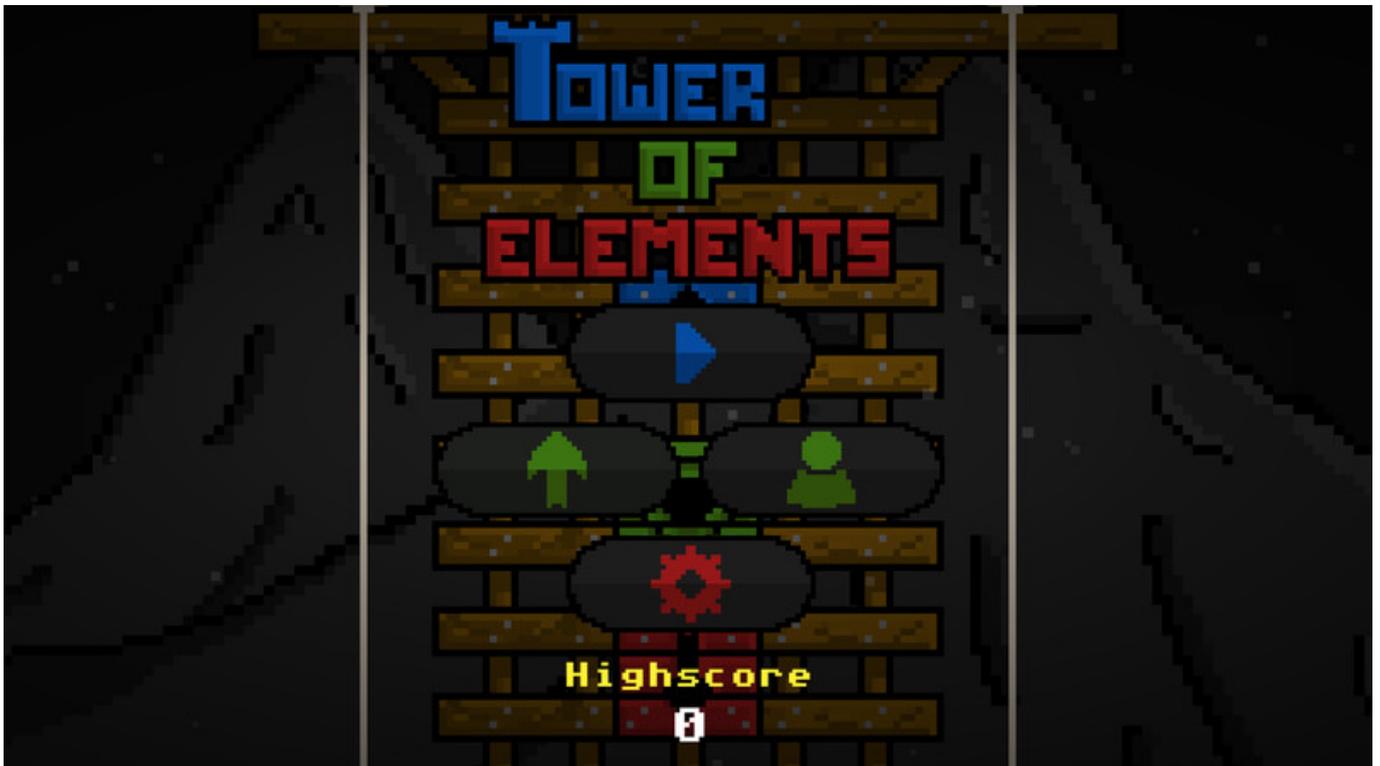


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Puttin' Around Download For PS



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## About This Game

Puttin' Around is a fun spin on online mini golf games which features fun game modes to play with others online around the world.

The controls and play style are intuitive and make it easy to jump into or host a game. Play along with your friends, or make new ones.

### Key Features

- Dedicated servers around the world
- Up to 10 player in online multiplayer
- Level editor with Steam Workshop to share and download maps
- Chose between traditional mini golf, or play a round of Point Control

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Title: Puttin' Around  
Genre: Casual, Indie, Sports, Early Access  
Developer:  
Better Games LLC  
Publisher:  
Better Games LLC  
Release Date: 6 Mar, 2019

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows® Vista/XP

**Processor:** 1.8 GHz Processor

**Memory:** 4 GB RAM

**Graphics:** 512MB dedicated VRAM

**Network:** Broadband Internet connection

**Storage:** 2 GB available space

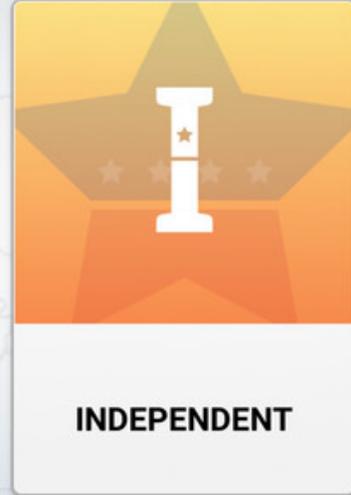
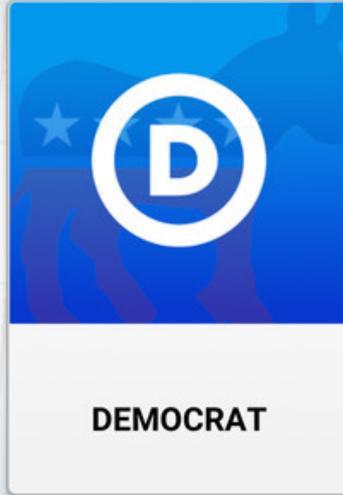
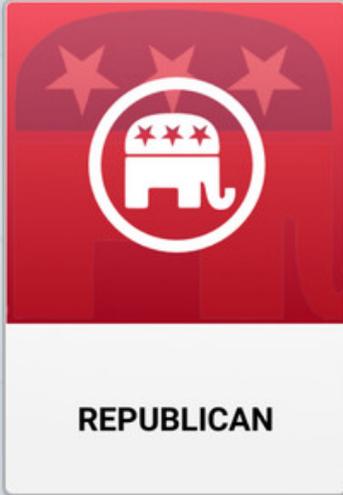
**Sound Card:** If you want to hear sound, yes

English

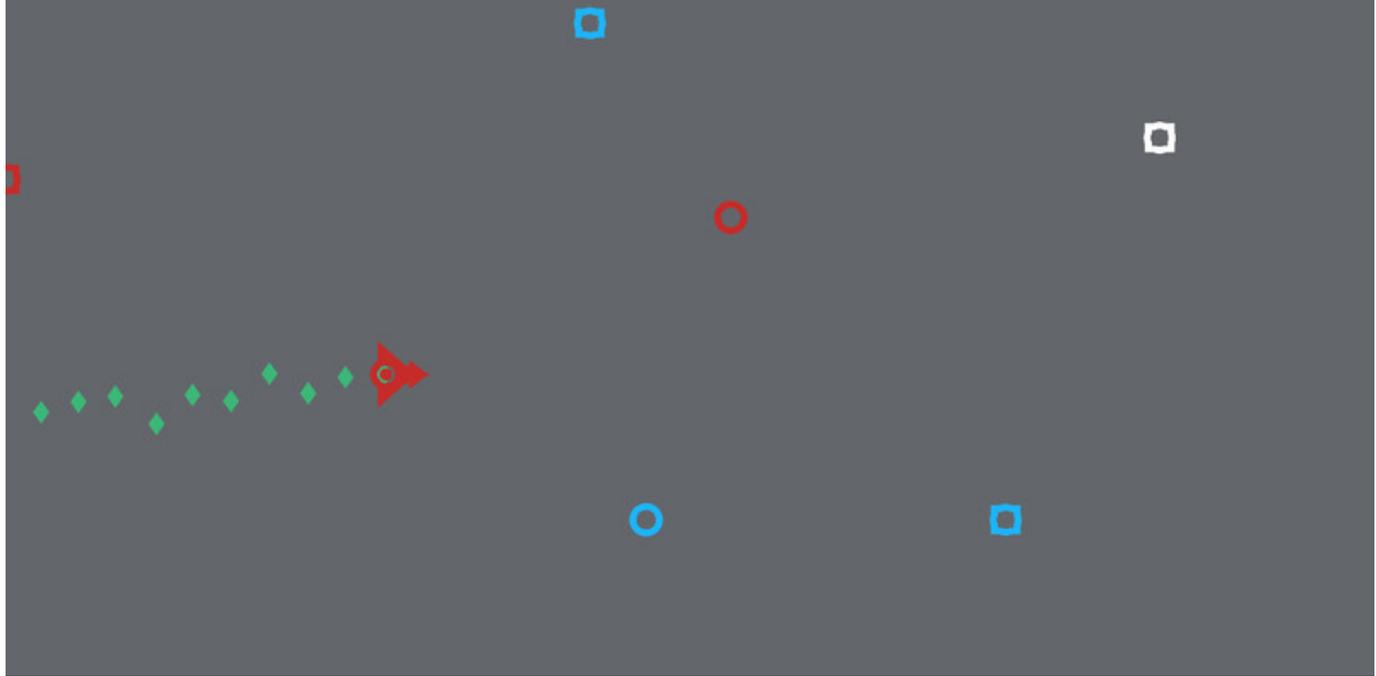
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PLAY NOW

CHOOSE YOUR PARTY



1:12





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Massive world! Fun, colorful artwork, decent controls, and an all around good feeling. Camera angles can be a problem in some parts. There are some tweaks that can be made but they are not game breaking. To see a more in depth review and first look check my video out here: <https://www.youtube.com/watch?v=e5uSFNCs1is>. replay 2 over and over to get all the cheevs. i'm still remember play this game in my p4 with 512ram and in computer lab ah memories~

Note:

it's point & click game don't even bother buy it if you not like the game. Pay for a freebie???. Overall : 2/10

Graphics : 2/10

The graphics are ugly and choppy. The characters are drawn with ridiculously exaggerated expressions and poses. The female characters manage to be overly sexualized and completely unattractive at the same time. The men are pulled straight out of bad Steven Segal films. The turrets are so badly drawn you can't tell one from the other. And I'm fairly sure the villian is stolen from a 40's nazi comic.

Story : 1/10

The storyline appears to be written by 12 year olds. The dialouge makes no sense and has unbearable grammar. The character is plunged into a fight supporting a side that is being punished for breaking a treaty. There may be some redeeming quality to your side later in the story but it would take an inhuman level of patience to get there through the awful posturing and overdone archetypes.

Gameplay : 2/10

Fixed turret placement, about 10-14 per map. no strategy. No depth. No money management, you get 10x what you need. Just build an even mix of the total of 4 turret options you have immediately, upgrade them all in the next few seconds, then spam mines and repairs with your effectively infinite funds. There are heros but they act just like a less interesting turret. They don't even move.

Replayability : 0/10

It's not even playable much less replayable. No options or variations on strategy exist.. great game with mix element of simulation, visual novel but I still think this game is too short with this price, I hope It will have much more contents than that :D

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Easier to play than Victoria II.

10/10. The game is beautiful, interesting and downright adorable! However, I had no idea what I was doing or what my objectives were. I would recommend having a Main Menu with different game modes and a settings option, additionally having text to identify what the pictures mean in the settings menu. The reasons I am saying this is that when I loaded up the game for the first time it dropped me in the middle of a field expecting me what to do with little direction of what I needed to do or where I needed to go. It then drops you into another massive field after entering a portal (it just makes no sense).

The game obviously needs improvements but I do understand its a work in progress. I look forward to seeing how this game turns out, it has great potential :D. There really is no doubt about whether this game is a keeper or not. Steam says ive only played less than an hour but thats not true at all. I played quite a bit on Desura before it hit Steam, and i can easily say its one of my top ten of the whole year with ease. The combat is extremely fun and competitive, The controls are tight and react like you would expect them to off the bat, but once you get into building your ships that can all change. The tiniest tweaks can make or break you and i feel like thats one of the things that makes this game most exciting, being able to make your own creation and test it against others in combat.

The music is great, the sound is great, the art style is pleasing to the eye and the effects used mesh with it all greatly. The day i seen this was Greenlit i was extremely excited and waited quite a while. Well it came, and im loving it.

there really is only ONE thing this game lacks to me. That is a single player Campaign. I would love to see a storyline behind this game, with RPG elements. Something similar to Ring Runner: Flights of the Sages, which is another game like this one mechanics wise that is extremely good.

Between this game, and Ring Runner: Flight of the sages i think developers can just put this genre up on the shelf, because its going to hard to top them.. The protag is just a terrible person and the game forces you to get involved in drama that could be easily avoided. The production quality, art, and way the novel is presented is actually okay, which makes me even madder that the plot had to be something as bad as what it was. You can finish it in under 2 hours, but I would not recommend playing it at all.. It looked like a fun game to play, when it down loaded. I read the instructions, but I can't get the game to run! Please someone help me.. It is exploring game and somehow the mood of game makes it pretty scary! It gets stressfull to collect plants to keep your air up and make sure you don't drown because you have to start from beginning if you do. Puzzles are ok and game is very interesting. Music is beatiful. It is a good game.. This game has come a long way, much more playable now.... a fair bit of fun as well. This is one of the seven DLCs that come with the Alien Isolation Season Pass/Compete Collection. Two (Last Survivor/Crew Expendable) are story DLCs that let you play as characters from the original Alien movie, as you recreate classic scenes. Those two DLCs are awesome, non time-based content packs that I would recommend to anyone wanting between 1-1.5 more hours of content, or anyone looking for an exciting nostalgic experience. However, the rest of the DLC is "Survivor Maps" where you play as a random character (more unlock with each DLC) completing random objectives, in new maps that aren't featured anywhere else in the game. They will likely only be fun to those who:

- 1) Like the game so much, but want even more content
- 2) Are looking for a challenge (because there is no save points)
- 3) Are looking for a more "arcade-like" Alien Isolation Experience (You never know what objectives you will get, which paths you will take, which enemies you encounter, and there is a time limit on each challenge.)

If you fit into any of the categories above, you will like the Alien Isolation DLC. If you don't, I would suggest getting just crew expendable/last survivor DLC, or none at all.. Also Stupid fun with an obscene amount of achievements.

### **It's the final countdown!:**

Thank you! For all your support that gives us strength to push this game beyond our limits. It means a lot to us!

Today we want to share a DAYMARE: 1998 countdown clock as YOU deserve to be the first to know once the release date is revealed.

<https://youtu.be/PlvcQwXH6gI>

After years of struggling we are almost there, finally!

We want to share this moment with you, so join in!

[daymarethegame.com/countdown](http://daymarethegame.com/countdown)

[https://store.steampowered.com/app/842100/Daymare\\_1998/](https://store.steampowered.com/app/842100/Daymare_1998/)

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**. Version 7.12.2018 Update:**

- Added ability to pickup axe,
- Added ability to pickup wrench,
- Fixed snowman collider,
- Added more breakable objects

**. Soundtrack and Quick Fixes:**

Hey everyone,

Here's a quick update:

- Fix a bug that occurs when user repeats level 1 and triggers level 2 story dialogue
- Fix a bug that occurs when user equips green bow before enchanting tutorial
- Fix typo "Cherry Blossom Pedals" to "Cherry Blossom Petals"
- Fix Winged Sakura: Mindy's Arc - Soundtrack. Now works with Steam Music Player

For those who supported us by buying our OST:

Due to our mistake, all OST owners will need to update an additional 200MB. We're sorry for the poor delivery of our soundtracks. We didn't realize our tracks were missing metadata and an album art. Our OST has now been fixed and is now compatible with Steam Music Player. I hope you'll forgive us! Sorry!

Thank you for supporting us and I hope everyone is enjoying the game!. **Client Update 6/13/2017:**

- Combined everything from the Tabs Menu (Tasks, Screenshots, Commands) into the Main Menu's new "Extra" panel.
- TAB still takes you directly to the list of tasks. F5 still takes you directly to the screenshots.
- Holding down right-click when nothing is selected now sends your input to what ever is shown on slave screens.
- Changed the Task Menu so clicking on a task sets it as the one to show on all slave screens now.
- Moved the Library Browser, Options Menu, Tasks Menu, Screenshots Menu, Commands Menu, and the Beta Briefing to the new UI template.
- Added thumbnails to the Task Menu & Library Browser.
- Reduced the default amount of search results shown in the Library Browser to 40.
- Added a slider to the Options Menu for World Volume level.
- Added 6 UI color themes to choose from in the Options menu.
- Added a delete button on each screenshot in the Screenshot Menu.
- Fixed an issue that caused text fields on the Options menu to always reject changes.

- Added a Startup Wallpaper UI option so you can customize the background used when no map is loaded yet.
- Added a Loading World menu while maps load.
- Removed the "Leave" button until I fix a bug with it. You can just load a different world instead, for now.
- Added a progress bar for spawning objects in after the world has loaded.

. Age of Defense The Superlatives: Aetherfall **The Superlatives: Shattered Worlds—Hunt a killer and save the solar system!**



We're proud to announce that [The Superlatives: Shattered Worlds](#), the latest in our popular "Choice of Games" line of multiple-choice interactive-fiction games, is now available for Steam, Android, and on iOS in the Choice of Games Omnibus app. **It's 35% off until April 4th!**

Conquer assassins and alien invaders in Superlative London! Defend Earth and negotiate interplanetary peace as you race to rescue Queen Victoria in this thrilling sequel to *The Superlatives: Aetherfall*.

[The Superlatives: Shattered Worlds](#) is a 218,000-word interactive novel by Alice Ripley. It's entirely text-based, without graphics or sound effects, and fueled by the vast, unstoppable power of your imagination.

You are the Arbiter, a planet-hopping operative assigned to stabilize a peace summit between Mars, Venus, and Earth. But when Queen Victoria is targeted for assassination, you must find her killer, unmask the Mysterious Officer he serves, and stop an otherworldly invasion before it's too late! Armed with powerful aetheric artifacts and your own wit and skill, you'll fight alongside your allies to unravel the mystery of this new threat, defend your home planet, and face a final foe both strange and strangely familiar.

Your employers, the shadowy body known as the Divergent Conclave, are dedicated to maintaining peace between the planets. Impress the Conclave and its members might help you protect Earth—or recruit you to serve their personal agendas. Will you manipulate them to gain their support? If the peace summit falters, will you placate the parties, or choose a faction? How will you stop the impending invasion? And who will you romance?

What started as a job of politics and diplomacy could end in murderous chaos. Face aliens, automata, and whole new worlds on a quest to save the solar system!

- Play as male, female, or non-binary; gay, straight, bi, or aromantic
- Import a Superlative character from *The Superlatives: Aetherfall*, or create a new Arbiter character from scratch
- Wield your very own invisibility cloak
- Uncover a double agent within the Queen's Superlative Service
- Charm a menagerie of aliens, from multiform, jellyfish Jovians to miniature Mercurians to furry Saturnians

- 
- Play as a battle-loving brawler or persuasive pacifist
  - Romance a driven detective, stylish secret agent, or your violent Martian secretary
  - Solve murders, negotiate with pirates, and uncover interplanetary conspiracies
  - Cultivate your reputation among cats...or is it just one cat?

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