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## About This Game

Smash planets together in this three dimensional puzzle game. Smash asteroids together to make moons, moons together to make planets, and planets together to make the stars and beyond. What can you create in your universe? How quickly can you create it?

Satisfyingly addictive - the fate of the universe is in your hands...

### Key features:

- Play in 2D with keyboard and mouse, or experience fully immersive Virtual Reality and play in three dimensions with the HTC Vive or Oculus Rift.
- Completely unrealistic physics with outrageous explosions.
- Fully configurable with multiple challenges and difficulty levels.
- Online leaderboards and statistics.
- Steam achievements.
- Images courtesy of NASA/Goddard Space Flight Centre and NASA/JPL-Caltech.

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## Controls:

- **Keyboard:** Fully configurable keyboard mapping - edit file "keyboard.cfg". Default mapping is to smash planets with WSAD / num-pad / arrow keys, shift and control, menu toggle with spacebar, select with WSAD / num-pad / arrow keys and return/enter, but can be easily edited to support any other mapping.
- **Mouse:** Smash planets by right clicking, moving in the desired direction and releasing. Menu toggle with the menu icon, select with point and right click.
- **HTC Vive:** Smash planets by pressing the trigger, moving in the desired direction and releasing. Menu toggle with the menu button, select with point and trigger.
- **Controller:** Fully configurable controller mapping - edit file "controller.cfg". Default mapping is for the XBox One controller, but can be easily edited to support other controllers / joysticks.

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Title: Planet Smasher  
Genre: Casual, Indie, Strategy  
Developer:  
Robin, Alice, Julia and George  
Publisher:  
Team Gilbert  
Release Date: 15 Sep, 2016

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**Minimum:**

**OS:** Windows 7 SP1 or greater

**Processor:** Intel® i3-2310M equivalent or greater

**Memory:** 4 GB RAM

**Graphics:** Intel® HD Graphics 3000 equivalent or greater

**DirectX:** Version 11

**Storage:** 100 MB available space

**Additional Notes:** Play on a two dimensional square grid with a low spec PC (above requirements are for a 5 year old laptop which can run Planet Smasher with no issues)

English

0 Unlocked

90 Cards in Deck

SAVE CHANGES

BACK

**Gigantomancer** 7

7

0 Locked

ZOOM OUT

7

11

14

UNLOCK CARD

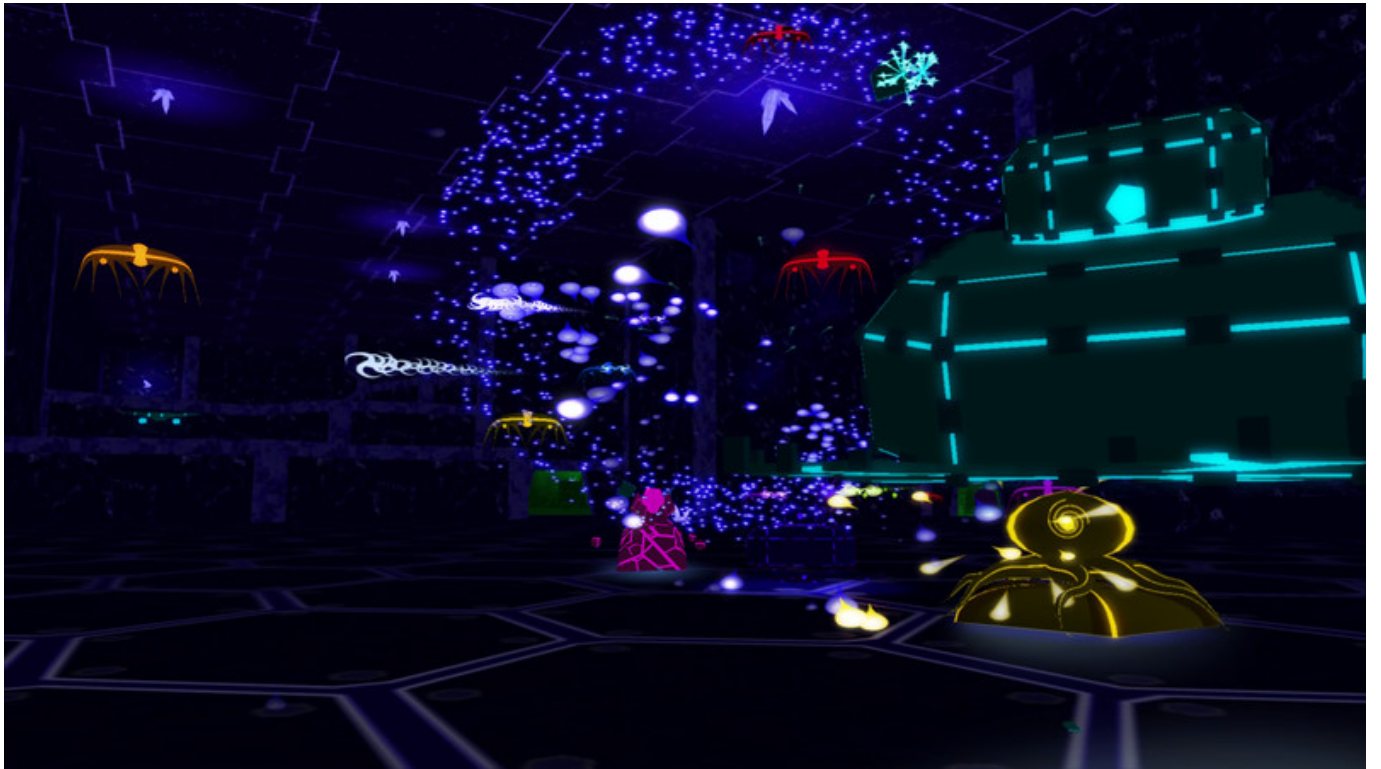
**Creature — Human Shaman** D12

**1**: Target creature you control becomes 7/7 until end of turn.

*"All life is driven by an indomitable will to survive. I simply turn that into something more . . . tangible."*

Chippy

1/1







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If you have a HTC vive I wouldn't recommend this game.

It's top down so very unimmersive, I bought this thinking I would be the rat in the maze, otherwise what's the point in making it VR.

You literally have to move the ball by tilting your head or your controller so its gets very boring very quickly.

Also it doesn't support duel screen so if you're in VR the your friends can't watch you play.

Clearly not designed for room scale VR, probably fine if you're using google cardboard.. This game is short (I beat it in two hours), but it's very cute, a lot of fun, and a great way to pass an evening.. Defense the Farm is an amazing game and an absolute steal for the measly price of 1 metric dollar. for one dollar you could buy 6 months of chinese labor but defense the farm tops that in every way. You can be assured that it is a good game because the name "DEfense the farm" is gramatically correct and all the other reviews are in armenian. You get to slay many alive deads with 3 entire weapons. The music makes you feel like slitting your knee sockets with a rusty loaf of banana bread. The alive deads are very amusing since they are both alive and dead simultaneously. In conclusion defense the farm is a terrific game for gamers and antigamers everywhere. I would have preferred this game to be either a visual novel or allow you to connect the story together through small flashbacks through out the entire game.....where you actually get to play the character. You aren't really allowed to explore much, the game corrals you to a few areas that you can go....so it's kind of hard to get lost.....and then.....about 2 thirds of the game....is a long sappy story that takes forever to get through.

I'm ALL for visual novels, story rich games, wordy games, etc....but you don't really....CARE about any of these characters. At least I didn't, because you only start to learn them when you get trapped in a flood of repetitive story.

The most exciting part of this game was trying to hide from a few guards field of vision....It's not very "scary"....It's somewhat predictable, there are other games out there with a very similar story line. The effects are kind of cool considering its a RPG maker, classic style game...however this was very much a waste of time. I'm sorry

To those of you that liked this game, good for you -- and good for the creator, because they need your encouragement to keep making games....

I think whoever made this game has potential---but I would consider this an experimental piece to show off scenes from.. This game is actually a pretty sweet little variation of the classic brick breaker-type games. Fun mechanics, good soundtrack and a lot less repetitive than others.. I'm starting to think that Gray Fox isn't actually a thief, but that he just really likes books and is too lazy to visit the library so he forces the Thief Guild to get them for him, lol..

AAAAAAAWESOOOOOOOME!!





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