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Robocraft - Premium For Life Pack Download Android



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## About This Content

The **Premium for Life Pack** permanently unlocks Premium membership in *Robocraft*.

Premium membership grants the following in-game benefits:

- Grants all paint colours for use in the Editor
- Doubles the amount of experience earned from matches
- Upload your own personal avatar picture
- Additional Cosmetic CPU

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Please note, the robots featured in the promotional shots are not included in this pack. This bundle is also available via the *Robocraft* in-game shop.

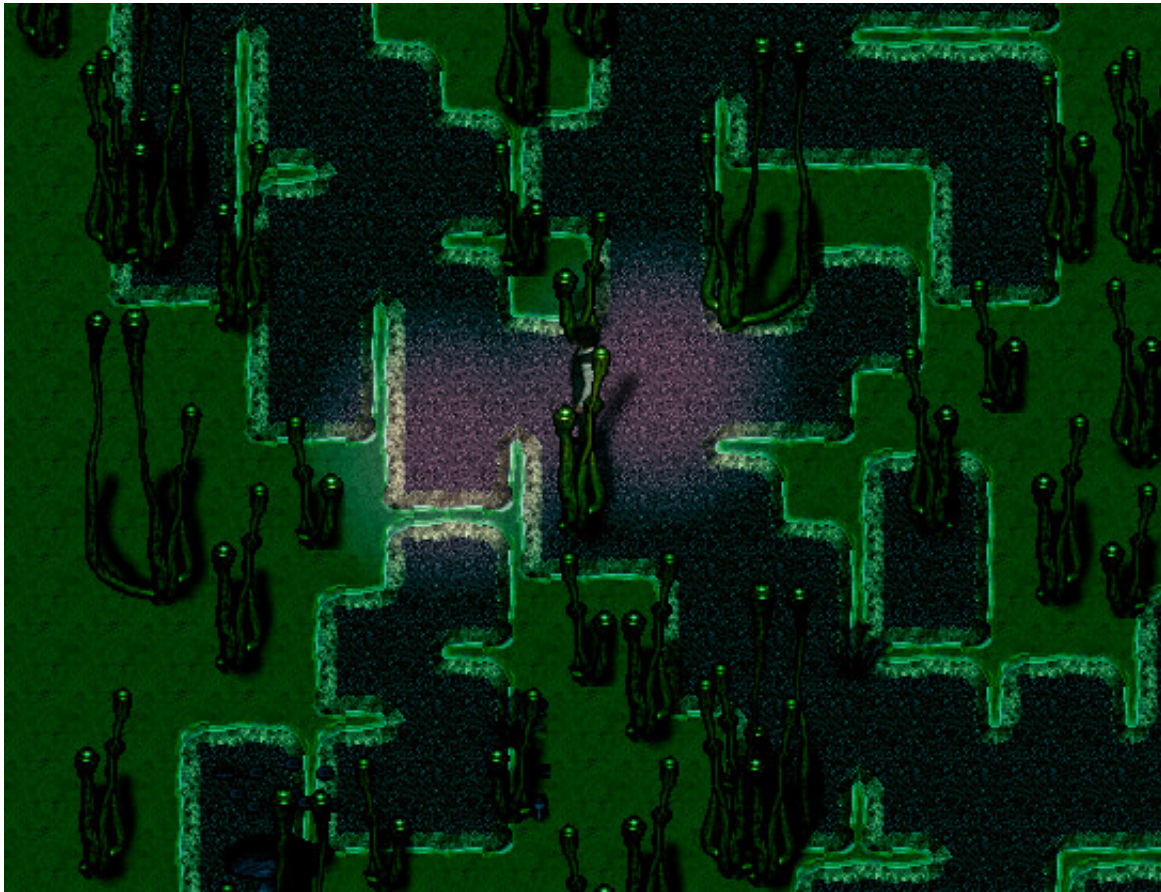
The contents of the Premium for Life Pack are awarded the next time the purchaser logs into *Robocraft*, as long as Steam is running in the background. This pack can only be purchased once per Steam account.

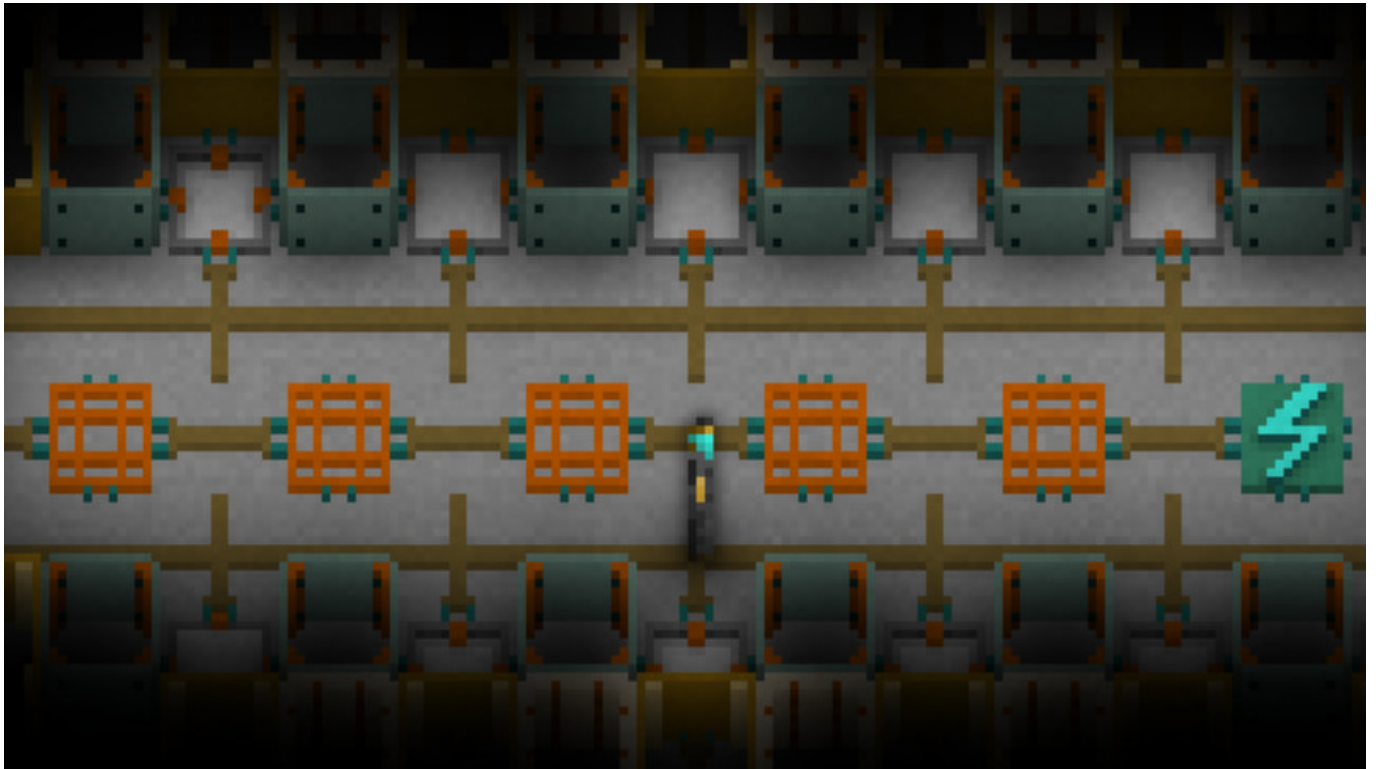
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Title: Robocraft - Premium for Life Pack  
Genre: Action, Free to Play, Indie, Massively Multiplayer, RPG, Simulation  
Developer:  
Freejam  
Release Date: 20 Dec, 2016

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English,French,Italian,German,Japanese,Russian,Simplified Chinese,Traditional Chinese









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robocraft - premium for life pack

I love playing this game and cannot get enough of it. OMG this game is so much fun! Do yourself a favor and buy it now. This comment is not rated by the national nub nation.. Very nice game, i'm enjoying it a lot.. Warning! Spoilers might follow, and I have decided to not black it out either.

When I was getting far into this game I began to think in my head if I liked the game or not. I like most point and click games , but this one had a few things I had some problems with.

If we look at the positive side, this is a flawless game with nice backgrounds and items that are drawn in good quality. The music can be intense and it's often making the game feel more exciting. Everything works, and that is positive. I also like how the character is taken to many different areas, where new puzzles awaits.

Now for the other part of the game, that I don't like it's the constant clicking. Holy♥♥♥♥♥ there is alot of clicking. First of off, I completed this game without any form of help, but on several times I just turned it off because I was frustrated. Frustration is a big part of this game, because there are tons of things that are litterary impossible to see, unless you actually click at that specific place. You sit there, you know you miss a single item to get further, but you don't know where it is...so you start clicking on every single thing possible in the levels you got access too. I don't like that. I play these games by logic, which is what I like with them. Aimlessy clicking to find that small scene where an item to get further is, is really bothersome.

The puzzles themselves are fine I'll guess, but they can be annoying. I think it was also cool that they made small puzzles inside the hidden objects puzzles. Some of them were really hard to find sometimes, and not much logic was involved.

Now for the story I know exactly what to say, because I have played so many point and click games before. (Warning! Spoilers head). First of all, I never feel the character is in any danger...ever, I feel the character is spending most of the game alone aswell, except for a few ghosts popping up here and there. It feels lazily. Like you are only there to get further into the game, not to meet anyone special, but simply to find your way. It makes the game feel a bit empty.

Also the two only characters you meet is your dad and the evil guy, that....is a ghost? The evil guy does absolutly nothing else than rant about taking over the World...I like the places you visit, but I don't understand much of how this can be a good story.

I do recommend this game, but you have to be really patient if you wanna finish the game without help or hints like I did. The game is more for entertainment and getting further, than giving you a super deep and great story. The puzzles can be annoying, but if you spend enough time you will always solve them.. I enjoyed The Knobbly Crook, It's a good adventure game and I hope I get a chance to play the other chapters once they release on Steam.

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Although short (I managed to play through in a few hours) its a nice little story and after you realise how the controls work (Arrow keys up or down to interact with an item) its simple to get the hang of.  
Its a shame I had to play it in a window, some of the puzzles do require some thought and going back ahead and back in time to progress.. i am blind thats why i bought this game  
i couldnt listen to the book because i couldnt fit my cube into thhe hole  
big waste of money

arigato kawaii desu chan. AAAAAAAHHHHHHHHH!!! This game is WRETCHED. Monotonous glitch galore huge levels and before you think it no that isn't a good thing in this game,thesecond stage is huge and overall pointless. There is no direction or story in this game which ok benefit of the doubt but it just makes the hugeness of the maps even more pointless since there is no secret note for extra plot like in outlast. Or even really important supplies since you can just run past the enemies. The game isn't scary no atmosphere at all and lag spikes all over the place the game doesn't even restart the game itself is trying to stop you from playing. There are basically 2 types of levels in this game maze levels and supremely long monotonous levels where you are endlessly walking to the next insignificant area. The maze levels are even worse endless running through different areas with one trillion pointless rooms for one room with the right portal aka level 4. All of these things you can find in level four it is dreadful you guys it really is. Just reach that level and you will see what I mean sorry this was so long and overstayed its welcome...ahem. As of writing this, I have completed all 30 levels and obtained all the achievements.

This is quite an enjoyable short game where you have to connect the power source to the building by rotating pipe pieces and directing the power. Each level is timed and your speed is rated by stars, 3 being the quickest and 0 being slowest.

It can get quite challenging as towards the later levels the number of pieces increases dramatically, and as a result it tests your ability to make quick judgement and quick clicking to complete the level on time. Assuming you're going for 3 stars. I really enjoyed this game as well as the soundtrack that was playing in the background, it really suited the levels as it was a faced paced beat. I only failed 3 levels the first time, and I gotta admit - It was a good feeling failing. Granted after I lost, I knew the pathway, but it was still great.

I'd definitely recommend this game to anyone wanting to play a short, cheap game.. As a beginner, I found Sprinter Pro to be intuitive and easy to pickup and make quality animations. It enabled me to make a great looking character animation for my first video game. The developer also provides easy to follow video tutorials which are detailed and made me super productive very quickly.. It kind of says it on the tin, the route from Edinburgh to Glasgow, with both ways through Falkirk. It's a pretty old route now, and it shows its age.

#### Pros:

- +Comes with the class 170 pack, which is used a lot in scenarios as AI
- +It runs very, very well, high FPS
- +Lots of workshop scenarios available

#### Cons:

- It's 6 years old and it shows, the detail is lacking and the textures old
- There is little to no distant scenery, so you don't have to move far from the track to find empty green nothingness
- It's a bit...dull. There is little of interest on this route and the scenery doesn't compensate at all, making it boring to drive.
- It's not even that long, you can drive it in an hour, and it's very linear, with little else to do other than Edinbirgh to Glasgow of Falkirk to one of the above

Overall, I wouldn't recommend this, it is dull and uninspiring, and unless you're deperate for the class 170, there are better routes out there.. take your dingy little battle royale mode and shove it up your indie game ♥♥♥♥♥♥.. DO NOT BUY

This game is a scam. It does not download on my mac and Steam refused to give me a refund.. played this game years ago, was excited to see it on steam but now i cant even play it because theres a virus hidden in xtrap..... uninstalled and never playing again for the safety of my computer 0/10 do not play unless you dont care about your computer having viruses that can possibly destroy it. Not yet anyway. While I can see Driftmoon could become a great game one day, it's not currently in a very enjoyable state. I'm struggling to see at this stage what it's going to offer other than another playable, top-down Diablo-style RPG. The combat feels like an MMO, with auto-attack and skills about as far as it goes. It just doesn't feel like it's going to offer anything



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different or fresh at this stage. Additionally, this writing is verbose and hit-and-miss in my opinion. Some of the characters and conversations that are clearly intended to be funny fall flat and just seem plain wierd. The other conversation options present reems of unnecessary dialogue that only really serves to bore you into clicking past it.

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