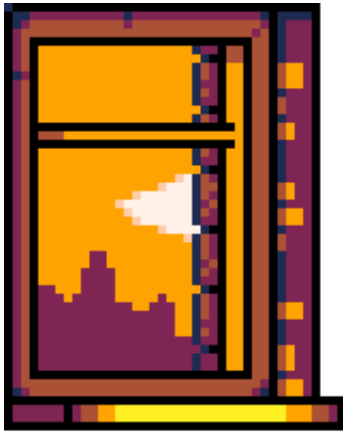

Dab On 'em Haterz Download For Pc [PC]



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About This Game

Sup!



Wanna Try Yourself At Vlogging?

Want to feel all the joy and all the sadness of being internet celebrity?
Want all these crazy fans and haters, doubtful offers and some other unbelievable stuff?
Bingo! You at the right place - we have it all!

Dab on 'em Haterz is a simple but captivating timekiller.
Like good coments and earn money!
Dab mean comments and also earn money! What could be better? NOTHING!!! That's the answer, boi - nothing!

Btw, if you'll dab good comments and like mean comments - this all gonna end up pretty soon: you'll get evicted, you'll fall into oblivion and you'll end up your life under the bridge, internet fame is a tricky thing, ya know?

Dab on 'em Haterz will help you to relax a bit after hard working day - maybe 20 minutes, maybe an hour, it doesn't require any crazy skills, it's not super complex and deep, not, so you can just seat down and DAB ON'EM HATERZ! Let them know who is a boss here!

So go for it right now, muh boi, go for it!!!

Rules:

Player must choose 3 most popular themes from the list, upload video and then start session.

Player must like positive comments (A button) and must dab negative comments (D button).

For all these actions player will gain or lose money.

If player will dab too much comments - haters gonna dab back!

Player needs to dab 'em first or session will end too early and we will lose money.

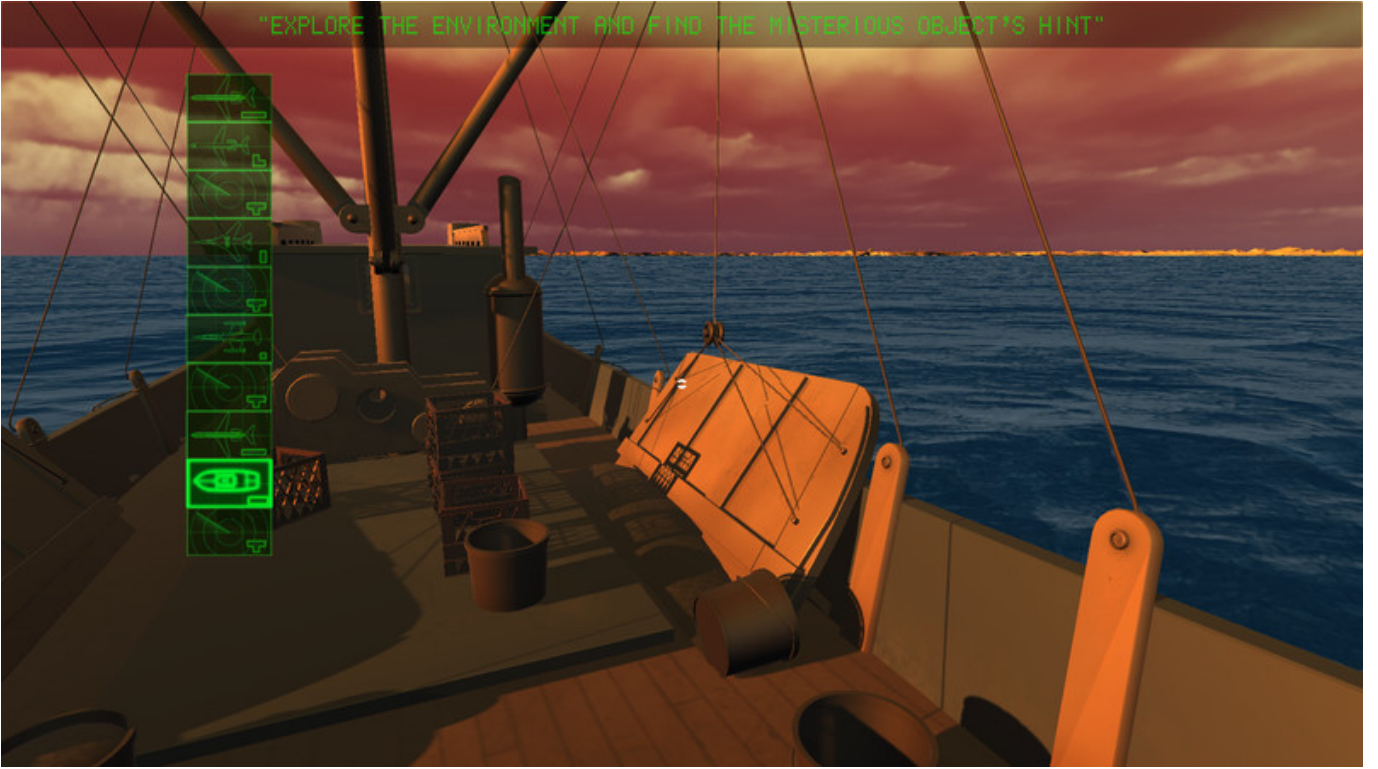
Player need to survive as long as possible.

Title: Dab on 'em Haterz
Genre: Indie, Simulation
Developer:
Dmitry Petyakin, Aleksandr Eronin
Publisher:
Dmitry Petyakin
Release Date: 16 Jan, 2018

a09c17d780

English,Russian

"EXPLORE THE ENVIRONMENT AND FIND THE MYSTERIOUS OBJECT'S HINT"





dab on em haters

Simplistic platforming action gameplay made difficult with garbage controls. Don't bother playing unless you are a masochist. Also a mobile game. Only reason I am not refunding is because I got it for 90 cents on a steam sale. Although I am still tempted to do so.. Fantastic! As soon as i saw it memories of the good old commodore 64 came flooding back. I was a little sceptical when buying because it looks so different. But having played only an hour it retains the atmosphere of the commodore 64 with so much more depth. If you are old enough to remember the commodore 64 version and you loved it then this is a must buy! I can see me putting 8hour stints into this game and can't wait to get into it. Well done devs!. It feels like a very nice Parkour game, i like the added grabbling hook gameplay, Swing around like Tarzan :)
Very simplistic graphics, smoothe gameplay. If you enjoy some parkour puzzles that feels good, you should get this game.

quick look at first level

<https://youtu.be/d9cPmwbCNEI>. OCTOPUSTHESSELLER. 99% of the "difficulty" in this game lies in interface screw -- which is made even worse by "retro mode" which is required for one achievement. If not for inviible blocks, and secret you have to cross this square twice blocks, etc, this would not have any difficulty whatsoever. Poor excuse of a game.

I cannot remove the german language so I can't read it, the render is 5 seconds long, doesn't work. Not worth it. Great start for early access. no crashes in 4 hours. Its playable as is and im looking forward to the updates.. Given that this game is included with a purchase of Shadow Warrior, there is little reason not to try it, unless you have already played one of the other Viscera Cleanup Detail titles and found them to be uninspiring.

I too had my doubts when first launching this, as cleaning in real life is tedious and something I make a fair amount of effort to avoid - save when absolutely necessary. In this game though, it is ABSOLUTELY NECESSARY: blood, body parts, random items like bullet shells and katanas lying around; the list goes on. You are the cleanup crew sent in to deal with the aftermath of Lo Wang's rampage (hence "Shadow Warrior" in the title) and your mission is to cleanse the temple, top to bottom.

There is something oddly zen-like about cleaning a temple and restoring it to its previous, shining state. You will look for the most optimal routes to clean, and curse yourself when you accidentally knock over a bucket of bloody water or track bloody footprints over freshly cleaned tiles (it will happen a few times; don't kid yourself). The aftermath is also satisfying, and pride can be taken in a job well done.

If only the real thing was as enjoyable... recommended for those looking for something new to try.

Played on Windows 10 Pro x64 without any issues.. Oh god, please don't buy it if you think it has the remote chance of being anything like the old "Jane's" SimsVGames. If only i had read reviews before i bought it during a sale buying spree.. This is no simulation, it's very arcadey. And not in a good way, mission design is poorly done. Plus the graphics and controls are not what you would expect. Please, move along, nothing to see here.. Could be a good game.. S**ty controls. Terrible map. NPC mostly dont talk..

After few hours the game makes fun except the f**ing map to navigate..

But for 3 Bucks its better then nothing. You can play it at cold winterdays..or go outside and drink some beer...

06/10. To put it bluntly, Shattered Planet is one of the worst Roguelike I ever had the displeasure to play and it's not worth the price at all, even considering this is the first game made by Kitfox, especially when they straight up abandoned it, leaving some items impossible to collect (making 100% completion not achivable if you are into that) and not fixings LOTS of bugs and glitches that plague the experience, either by being a minor annoyance or outright impeding your progress

The premise of Shattered Planet is that you, the clone of a space adventurer, with the aid of your space crew, that is made by the huge number of one 'nother alien guy, must travel to the now shattered planet of Earth to find a cure to a space disease known as "Blight", which there are currently no ways to treat it.

Sounds like an interesting plot right? Well, I hope you weren't looking forward to know on how it unfolds, because simply, it doesn't.

There are a total of 5 campaign you can pick from: a daily challenge, the main exploration mode and 3 story-based "dungeons" presented in a a quasi-episodic format, but none of them bring it to a satisfying conclusion, meaning that the whole thing is left completely unsolved, and the search for the cure becomes nothing more than an excuse for there to be a game to begin with.

The game doesn't even bother to give you lore or info through flavour text, item descriptions or dialogues, in fact it just keeps and EXTREMELY obnoxious "humorous" tone that is probably meant to take the edge of your dungeon crawling, but comes across as uninspired at best and cringy af at worst.

Not even the main mode of the game bothers to answer any question the player has about the universe of Shattered Planet, just dropping you in randomly generated "dungeons", which are made by the floating layers of the destroyed planet and telling you to scout as far as you can.

Now you might be thinking that there might be an ultimate objective to reach at the end of exploration mode (the main attraction), that while it doesn't conclude the story at least it might make the player feel rewarded at the end, having managed to best the game by completing a run, which was what I was thinking as well.

Problem is... There is not even that, the main mode is BLOODY ENDLESS!

That's right! You cannot win at all, the game was designed to have an arcade-like progression: get as far as you can so that you might get a new record once you die.

This, at least for me, completely defeats the point a Roguelike: what's the point of playing a game where you must travel to complete an important quest if you do not actually undertake the sodding thing?

This just ends up making the whole game feels aimless, not helped by the sorest point of the game: the progression.

In the early game the odds are completely stacked against you from a numerical stand point: you start the game INCREDIBLY weak, with poor stats all across the board, and very limited ways to improve them during a run. You are set up for failure at the start, and no matter how savy and how safe you play, you won't make significant progress, because all enemies hit ludicrously hard, are incredibly precise with their attacks and hard, if not impossible, to side step.

Which means you are forced to do babysteps to collect currency to power yourself up for future runs, as while you lose all items when you die, you keep your currency. There are two types of it: crystals used to buy consumables, weapons, armour and companions before a run, and scrap metal used to improve your stat and skills and buy items *only during a run*, crystals are not used while you are exploring.

Unsurprisingly, the usage of both currency is flawed as well: with the exception of "pets" (which are VERY useful because enemies tend to prioritise them before you... Even though you are not allowed to control them directly or giving them orders making using them effectively rather cumbersome and frustrating) all items are **randomised**, which makes the whole pre-run shop **COMPLETELY pointless because you cannot pick the stuff you prefer using over others. It's nothing new that RL give you a randomised inventory before a run, but forcing you to grind currency for it is just both stupid and a waste of time (much like the rest of the game).**

As I mentioned before, metal is used to improve your stat and skill before you start exploring (and every playable character has a different special skill, that has limited charges but doesn't use a turn when activated), and by improving your stats you also gain a level, as there is not experience system or anything here, so the level of a character really doesn't matter beside giving a general idea of how strong they are. The issue with that is that you can **ONLY** do that before you start a run, which means once you are in the "dungeon" you cannot permanently upgrade you at all until you die and come back (or just complete the run if you are playing any mode that isn't exploration). This basically means that the main gameplay loop is: buy crap, start a run, die and repeat step one over and over and over until you just throw up your hands and disinstal the game out of sheer disgust and boredom, and the game doesn't provide enough variety to prevent that from happening. Even worse, the Clones do not share the progression, which means you are forced to grind stats for each of them, and if you focus on only one you risk outleveling the others to the point they become useless! This could have been easily fixed by making so that all characters shared the same stats (as they all have the same amount at the start of the game and when you unlock they all start at level 1) and levels and making you only pay separately for their skills as they are all different, but instead the developers decided to artificially lengthen the game turning it in a chore of a grindfest!

You can improve you stats temporaly during a run, either through buffs that eventually burn out, or semi-permanently stat increases through special events that last until the end of the run, but, as the rest of the game, are randomised and obtained at irregular breaks, so you cannot relay on them

And now, as for finally the game itself and the overall gameplay I can already tell you it says a lot about the overall product when I can say more about the mechanicals aspects of it than the actually ruddy game: it's really just your bog-standard roguelike when the objective of every level is to find a teleporter to pass to the next one of throw yourself off the layer you landed to get to the next in exchange of losing a good chunk of health. Enemies are uninteresting and uninspired, only getting harder to deal with not by showcasing new moves, powers or tactics but by just having more health and dealing more damage, most weapons act the same beside few exception, armour just provide you with passive stat increses, some buffs and resistances (which are pointless because like only one enemy type each or two use elemental attacks).

There are also randomly coloured fluids in a bottle, which acts like potions in most games of this genre: have a randomised appereance and bestow a different effect in each run.

The most noteworthy mechanic in the game is probably the blight itself: it infect the starting square you land in, starts spreading to others and grow, eventually dealing damage to you (not to your pet), destroy items laying on the ground, generate hostile monsters that never drops items and exist just as a deterrent to hang close to it, corrupts other enemies that step on it making them more aggressive and dangerous and eventually overtakes the whole level... Unless you have a shovel or an explosive weapon\bottle and make the starting point blow up, sending the boxes around it fall down, basically quarantining it, or using a weapon that makes you immune to the plague, basically removing a gameplay element altogether

In conclusion: this game is bad, thank you for reading

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