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About This Content

Additional Animal: roedeer and fawn

Title: Wildlife Park 2 - Kitz (fawn)
Genre: Casual, Free to Play, Indie, Simulation, Strategy
Developer:
b-alive gmbh
Publisher:
b-alive gmbh
Release Date: 2 Dec, 2011

a09c17d780

English,German





Top: The creature Dark II's Mantle in 2D track
Bottom: The white High II War Eagle, instant before optimization



Top: High II Eaglship and Warship in Maps. The original pose and animation structure using the quest of each asset

Bottom: Early builds of the mammoth High II Dragonship



wildlife park 2 - kitz (fawn)

Good blend of sim and arcade elements make this a very fun to play game. Great game. At start i was a little down because i thought i will do a campaign or something and i will watch a funny story or something. But its a great casual game mainly, you can play small turns like 20min games. Its not easy for sure. Has many locked items which is good because you manage to learn easier how to use what you have. So its a game worth its money for sure. One of my favorite childhood games , played the\out of it. I really reccomend it to an older age aswell its really fun and relaxing. I play VR stuff all the time, with absolutely no problems.

This is the first thing to make me need to take a break due to feeling like I was going to puke.

Pro: It's free

Con: It's really nothing special. If you've played the game, you're good.. Fun game with fun graphics and fun playstyle. Fun.. I like rythm games, hard platformers and twitchy skill-based games, but this is just a chore. I played this until I beat the Fallen Angel boss on the "how it's meant to be played" difficulty.

My impressions:

- game starts up and recognizes my 144 Hz monitor. [Tells me to turn it down to 60 Hz...](#) on operating system... I'm no tech expert, but why doesn't it just offer a fps cap in the settings? No understanding from me. I kept on with 144 Hz and I did not encounter serious errors, just one or to lags.

- plays intro cinematic Me: "...Dude, wtf just happened? Who is this Zeus with headphones guy? And who is THIS guy? And THAT guy? And... why did we want to go into a portal in the first place?"

- During every other cinematic: "Dude, seriously? WTF is this supposed to be???"

- Controls/gameplay:

Left stick: move left and right

Left shoulder button: Jump

Right stick: hit incoming note (cardinal and ordinal directions)

Right shoulder button: Duck (not the quack quack quack, but the ducking under)

You jump and run through a level while defending incoming note-bullets by hitting the direction they are coming from and on the right beat. This is visualized by a raising cone near you. You press when it reaches its top. Next notes are meanwhile raising of other directions. But if the next note is from the same direction you cannot rely on this visualisation, the only way you could know is by scanning the screen for bullets of the same direction. It's a bit unfair, because there are many things you need to take care of at the same time. Just saying. Visualisation is failing a bit to deliver the input. On one extra pirate level there were so many flashy-flashy bling-bling lights, that I didn't even notice, that I stood in a hurting laser beam. The levels before needed you often to stay where you are, so I did that here too. The information, that I must NOT touch that laser beam was too subtle, as well as the information that I stood in it being HURT.

Awful are the levels with the bots looking for you and if they see you, you're instantly dead by an uber laser. Restart from the beginning. I happened many times where the level failed to deliver me enough information for me to be able to know what I need to know to not die. So I died and did it again memorizing what I need to know. I find this to be bad level design. E.g. A beam off-screen not seen before I'm pushed into by a stream whirl, killing and forcing me to restart. The end of constantly appearing and disappearing platforms hidden by flashy beams, so I fall down.

Yeah, I like the idea of a rythm platformer, but this is not executed well. I have high hopes for Soundfall to get a similar crossover done well.. This Game Is A Masterpiece, I have just recently competed this game and I'm so sad that it's over. To anyone deciding whether to buy this game or not take it from me and buy it as soon as you can. simply Outstanding..
quot;Drizzlepath: Genie is to video games what long avant-garde films like Andy Warhol's Empire are to cinema."

This is how I began my very negative review for this game last night at 2am, halfway delirious from having done nothing but walk 3 hours straight in a video game.

I complained about the length of the game vs the walking speed, the repetitive scenery, and the difficulty I was having in mustering up the stamina to see the end.

I was playing the wrong way.

This is not a game you power through, and it's not likely one you should try to complete in a single sitting, let alone two. But this morning, determined to finish the game with a coffee in hand, something clicked. The sound of the constant rainfall, the soothing music, and the relaxed speed at which the scenery passed me by all combined to put me in a trancelike peaceful state, where the objective of getting to the end suddenly seemed inconsequential.

Interestingly enough, as soon as this clicked for me, I began to realize that this theme is echoed in the narration, which deals with, among many other things, what it means to be alive and live in the moment. The prose varies wildly from expository to poetic, from concrete to abstract, and it's best to let it wash over you rather than hang onto every word.

In this regard, it helped that I decided to go into the options menu and mute the narrator, which I highly recommend you do as well. Nothing against her personally, but her delivery doesn't capture any of the melancholy emotion of the text, which is actually quite well written and interesting if you read it with your mind's voice. Plus, the lack of audio helps you further immerse into the environment.

This will not be a game for everyone, but if you're the type that likes to sit on a porch and watch the rain, or walk through forest trails and enjoy nature, then Drizzlepath: Genie is a reasonable simulation of those experiences, spread out over a map that feels bigger than Skyrim.

Just be sure to take breaks to be able to fully appreciate the experience.. Good game, is not that bad, but it is bad :(, I am a fan from the original Flashback game, and I am glad to own this newest version, love the graphics and the music, but there are so many flaws, I really wish the developers could program the game better, they really missed a huge chance here. Apart from the programing flaws, there are so many control issues, specially if you play with an Xbox 360 wireless controller and there are many crashes, if you load the checkpoint several times (playing hard so you die a lot), the game crash every 4 times you load the same checkpoint, and sometimes the game just crash.

There is the original flashback game that can be unlocked, but you play in a tiny screen, plus there are sound issues. An SNES emulator will do a better job.

Good part is that playing and ending the game in Hard is really a challenge and can be a fun, graphics are good too, and music.

I disagree with the "Metroidvania" moniker, but it's still a really fun game.. Cannot customize controls and default controls for the game pad are wonky. Very disappointing.. This game is \u2665\u2665\u2665\u2665. I've only played .5 hours because that's about how much content there is.. I believe this test is too demanding for it looks. There are less demanding tests that look better, but it has another purpose and it is understandable. Perfect stability test for major overclocking.. It's a nice game and has some interesting ideas like the very complex and badly explained shooting mechanics which allow for about 5 different kinds of bullets. The enemies are very overwhelming and hard to kill which is only more frustrating when you have to worry about difficult platforming. The level sometimes glitches out and doesn't end so you are stuck there until you lose all your lives.

I would have liked more context. Every level seems to be "collect 2 gems" having no idea why collecting a gem is worth risking your life against a hundred enemies. It's a very pretty world made with a lot of care but I would appreciate it more if I felt I was doing something there.

It's also impossible to tell if you are damaging an enemy or they are immortal. Some enemies will follow you forever and take about 30 seconds to kill so you are forced to shoot anything you encounter for at least 30 seconds to find out if they can be killed. It is also very unfair since enemies will pop out of the ground beneath you making their attacks undodgeable and the platforming often has very little logic to it meaning a lot of trial and error and cheap deaths.

It's not unplayable but there are too many issues for me to recommend it.. I can't recommend this game.

The whole thing about this game is to pay for extra time for playing.

You have only a little *health bar* and every time you try a HOG it drops....and it takes time to refill.

So if you are happy with playing only around 3 - 5 short rounds a day....you must pay for crystals to buy food that refills your health.

Also, there are some *quests* were you must trade with merchants....some you can exchange with items from the HOGs...but after that....play more or buy coins.

Add that you must play each HOG endless times again and again....and that the HOG's are low res.

NO, don't buy it.. I went into this game ready to be completely critical of it, and I was pleasantly surprised.

Don't expect the 2nd coming of Mario 3, but the controls (with a controller) are surprsingly responsive; its the player's inability to control the momentum that leads to resets.

Give it a try, you might be pleasantly surprised as I was. :D

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