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Evolution : The Video Game Hack

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## About This Game

Inspired by the board game with more than 1.6 million players, *Evolution* sets a new standard for digital tabletop. Adapt, survive, and thrive in a beautiful and ever 5d3b920ae0

Title: Evolution : The Video Game  
Genre: Strategy  
Developer:  
North Star Digital Studios  
Publisher:  
North Star Games  
Release Date: 12 Feb, 2019

### Minimum:

**OS:** Windows 7 SP1 64-Bit

**Processor:** Dual Core 2 GHz

**Memory:** 4 GB RAM

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English

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This game is really awesome! I am obsessed with animals, nature, and ecosystems, and this game has a very nice theme of that. In addition to this, this game also makes me think really hard about problem solving, especially what I should do in my next turn. This really helps me stop and think about exactly what I want to do. There are many strategies, and you can play it over and over again.. I like the game enough to give this a positive review, but MY GOD the bugs. Right now I can't even log in because the forgot password process is so busted. Incredibly frustrating.. Do not pay for this game because it freezes and has other bugs constantly. It's a really fun game and would be great without the bugs, but I would not recommend spending money on the game until they're fixed. I'm disappointed because the player base is going to dwindle due to these bugs.. I'm definitely addicted to this one. Good game balance, I never feel like any build is just too powerful. Challenging AI. Cute/Beautiful art. Fun facts. Satisfying sound effects; glad I can turn the music off without turning them off (though the music is good to). I assume you could unlock brutal mode right away but playing through the campaign on both difficulties has been both an enjoyable difficulty progression and given me plenty of content to consume. Especially with the fun of trying to unlock sketches. But Darwin gets super annoying on the second go through. I hope more cards are added. It would be amazing if the community were to grow so big that we could get some mods I wish I could see closer pictures of the icon art creatures. Some of them are super cute. I really can't tell much difference between the graphics settings. I keep having to trade computers with my fiance to play since the game is nearly unplayable on my older/slower one. I was only slightly disappointed that my purchase didn't extend to mobile but I needed to clear up some space any way. Pretty disappointed that there's no hot seat. Won't be able to play against friends for a while. (edit: I hear they're working to add it though?) Edit: I can't block people and I've encountered at least one person I really wish to never play with again.

AWAY - Opening Animation Karaoke! : To celebrate the upcoming release, sing along with AWAY's opening theme song! Don't forget AWAY is coming on PC on February 13th! Composed by Kazuhiko Naruse Performed by Aya Majiro Animated by Jrme Perrillat To stay updated on Away news, follow us on social media here: Twitter Facebook [www.facebook.com] Playing on Steam? Wishlist us.: Away: Journey to the Unexpected is a New Take on the FPS Genre : Hello, I am Aurlien Regard, one half of the team behind Away: Journey to the Unexpected, releasing on February 2019. Id like to quickly go through the creative process behind Away, from 2016 to how it is today. One thing I love about the first-person shooter (FPS) genre is the power of putting yourself in someone else's shoes. However, between over-the-top action shooters and narrative walking sims, I felt like the genre was missing the concept of action-adventures. So, came the idea behind Away: Journey to the Unexpected! At least the foundation of its gameplay. Heres a look at some early prototype screenshots I also took some inspirations on the way, in terms of artistic direction. For technical reasons I had to make easy-to-produce characters to fit in the 3D environment, and the idea came from the old-school Doom: making cardboard cutout characters constantly looking towards you. I had the key concepts locked in now: an action-adventure FPS with 2D characters in a 3D environment! Then I needed to define the story and core gameplay mechanics. Taking on the same idea of FPS games being generally violent or very mature in their narrative, I took the opposite direction: lets make a fun game about a kid living a fun adventure with friends! In regards to the art style, I dug into my childhood memories and tried to capture the feeling of the anime style that was all over the 90s TV in France. And there you go, the concept behind Away was set around that core idea: creating a new type of FPS adventure, with a lighthearted and fun story, and a nostalgic 90s anime style to it.. Beware the enemies of AWAY: Journey to the Unexpected! : After meeting up with friends and gearing up for the adventure, you will encounter some evil forces . . Oh, you dont think they look so tough ? Let me tell you, those are some pesky enemies, and if you underestimate them youll be in trouble! I give you the Batshots Crazy , erratic and fiendish flyers youll find in flocks! The Molinones , wholl burrow through anything to get close enough to jump out at you when you least expect it! And check out the hideous Inaroos , they may be slow, but watch your back as just when you think youve got them licked theyll split into three and come right back at you! Cu cute??? You find them. CUTE ? Well I hope you dont intend on hugging them. That would be the last hug you ever gave! Legend says they were former Labiworks employees. Then one day, after being in contact with a strange liquid, they turned into those deadly creatures . But then, the legends say all kinds of crazy things. These ones, on the other hand, are one hundred percent evil-ish creatures ! Vegisquids are floating vegetable squids (Vegiesquids, get it?) Theyll spit their inky goop at you from afar. A pure mess. The Sporabombers are lurking living mushrooms that explode when defeated. Real walking booby-traps! And worst of them all: The

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Psychic Cloud ! Get too close and itll teleport.BEHIND YOU. What a creep! URG! You better be ready and bring on the big guns when youre out there. Find some good and powerful friends , you will need them when AWAY: Journey to the Unexpected comes out on Feb. 13! To stay updated on Away news, follow us on social media here: Twitter Facebook [www.facebook.com]. AWAY is now available on PC! : With the release on PC today, we're glad to announce that AWAY is finally available on ALL current-gen consoles & PC! It's been a long ride & we want to thank everyone for their kind words & interest in AWAY during the development & release. We really hope you'll enjoy your time playing the game! Here's the launch trailer for those who are discovering the game: We'll continue to share infos about the game on social media, so feel free to follow us here to stay updated on Away news: Twitter Facebook [www.facebook.com]. Meet your friends in AWAY: Journey to the Unexpected. : Along your journey you will encounter a wide range of bizarre characters. Some are non playable characters (NPC) but some are actually playable. Well have a tour of some of the wonderful playable buddies you will come across in AWAY: Journey to the Unexpected. First off, you will most likely stumble upon Ernestin, a grumpy old wizard, caring for some hens. His house got turned upside down by the groundworks of the LABIWORKS Group, breaking his glasses in the mess. Furious, and expecting some answers, he will be of great help in your quest, shooting fireballs aroundwhenever he manages to see his targets! You will also meet with a LABIWORKS Manager there. His name is Mike Smoothman. He reports that everything is perfectly fine and under control. Hmmm However he says that he slipped and touched the strange liquid his company is digging up, and seems rather stressed about it. He should be! Later on you might come across an unusual tree that seems to be moving and talking. Its been absorbing some curious liquid up its roots. It also craves some action and seems quite violent. Word of advice: be careful when talking to it, it seems so tense it could explode. Theres Lighheart and the Bounty Hunter. The Bounty Hunter is a world class mercenary that has appetite only for gold. Sometimes he practices his shooting skills on poor Lighheart like a moving target. Fortunately for him, Lighheart can grow his heart back. Along the way you will find some more characters to chat with, and hopefully befriend. But be careful, in order for them to join you, youll have to play nice and friendly. No lying, no sarcasm! Just honesty and friendship. That should give you a headstart on befriendng characters in AWAY: Journey to the Unexpected. Coming this February on PS4, Xbox One, PC & Nintendo Switch! Playing on PC? Wishlist us now: If you're interested in the game or want to learn more about it, feel free to follow us on social media : Follow Playdius on Twitter Like Playdius on Facebook [www.facebook.com]. AWAY: Journey to the Unexpected Patch note V1.61 - Various bug fixes & new graphic options! : AWAY's first patch is now available on PC! We've fixed some bugs reported by the community & also have added new graphic options in the menu. Here's a list of what changed in this patch: - Steam Achievements now works as intended - FOV is now adjustable in the graphic settings - Smoothing has been removed when you play with a mouse & keyboard - Mouse controls have been reworked & feel more pleasant - Bugfix of the below ground enemies - New graphic settings have been added for the PCs with low performances - Various new settings in the menu - Various minor bug fixes If you still encounter bugs while playing, please go on the Steam forums & write a summary of what is happening, ideally with screenshots / video capture of the issue. We'll continue to share infos about the game on social media, so feel free to follow us here to stay updated on Away news: Twitter Facebook [www.facebook.com]. AWAY will be released on Feb. 13 on Steam! New Gameplay trailer! : We're glad to announce that AWAY: Journey to the Unexpected has finally a release date! The game will be officially available on February 13th on Steam! Because a good news never comes alone, we've also made a 10 minutes gameplay video to show you how the game is in its final version, we really hope you'll like it! If you're interested in the game or want to learn more about it, feel free to follow us on social media : Follow Playdius on Twitter Like Playdius on Facebook [www.facebook.com] See you next time for more news!

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