Donut County Ativador Download [portable Edition]

Download ->>> http://bit.ly/2NGpMvt

About This Game

Donut County is a story-based physics puzzle game where you play as an ever-growing hole in the ground. Meet cute characters, steal their trash, and throw them in a hole.

Where Trash is Treasure

Raccoons have taken over *Donut County* with remote-controlled trash-stealing holes. You play as BK, a hole-driving raccoon who swallows up his friends and their homes to earn idiotic prizes.

When BK falls into one of his own holes, he's confronted by his best friend Mira and the residents of *Donut County*, who are all stuck 999 feet underground… and they demand answers!

The Hole Keeps Growing

•EXPLORE every character's home, each with their own unique environment.
•MOVE the hole to swallow up their stuff, growing bigger each time.
•COMBINE objects inside for crazy effects: cook soup, breed bunnies, launch fireworks, and more.
•CATAPULT things back out of the hole. You can use it to solve puzzles...or just destroy stuff.
•DEVOUR everything. The hole won't stop until the whole county is all gone.

Donut County was created by Ben Esposito, designer on *What Remains of Edith Finch* and *The Unfinished Swan*. It is the result of six years of solo development, dozens of donuts (for research), and one fateful encounter with a raccoon.

Title: Donut County
Genre: Adventure, Casual, Indie
Developer:
Ben Esposito
Publisher:
Annapurna Interactive
Release Date: 28 Aug, 2018

 b4d347fde0

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel Core2 Duo E8400

Memory: 2 GB RAM

Graphics: Radeon HD 3870

DirectX: Version 9.0c

Storage: 500 MB available space

English,French,Italian,German,Japanese,Korean,Russian,Simplified Chinese,Polish

It is a quick cute game. Almost gave me a Katamari feel.
You start each lvl with a hole consuming more to get bigger with easy mild puzzles in each lvl.

I just wished there was more challenging puzzles and gameplay.
. This is a very short game, but I enjoyed it enough to get every achievement. It's one of those games you will either really like, or not see the appeal of, but personally I dont regret the money, nor time, I spent on this. If you're looking for a game that'll get you hours of enjoyment, this won't be it. I completed the game along with every achievement (including some fun little secrets) in under three hours.

Donut County is a short, dialogue-heavy game about a hole opening up in the ground and swallowing stuff. It's light-hearted and sweet, with a cast of quirky animal characters. The hole can be used to complete some puzzles rather than just swallowing everything whole, as well. It's really easy, with only one place you can really "lose," but it has a lot of heart and it's worth the price of a movie ticket to experience.. This game is way too short for the cost. Was able to complete the game in 90 minutes and it was extremely easy.. Fun concept, quirkly little storyline, but essentially zero replayability besides a handful of achievements. I was expecting something akin to Katamari in reverse, but it was more or less an enforced storyline - not so much a sandbox environment I was hoping for.. Fun little game with a cool core concept and great writing.. I wish this game was more 'sandbox' like Katamari, but instead they are short levels where you'll end up devouring everything. I beat the game in 1.5 hours...what do I do now? I would like to see larger levels, or areas where you are limited by a clock....or something to give this some replayability.

Not all games have to be fast-paced in your face action spectacles, and I think Donut County is the prime example of this.

The best comparison for this game is to Katamari Demaci, except super toned down in speed and scale (which isn't a bad thing in my opinion). It's more like a puzzle game rather than "see how big you can make your hole" in each level, and it's executed flawlessly. Gameplay is solid.

What surprised me about this game is how fleshed out the characters are. You don't learn much about each of the characters, but how they relate to eachother and learning what they like/dislike really made broad steps in enjoying these characters a whole lot. The two main characters, Mira and BK, are a treat to witness and have incredible and funny dialogue moments. And a few moments actually almost made me tear up due to how much I related to the character relationships (I'm not joking). I ended up falling in love with pretty much all the characters, they're all just so damn pure.

My last love for the game is in the music. Seriously, it's worth the 5 bucks to get this 40+ track masterpiece. Trust me, this game's OST is beautiful and captures the chill, laid back nature of Donut County. My favorite tracks from the playlist is "Bird Of Paradise", "Hollow Earth!", "Lazy River", and "Breaking Ground", but I think all the tracks are amazing tunes.

My biggest gripe with this game is the legnth. For starters, it took me less than 2 hours to beat it on my stream. They were REALLY fun 2 hours, but it lasted shorter than I wanted it to. I think this comes down to the level length. Besides 3 or so levels plus the Final Level, these levels can be beaten in less than a minute if you know what you're doing. If the levels were as big as the first two, and if the puzzle elements were a bit more fleshed out to really expand on the gameplay, I'd say the devs could make some really fun and compelling level designs (DLC?).

Other than that, I got softlocked a few times, once when a chunk of mountain fell OoB (out of bounds) when I needed it to complete the level, and another time when an object I needed to eat to advance landed on a picnic table and I couldn't reach it because my hole wasn't big enough to influence the table. And then I almost got softlocked during the finale when I took control of the Tornado and I couldn't find the trigger to switch camera angles in order to eat the rest of the Raccoon Lair. Besides those times, the game worked flawlessly on my end. There were no framerate issues, even when I was streaming the game straight from the same PC. Even with these issues in mind, I still think the game is pretty solid.

This review was originally going to be pretty short, so I'll end it here. In my opinion, Donut County is an extremely charming game and does what it needs to an almost perfect point. The gameplay is fun, the characters are a treat, and the OST is a blast to listen to. If the game was longer and a bit more fleshed out, I'd say this would be an must have for everyone. However, with a $13 price tag, I think if you REALLY want the game then it's worth it to pick up. But, if you're not crazy on picking it up right now just wait for a sale.

I still think Donut County is worth it to have, the devs have made an incredible game that deserves all the love it can get. It earns my recommendation!

Have a garbage day.. Well the game was pretty fun but only for about 2h to beat it 100% all achievements.

If you want to have some mindless fun with cute characters go for it.
But overall imho the price was way to high for 2h with no replayability.. Very shallow puzzle game. I only had to think twice during the whole game. Felt like playing Kirby, way too easy and therefore boring. The best part of the game was the credits.... I was looking forward to this game for a long time. Months, maybe even over a year? And I'm pretty disappointed more than pleased.

While I really appreciate the memey dialogue and wonderful colors, it doesn't make up for the many things this game lacks and what was their potential. And yeah its a bit unfair to compare this game to the Katamari series, but I think I can speak for many of us that were looking forward to this that we expected something somewhat close.

Good:
1) Lovely cute story - I adore the characters and the memey dialogue.
2) Adorable music - Great to listen to!
3) Mechanics of chapters - I love how there are times where you have to do mechanics in order to progress in the story. Like filling water and feeding it to a bird. Or sucking in a firework to flame up the place.

4) Beautiful colors - I'm an artsy person so I really appreciate the colors and the art of this game.

Bad:
1) Short Linear Story - Each chapter has a quirky story that is funny but they're short and you're unable to "do it your way". What I mean by is in each scenario you're limited to certain tasks, like grabbing 4 chairs and ONLY 4 chairs before moving along. There's no sense of flexibility where "hey maybe I can move out more and grab these giant shoes or inflatable ducks". No, you can't. You're restricted from gathering other things, its like a shopping list. And after you're done with the list, you're out. Next chapter.
2) No Sandbox - Bigggg bummer here. I was hoping I could go around and wreck havoc in my own time and my own way. There's only a short linear story and nothing else. That being said ...
3) No replay value - All you get is a short linear story. I finished the game in an hour and definitely it lacks so much and has so much potential.

There is so much potential in this game and maybe the devs have it ready and lined up in development now. Perhaps something like Hole.io that has a competitive mode. Or a single player sandbox with time-attack. As much as I appreciate this game (to a certain point) and the devs who put their heart and soul into it, I do not feel its worth $13 for a game that is only 1 hour with no replay value. Perhaps I'll revisit this game when it has more updates and the devs can rub their money in my face. I believe this game can go far, but right now this is not worth $13. If it was a $5, sure.. Put things in a hole. It's fun. Then you're done.

This game is cute and enjoyable but it's not very long and for the price is quite lacking. You can beat it in about an hour, maybe two if you really pay attention to the story. Some of the things in it are funny and it's amusing but I'm just not that satisfied. I think it should have had another game mode. Hole-io is a very similar concept but it doesn't have an ending. I would have liked this game to have something like hole-io with multiplayer or at least a randomization mode after you complete the story.

It's just that this game is so short. It's worth a few bucks but at full price it's definitely overpriced.. This game is way too short for the cost. Was able to complete the game in 90 minutes and it was extremely easy.. It's fine. Shorter than I wanted it to be. Don't let the Katamari comparisons fool you.

[Saving Simon [key serial]](#)

[Cyberdimension Neptunia: 4 Goddesses Online - White Heart Hair Tie Free Download [addons]](#)

[Zaccaria Pinball - Blackbelt Table download no survey no password](#)

[RPG Maker VX Ace - Time Fantasy: Farm and Fort steam keygen free download](#)

[Wild Island Quest crack download free pc](#)

[Millennium 2 - Take Me Higher Download] [PC]](#)

[Solenars Edge Heroes- Small Donation download utorrent kickass](#)

[BomberZone keygen free download](#)

[Tropico 5 zip Free Download](#)

[Kreedz Climbing download with crack](#)