Mini World: Block Art Download Gratis

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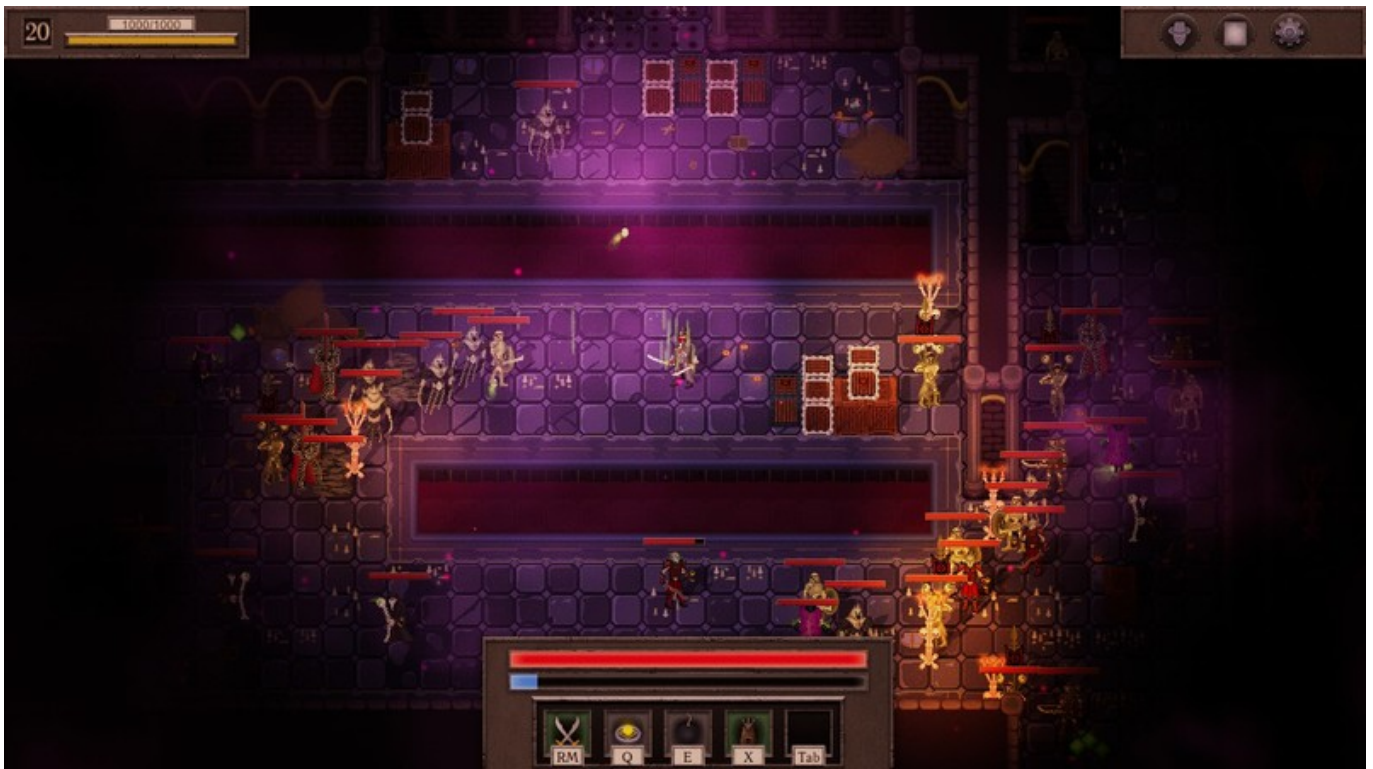
About This Game

Mini World is a 3D free-to-play sandbox game about exploration, creativity, and start an epic adventure with your friends. There are no levels or restrictions, but only the freedom of your creation. The easy-to-join multiplayer settings allow you to connect via PC and phones anywhere at any time. In our game, you can build a house, an apartment, a castle, or even a city. The sky is the limit. You can also explore the underworld and challenge the Dark-Dragon with your friends.

In addition to Survival Mode, you can download and play some fun mini-games made by other players. There are various types of mini-games, like parkour, puzzle, FPS, or strategy. Of course, these games are fun if you play with your friends!

Mini World is a great platform. With hundreds of blocks to choose from and over 1000 ingame items to play with, you can express yourself in the world anyway you like!

Key Features:

1 Enormous Sandbox World – explore an expansive sandbox world with a variety of unique cute monsters, blocks, materials, and mines.
2 Unique game - Unique game engine with cute game character design
3 Single Player and Multiplayer – jump into a friend's game with friendly fire turned on, or start a new world on your own. Share your game with other players, or join other players from all over the world in theirs.
4 Gallery - You can upload or download the works at the Gallery, have a look at the hottest MOD map，game map or others' work.

5 Game mode – Survival mode, Creation mode or mini games created by other players, you can enjoy the charm of this game anywhere at any time.

6 Powerful game-editor - There are various types of mini-games, spanning from parkour, to puzzle, to FPS, to strategy, etc... all can be made by the ingame-editor

CS email: MiniworldCustomerService@gmail.com

Title: Mini World: Block Art
Genre: Adventure, Casual, Massively Multiplayer, Simulation
Developer:
Miniwan Technology Co.,Limited
Publisher:
Miniwan Technology Co.,Limited
Release Date: 27 Apr, 2018

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English,French,Japanese,Thai,Simplified Chinese,Traditional Chinese,Portuguese

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11/10 Nostalgic. A classic Point and Click slow-pace puzzle game set in a beautiful surrealist world. I have to admit that the art is what first draw me to this game.

The game consists of seven acts (“dreams”) where you play as a ghost named “reader” aiming to go to “the other side”. Helped by your sidekick “writer”, you advance in the game by solving puzzles. Some puzzles are kind of hard to figure out. You will need perseverance, good observation skills and to pay careful attention to the dialogues with your different encounters in order to not miss any clues. You will also have to take notes, and for some puzzles you need to brainstorm on paper and do some trials and errors to figure them out. There is just one pixel hunting puzzle that required me a solution map to be solved (in fact, even with the map showing me where to click, I still had a hard time doing it right… even with a ruler…).

Dialogues and monologues are a big part of the game. Voices were purposely muffled to give them a more ghostly effect. Filled with humor or bad jokes, the dialogues make us discover some interesting imaginary ghost world.

The interface is simple (there is no inventory and you can “go to”, “look at”, “interact with” or “talk to” an object by switching the cursor of your mouse) and the menu is very basic (you can only save, load and exit the game). There are some instructions in the art book about how to adjust your display settings to see the game art just right. F12 is not enabled, so you will have to use the print screen key to save any clues you find. You can use some screen capture freeware like Snapper to easily save screenshots while in-game.

The art book (or “commentary book”) was an interesting read (it can be downloaded from the “manual” link located on the right side of the game library page). I did not know much about a developer’s work, so it gave me some insight about how the thinking and making process during game development works, but it could be a boring read for some. It also gave me some understandings about some aspects of the dream world in the game, and it contains some hints and solutions of the puzzles if you are stuck (but the pixel hunting puzzle solution map can be found on the forum).

If you forget the awful pixel hunting puzzle, it was an interesting game to play. If you enjoy puzzles games and reading while exploring some imaginary surreal world, I would definitely recommend this game to you.. Probably the quirkiest offering in recent years, a girl detectives mystery story set in the 1920s, presented as a board game with challenges in the form of card-based minigames. Utterly charming!. I liked the way the sandbox worked, It was very fun to play with my freinds. I would give this game three to four stars. Fantastic! Great frames Great quality ILY
. The good:
* Quite scarry. It should be.
* lots of different guns to choose from (though, you have to unlock them and this may not be possible - see below)

The bad:
* Wave game where when you complete a wave, you can upgrade your equipment and buy new weapons. I've played only twice, but noticed the second time I played it did not keep my progress of unlocking new weapons.
* Something is up with the hitboxes. I could be an arms length away from a zombie, and fire 2 full clips at it, missing every time. Kinda frustrating in a wave game.

I will keep an eye on the updates, and if at lease the saving progress item changes, I'll reverse my recommendation. Maybe I'm

just a terrible shot :). The game is obviously not supposed to be run on modern computer tech! It only cost me 50 pence in the sale, but Steam, why bother? I used to love this game, so thats why i bought it, but the title screen and cirtain parts of the game dont look or behave right due to graphics and FPS ect. Anyway the game does work but dont buy it if you have problems with flashing images.

I couldnt for the life of me sort it out, but, if someone knows what i need to do to make it stop flasing all over the place then hit me up on chat pls.. I played the original and will have it some where and it was a great game. I bought this for a bit of nostalgia but sadly it does not work, it's yet another one of steams broken retro games. I did get it running and it didnt crash for over an hour but when i come to leave there is no access to the main menu so you can not save in the campaign mode.. So unless you plan on leaving it on for a week or more you can not finish the game. There are other bugs in the game that will make completing the campaign nigh on impossible.. Quick review: This is an amazing easy to get into software that helps you make as long of an rpg game as you desire. It's basic, but in depth at the same time. It gives you a set of tools to work with, and it's up to you to decide on how to use them. This is a high reccomendation to anyone who wants to make a rpg with a easy to use system.

In depth review: When I first booted up the software I tried to get a feel of the software as much as possible. I played the demo a bit that they had, and then quickly made a short trial game with all the tools they had. And it amazed me how simple it was to use. From making the camera pan, to easy to use assessts to make characters warp in and out. To overlay displays of images over custscenes. At first glace it seems very basic. But the more you tinker with it and work around with it. You can really do a lot and make a in depth game.

My only complaint as others have said, is the inability to add your own strings of code to the software to make the game fully customizable. But despite that, this software offers enough to make whatever you want.

I'm even working on a full fledged rpg game with this software as I'm writing this review. I'm more than just pleased to use this engine. Defiantly recommend to anyone who wants to try a easy to use rpg software.. Its an alright game but as it is not its not worth 18.50

The gameplay is fun but will probably get repetitive even with using upgrades.

It doesn't work with a keyboard or at least not well so unless you have a controller or they add keyboard support dont' bother with the game.

The controls can be troublesome and the game is full of bugs.

I think the game has a lot of potential but was released too early honestly in its development. It has a lot of potential to be a great game but as it is I'm going for a refund and coming back a fear months or even years from now to check on the game. I can tell a lot of love and effort was put into the game so if it's on sale and you're wondering whether or not to buy it I'd say go ahead and try it at least before deciding whether you like where its development is going. Thats all really. I'm giving this an up because I want more attention the be drawn to the game but honestly don't fully enjoying playing it in its current state. Thats all. Good luck devs and good luck reader.

Fun game to play with a group of friends.
Sadly i dont have friends. :'(. This game needs a lot of work done before it is playable. When playing tha game, the most annoying bug would be that my units often got stuck. When planning in strategic view, the buildings would not display the color indicating if it was a safe neighbourhood or not. When playing the game for 55 minutes, and already seeing theese bugs and more, I decided to ask for a refund.. Conceptually cool, but actually pretty frustrating and unpolished.
It has pretty Unreal 4 graphics and some outwardly funny ideas- jump over spike pits to pick up burgers and money so that you can win the game, dodging monsters and buying gifts for your family back on Earth. Be on an entertaining silly future game show!

What it really is is annoying. The hazards are repetitive, the map is confusing, the money takes forever to collect enough, and the monsters are both boring and hard to defeat. The humor, unfortunately, is lacking too. The racist asian announcer gets old almost immediately, and is very, very loud. I had to use my Volume Mixer to turn the game way down and would have muted it entirely if it wouldn't have meant being unable to hear the monsters. The monsters are all stiff and just chase you, until you either throw a burger to distract them or hop onto a platform where they can't follow you. Except for ninjas, they go too fast to outrun and aren't into burgers.
The platforming is ok, at first. Hop spike pits, dash between moving saws, jump over acid pools, watch out for spike smasher ceiling things, and use arrows that bounce and propel you across gaps. It gets old, but it's alright and would be great if the other elements of the game were less frustrating and maybe there were some puzzles to make it interesting. They're mostly just really easy unless you screw up because of the controls. Also it needs a map, because you will get lost constantly and retrace your steps through massive empty regions of the level. Since your main objective is to collect money, this sucks. You could also find a monster heart to open a secret door if you find one, but finding either the heart or door is extremely difficult to navigate.
The humor: There's ninjas, TV cultists, werewolves, Lovecraft Innsmouth fish-guys, and a TV god that looks like a Bioshock Big Daddy. Not a lot of variety, and they're visually mismatched and kind of funny until you realize they're all nearly identical and they just chase you with stiff animations until you throw a burger or jump a gap.I think you're supposed to be able to kill the TV god to escape, but I don't see how that's possible because there is no way to attack and monsters don't fall into gaps or get tricked by traps. One of the "funny" elements is your family, who are a randomly generated photograph of women in burqas, celebrity caricatures, and stuff like that that's not funny whatsoever. And the narrator who shouts in a racist voice.

This game had potential, but it failed pretty hard. I got it for like 50 cents, so I guess I got my money's worth, but it's really disappointing that a somewhat cool concept comes up so short from what it could have been.

Not even worth it on sale, really. And♥♥♥♥♥♥♥♥♥racist games.. In it's genre it's a great game. The mechanics of this game look familiar, the gameplay is familiar but what makes this game shine beyond others in it's genre is that it has a nice touch. What makes this game feel special is the funny way the "story" is told.

In the game you rescue enchanted frogs by letting them kiss a famous princess. Famous as in you will recognize the fairy tale their from. The way that this story is included in the game is nicely done. You will rescue 3 princes in total in the game for each you will only need just under an hour to complete. This is the only downside on the game. It's a very short game.

Outside sales or bundle offers this games price is a bit steep considering the amount of gameplay you will get out of it. Buy it on sale or in a bundle and it wont be wasted.. Its like that Movie Maximum Overdrive
except for killing innocent people
you're killing Agents.... and innocent people

8/10- would reenact a scene from Maximum Overdrive again. The memories ahhhhh. good game when your bored. First off I LOVE THIS GAME! this is a fun casual rpg. upgrade system is fun and origanal. graphic are great they are not flashy just simply beautiful. i have been waiting for this game for yearsw now.

now sadly for my cons and or problems i have found with this game.

First if you dont pick up the quest and just start killing you will not be able to move on. i would love if there was something that would point out quest location as to not be able to miss any. 2nd idea i would like that if you do not pick up quest game doesnt allow person to enter location with out said quest or just let them turn in quest as soon as they talk with that quest giver.

i dont like at mountian town there quest do not go into your quest log.

there a few othere things im sure you are working on but like if you bring son to the alter son is gone and you cant get that upgrade and move on. with that if you walk away from him you can go back to refight him .

with all this said if you get this game it if fun and worth it just remember to get all the quest in town before you start becuase as of now you wont get pass the the mountain door if you dont, you wont be able to collect the 2 eggs at the end of the fire temple.. the ai is very broken