
EggTime 2 Download For Pc [License]



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About This Game

EggTime 2 is a sequel to award winning Egg Time, it made it's way to TOP 250 best VR games on Steam. Catch eggs, defuse bombs, and other crazy stuff using special powerups like variation of bullet time to catch even the most hard to catch eggs. Sounds familiar ?

Get ready to face new challenges with arsenal of many upgraded functions and features known from previous game.

There are 7 levels, each with new scenery and increasing difficulty.

Those who have the courage and think they have time to spare can explore levels in pursuit of golden chicks.

The game was developed from ground up for the best VR user experience in mind.

All major VR headsets and controllers are supported !

Title: EggTime 2
Genre: Action, Casual, Simulation, Sports
Developer:
Bartoš Studio
Publisher:
Bartoš Studio
Release Date: 7 May, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10 64bit

Processor: Intel i5-4690S or similar AMD CPU

Memory: 4 GB RAM

Graphics: nVidia GTX 980 or AMD R9 FURY

DirectX: Version 12

Storage: 3 GB available space

English







egg timer 2. egg time 2 vr. egg timer 22 minutes. egg timer 28 minutes. egg timer 2 minutes. egg timer 20min. 2 egg timer problem. egg timer 25 minutes. 2 minute egg timer. egg timer 2 hours. egg timer 20 minutes. egg timer 27 minutes

Atleast it was cheap.... It's kinda like a cross between Desktop Dungeons and other Roguelikes. Enemies stay in place, and you can challenge them as you please, though obviously some you NEED to fight in order to get to the next floor. Along the way, you'll earn gold and experience as you gain levels and kill enemies, and you can loot bags/crates/chests for items and equipment along the way, and collect Stat Gems that permanently increase Stats. When it comes to equipment, they come in 2 type: regular and artifact. Normally when you die in the dungeon, you'll lose ALL progress you made on that run. However there's an item called the Escape Wings, which will not only return you to the town, but will let you keep all experience and levels earned, along with all gold and Artifacts and Stat Gems collected. When you escape, all regular items are lost/destroyed, while Artifacts are kept.

Whenever you gain a level, you get to choose 1 stat to permanently increase, and receive 3 skill points to spend on the Skill Tree. The Skill Tree for the most part are passives, like increased damage, defense, magic, mana, health, etc.. Though there are Spell to get on the Skill Tree that are kept between dungeon runs. Spells like fireball and the like, though there's a few other utility spells, like one that will turn a regular item into an Artifact.

There are 100 levels in the dungeon, and every 10 levels is a shop to sell your stuff. When you make it to a shop, you'll be able to start your next run on the *previous* shop. So, if I made it to the shop on Dungeon Level 20, that means all future runs I have the option of starting on Dungeon Level 10. There's are pluses to starting at the beginning or an earlier level, like having time to collect money and items, which is useful if you're low on gold.

There's some other side stuff to do, like quests and secret areas that I won't go anymore into. My only real gripe is that you can't rebind keys. It's just a personal preference, but I like to keep my fingers planted on the WASD area, so being able to put the Inventory key on "F" instead of "I" would be a nice touch. You can also play the game using only the mouse, which works great, though Keyboard works just as nicely.

I definitely recommend this game to anyone who wants a casual roguelike and/or RPG.. If you are not old enough to remember the quarter eating, nail-biting, early games at the arcade, you should give this a try.

Just prepare to be FRUSTRATED,

Just like those early arcade games there are only a limited number of levels that repeat over and over again getting progressively harder and harder(in this case there are three levels).

Just like those old games there is limited mechanics, you don't fight the bad guy you just keep running to avoid him while getting enough keys (in this case paper airplanes) to progress to the next level.

Just like those old games, you will want to throw your controller across the room when you get 10 levels up just to die(there was a reason those arcade games controls were built like a tank).

Just like those old games You will try to get your initials into the top ten list.

The only thing this game is missing compared to those old arcade games is the ability to put "just one more" quarter in to continue after you die and the absolute frustration of not having another quarter to continue your streak.

It's a great little game and you must try it if you are an oldie like me and really should consider it if you want to know what the old arcades were like.

TL;DR

This is a great game, but don't expect deeply involved gameplay, just a well done tribute to games of old.

It's a great deal for the price. Give it a try if you want a nostalgic trip back in time.. A very funny game about mashup movie characters arguing. I got this on a Humble Bundle, and having used it for five minutes, I was blown away by the quality of this piece of software. I have zero artistic talent, yet I've created that animation on the tutorial with no problem, and even made one myself. It's amazingly easy to use and also extremely fast to get nice results.

If you're making a game and would like to use modular animation, buy this. It's just amazing.. The actual pizza-making is all

right... too bad the painfully slow (and tiny) dialogue boxes keep you from doing that very often.. Getting shot by a rocket launched by a hard bot, it travels 15 times the map to land right on my worm face
10/10. I'm going to recommend this game, although there are plenty of things I'd like to point out first. As in the description of the game,

Follow the exciting story of the dwarven kingdom's eternal struggle against the troll hordes, who want only to crush the dwarves and claim their territory.

^ After having played this game for seven hours, I have never been introduced to any shape or form of story.

Unique units, a wide range of structures, spells, gold and various resources make this game that you will return to again and again.

^ Nope, nothing unique. It's your typical TowerDefence game with the typical towers. Nothing new implemented.

Tap anywhere you like for a handy pop-up menu listing all the units and structures you can build in that location. Tap existing structures to see how you can upgrade your forces with ever-more powerful improvements!

^ This hints towards that the game description is the same as for the mobile version.

Each level also brings new units and structures to help you fight the troll menace. You'll never be lacking for new and exciting ways of decimating those nasty trolls!

^ Sure, it does vary this, but not nearly every level as this description claims.

- 60 different progressively challenging levels

^ True

- 3 unique game settings

^ If they mean the difficulty settings? Then sure, but I'd hardly call having Easy - Medium and Hard options unique.

EDIT: ^ There are three different biomes. Forrest, snow and desert.

- 17 kinds of creatures

^ As with every other game, lots of reskins.

- 12 kinds of towers and structures

^ True. Also very basic for most TowerDefence games.

- Extensive magic system

^ Can't think of a more basic system ever implemented. Nothing extensive about this.

- Various upgrades

^ Pretty fun to upgrade towers and such. Pretty typical to TowerDefence games.

- Fascinating gameplay

^ Fascinating gameplay, what does that even mean?

The game lacks keyboard support, which is a huge nuisance to me as a PC gamer. Obviously this is due to the game being ported over from the mobile version.

Lacks a options menu. Two volume sliders isn't an options menu, however the ability to toggle between fullscreen and windowed is a good addition.

The game only has three soundtracks that loops. Hope you have a playlist on Youtube or Spotify ready.

So with all of this, why am I recommending this somewhat discount Kingdom Rush clone? Well, as far as a Tower Defence

game goes, it handles more or less as you'd expect and it's not bad at what it does. It doesn't do anything unique or great, but it's still solid for killing a few hours of boredom.

The characters and dialogue were awkward. Thus the story wasn't very gripping. The music didn't really help the situation either. The universe was really cool though and it was kinda long so I got a lot of mediocre entertainment... Overall just glad I didn't pay full price.. This game actually reminded of super crate box. If you like that you might like this. It's also a really good price for this game.. The monetization of this game is disgusting - it's the kind of thing you would expect to see in a F2P game, but instead you buy the game at a decent cost and then get it both crippled (you can't even achieve full party size without paying extra) as well as strange you with a shortage of currency that you're then expected to buy for more money. It's a downright vile business model.. WHERE ARE MY TRADING CARDS?. Pixel Art: 3.5/5

Immersion: 2/5

Gameplay: 2.5/5

Controls: 2/5 (Not very good)

Value: 5/5 (Free and unique)

Difficulty: 4/5 (Because of controls)

Overall 3.0 (Difficulty always excluded)

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First of all it is free...I played through this just for completion, since it was not very fun. It is quaint for a short while.

It is a very difficult game, only because the controls are quite different because you have to shoot by getting a square reticle active on head and then fire.

It is short and as mentioned, free so probably worth a playthrough if you are bored and looking for something different to explore.

I did find the monsters unique and creative...I am not commending this because I thought it particularly good, just different...A free experience!

ACHIEVEMENTS: Play through each level, acquiring all items and you will 100%

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