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About This Game

As a desperado, you join in a very thrilling death game for a large amount of money. The game has 100 people involved. And the other 99 people are your enemies. This game takes place on a desert island. On this island, you need to show your very tough attitude for victory. By killing all the enemies with all kinds of weapons, the lone survivor will get a delicious chicken and a large amount of money. Yes! All of this is to fight for the world's last chicken.

Each stage will shift its position. To unlock more powerful weapons, to kill more dangerous enemies, to get more money. Only the real warrior can eat the delicious chicken.

Features

- Use the PPGUN gun shaped controller to get a better immersive experience.
- Various real firearms can give you the pleasure of fighting in the battlefield.
- The resourceful enemies bring you the passion, wisdom and courage to fight.

Title: Battle for the last chicken
Genre: Action, Indie, Simulation
Developer:
Shenzhen Simeng Technology Co., Ltd.
Publisher:
Shenzhen Simeng Technology Co., Ltd.
Release Date: 19 Dec, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 - 64 bit

Processor: Intel i5-4590 equivalent or greater

Memory: 8 GB RAM

Graphics: AMD R9 290 or NVIDIA GTX 970

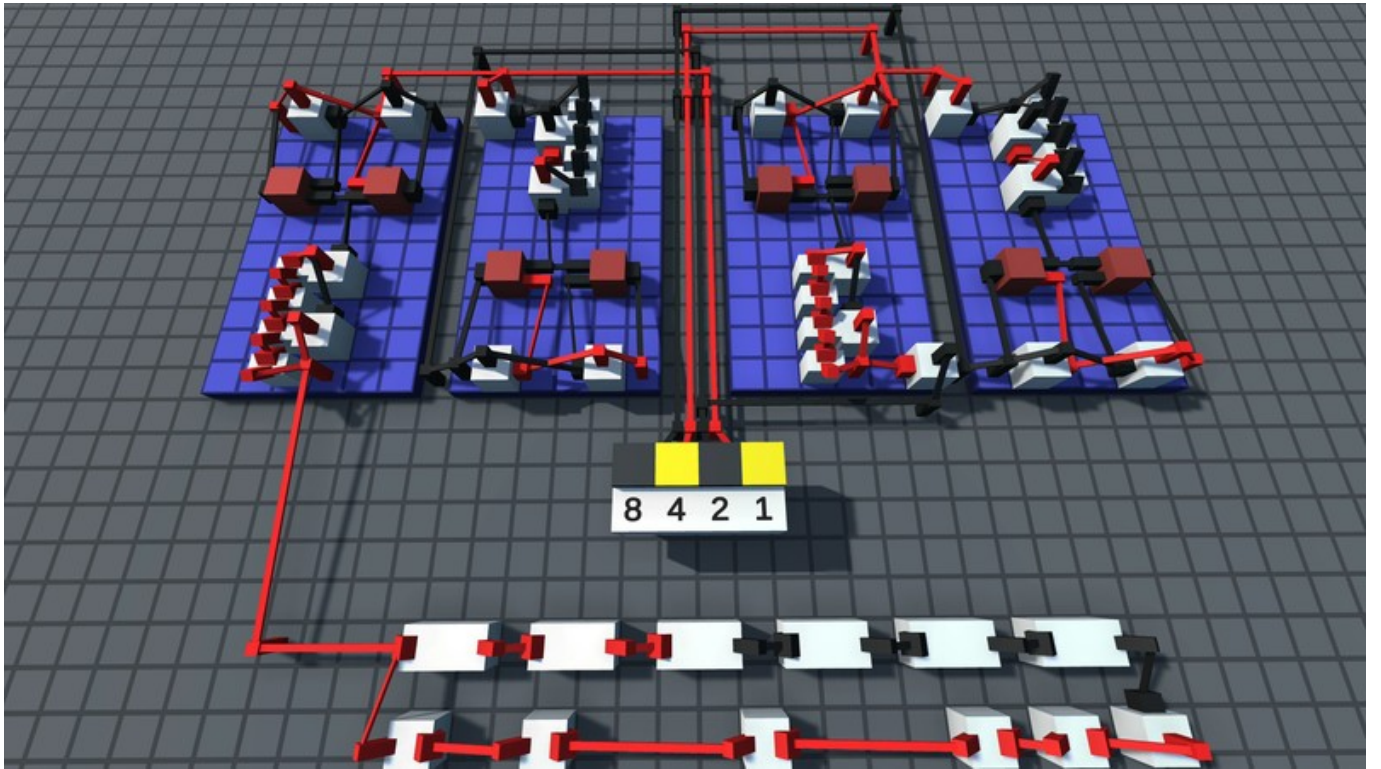
DirectX: Version 11

Storage: 5 GB available space

English, Simplified Chinese







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I am a halo fan. In Vanilla mode game is meh, eh, em,... it's okey i guess, little bit boring, but ok.

Defenitly advice you play in LongWar mod. On easy difficult.. This has been my best VR experience so far. Highly recommended. I didn't have to drop money on paint, fix a piece after tagger scum or run from security. Yet to check multiplayer out, having too much fun in single player.

The functionality they have built in is reallly well thought out, and the guys who built it have been graffiti artists previously or have damn good advisors on board. They have Fat Caps guys.... Fat Caps!!! Things I would like to see fixed or added on in the future would be:

i) Streaming own music (as many have said) - I also found the radio a bit buggy and lagging at times. I have 16g ddr4, so should be up to the task. Channel favourites would be helpful too on existing radio - could be there but haven't found it.

ii) teleport is a little goosy at times - you must check your can colour after teleporting, as it is easy to hit a colour change function on the track pad at the moment.

iii) cardboard for tight lines should be a priority add on.

iv) a ladder for the walls.

v) fume mask add on.

vi) random city noises, very occasional police siren, the odd passer by checking out your work in single player, or telling you they've called the cops... lol.

. This is an elegant game with exciting solutions to discover. Exactly what I hope for in a puzzle game.. I bought this game day of release and on sale at 1.60; being a fan of the artist, enjoying the game and it's nonsencical storyline; I would've happily paid even more.. Very disappointing game, with a horrible camera and rather stupid AI and almost no environment to work with. You also get thrown in different scenarios and can't work with the most of your units (you should at least be able to build some defences).

The idea behind the game is great tho, but the implemantatio is rather poor.. Nice ez game !!. Well, nothing like Populous or Black and White. Sorry, but this is a mobile game.

My brief experience with this game was like this:

- Select highest resolution, start game.
- Graphics are not bad, but not great either.
- Tutorial 1 is fine, similar to other god games, but your focus is always on the middle of the screen, not on your mouse cursor. Bizarre, but ok.
- Begin tutorial 2; lowered terrain and, by doing that, accidentally destroyed one of my farms.
- Started getting this annoying message saying my villagers didn't have enough to eat.
- Tried to level lots of terrain around the villagers, so that they could build another farm (they're supposed to do that on their

own). Didn't work.

- Created a couple of farmers to see if *they* would create a farm. Didn't work.
- Leveled more terrain, created more farmers, create some woodcutters and waited.
- Nothing... only that stupid message saying I didn't have enough farms.
- During this whole time since the beginning of the tutorial, I was watching my points DECREASE by the second. It works like a timer, trying to force you to pursue your goals. Hated it.
- Hate it so much I stopped playing and came here to tell you this. I won't open this game ever again.
- Paid R\$ 19,00 (about USD 5,00). Didn't hurt, but could have bought a better game.

Sorry guys, I didn't like it. I won't ask for a refund - I wanted to find out how this game was and I guess I did... But I don't feel like playing it again. I'm better off playing Dungeons 2: it's not really a god game, but it gives you the feeling you are actually the sh*t. In Idol Hands I feel I'm more of an observer who can raise terrain. Pretty lame, IMHO.

Every pc gamer who loves controller should have this.. 8 out of 42 players like this game.

Graphics are okay assuming you have high end SLI'd GPU's.

Controls aren't good enough to be considered, ARCADE; this game should not even be under the category of simulation.

40 pound rocks can make the Bulldozer flip over; no exaggeration.

No speed range. There are only 2 speeds: Fast and Out of Control.

Running over 40 pound rocks can cause you to loose what you just scooped up from the ground; no physics at all.

I am seriously thinking about reporting this game to the Better Business Bureau; it should be banned from America.. very revealing. didnt expect that. and on special, why not.. This is effectively two games - a puzzle game and an odd dramatic story-driven walking simulator. The puzzles are good, but the story is very unsettling, with the odd jump scare.

I sadly have to not recommend this game due to the unsettling story aspect. I wish it was just a puzzle game. I'll probably finish it, but the feeling the story gives me puts me off massively.. An interesting blend between shoot em up and rpg. I love ludosity's games and this is no exception. Although I haven't played that much or beaten it yet, overall a pretty fun platformer if not maddening at times.. well done! thanks so much, be sure to leave a quick review on Steam!. Best Game :))). (This a copy of the comment I made in r\visualnovels)

This is certainly an interesting, entertaining game with a lot of potential. If you want to sink a full day to play it in one sitting, I'd recommend waiting one day or two if you can. The game has it's fair share of bugs, I just ran into a game breaking one regarding party members, but the developers seem really active in fixing the bugs that are reported and in adding other quality of life changes that are suggested to them, so if you give them a day or two, a big chunk of the problems should be ironed out.

If you are dying to try the game now, I'd say it's not unplayable by any means, you can get acquainted with the mechanics and certain useful stuff locations. You can even help the game and everyone by keeping track of any problems you encounter and reporting them.

I'm no expert regarding RPGs, so I can't really comment on the combat, but to me it worked. It's the kind of system were you just stick with the basics until they can carry you no further, then out of need you start to learn and make use of it's most advanced features.

I didn't really get to see that much of the girls, but what I saw I liked. The main character is interesting, although I'd say his personality varies wildy from situation to situation. He sometimes is driven by lust, sometimes is the incarnation of chivalry, sometimes acts stupidly oblivious and sometimes full of insight, sometimes takes the\u2665\u2665\u2665\u2665\u2665\u2665off everything and sometimes he's very mindful, reflexive, melancholic, etc. In the end he is what he needs to be for each situation to work and develop in it's desired direction, but I'd say that's entertaining in it's own way. None of his multiple facets are plainly written, the writing is very good, it makes the situations believable and the characters engaging.

The story is interesting, an adventurer seeking out to do adventurer stuff, while having an underlying mystery behind it all that little by little, drop by drop is fed to you. The lore and world are also interesting, they use established conventions as the basis so this is a familiar world right off the bat, and each new detail introduced by the developers seemed interesting to me.

Some thought was put into this, no doubt. It says it's D&D inspired and it shows: sometimes one shot encounters are full of emotional weight and characterization; I'd say this game has a lot of depth in general. Wait a little and then give it a shot, would be my recommendation.

Also, before leaving town go to the marketplace and engage in the traveling caravan.

It's easy to miss and it's where you get handed something very useful for the start of the adventure ;)

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