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About This Game

Have you ever thought to yourself, politics are so simple and the electoral process is perfect? Of course you haven't.

Megalo Polis gives you a taste of the insanity by throwing you onto the political trail, rubbing elbows, overselling scant promises, and engineering scandals to become the next President of the United States of America.

There's no rest on the campaign trail in this quick-witted RTS. You'll need to think fast to recognize and seize opportunities to spread your influence… with maybe just a touch of manipulation.

Any great (white) house sits atop a solid foundation. Build your campaign from the ground up as you identify key states, political allies and amass a loyal group of supporters to spread your word and do your bidding. But that's only leg one of this political race. To truly achieve greatness, you'll need to outsmart and outmaneuver your equally hungry rivals.

Budget your time and your wallet as you persuade voters to vote in your favor, by any means necessary. Whether you're making it rain on impressionable students or spreading seedy gossip, you'll want to make it clear you deserve to be top dog. Who said political campaigns were clean business?

Do you have what it takes to decide the nation's future?

Title: Megalo Polis
Genre: Indie, Strategy
Developer:
Black Sheep studio
Publisher:
Black Sheep studio
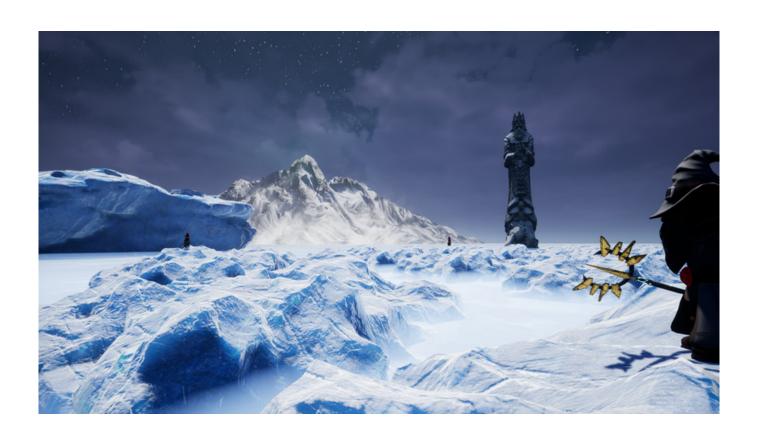Release Date: 26 Feb, 2016

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Minimum:

OS: Windows 7

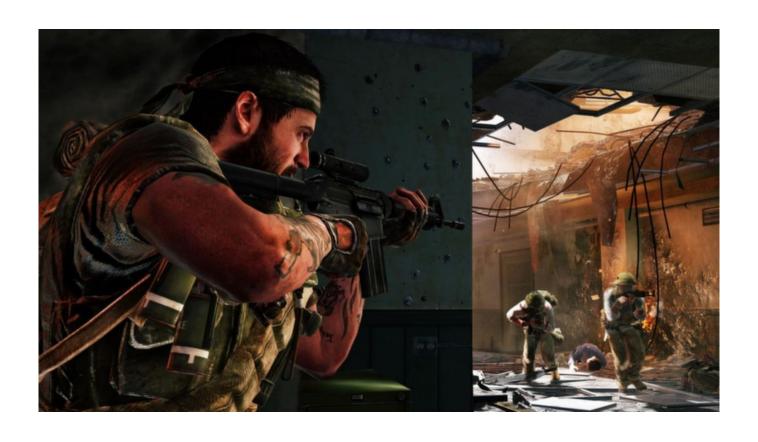**Processor:** Intel i5 2.3Ghz

Memory: 2 GB RAM

Graphics: NVIDIA GeForce GT 630M

DirectX: Version 9.0

English,French,German

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Puzzle Bots is a 2D puzzle game that is filled to the brim with character goofiness and charm. If there is anything this game did right, it is proper humor for the casual audience it is intended for. The story is pretty well written for a short game, and the voice acting is spot on. The one thing I did not like in Puzzle bots was the non-existence of hints of any kind. Some of these puzzles were super elaborate, so in some cases it will be a guess and check ordeal too see if the you are solving the puzzles correctly. Overall it was very difficult to find any fault with this game, other than the fact it probably won\u2019t appeal to the \u201chardcore\u201d audience.. From the half-hour of the single-player 'practice' mode I've played, this game controls well, looks good and is fun.

However, it'd be a hell of a lot more fun if the playerbase had more than 10 people since getting an online game is literally impossible, currently.

Aside from that, I can see potential and I hope to see the game grow.. My one complaint... the tuning. It's in C standard. Other than that, 10\/10. Game is terrible. If you like running for 7 seconds then have to stop due to stamina then this is your game. Oh wait the zombies run faster so your dead. Whoever made this game obviously doesn't play it. Great game keep up the bad work.. When it runs, the software gives excellent results but it often won't run. I've been using RealityCapture for a year or so now and enjoy its speed and the quality of the reconstructions. However, I have had issues with the Steam version, it often crashes or loses connection to Steam, causing me to lose my work. It appears the Steam version of RealityCapture has been having this issue for quite a few months now https://steamcommunity.com/app/489180/discussions/0/1696048426815193753/.

I still recommend RealityCapture, as I said the final models are my favorite of any similar software. But I recommend you purchase it from their website, not the steam version.

There's a lot of GOOD in this game, and a fair bit of BAD as well. And let's not forget the UGLY...

   The GOOD: Spooky atmosphere, effective jump-scares, logical puzzles, genuinely interesting storyline (complete with clever red herrings), nice in-game graphics, and well-designed sound. Oh, and it's mercifully short, at least thus far (though I believe there are more episodes to come).

   The BAD: A slight lack of check- and save-points (especially at the very beginning and very end), cheap\/amateurish cut scenes (with, granted, their heart in the right place), and a fair dose of "what the hell am I supposed to do next?" confusion throughout.

   The UGLY: Frustratingly frequent and mechanically awkward "chase" sequences in which obstructively-placed foliage has as much chance of killing you as you have of successfully making it to one of the clearly-designated hiding spots (the convenience of which is dependent upon which direction you happen to run in). The first such sequence, barely ten minutes into the game, nearly made me throw in the towel right there and then...but you get used to it. Kind of.

   Overall I'd say that the good emerges triumphant, but we'll have to see how future episodes pan out. And here's hoping said episodes will be free or dirt cheap to those who have already bought the game (five bucks a pop being a bit of a stretch, in all honesty).

Verdict: 7.5\/10.. Awesome song!! Wish there was more from these guys.. Another strange thing, where only the author can understand how to play it.. Sweet and simple endless runner\/racer where you keep moving forward, picking up rings and power-ups as you avoid all obstacles.
There is a nice neon aesthetic to the game and a sweet soundtrack that keeps the pace up.

I don't imagine playing this for long periods at the time but it's a good game to do a few runs on every now and then.

The only downside is that there is absolutely no controller support.. A simple but well done adventure game for those with some nostalgia for the series. If you haven't played the previous games, or didn't enjoy those games, this probably isn't a game you would enjoy. The game really leans into the satire when it comes to modern life, and does a good job of portraying Larry as a stranger in a strange land. It gets a little silly near the end, and could probably have stood to be a couple hours shorter. There are a lot of inventory puzzles, but only a few use the moon logic of the past. To their credit, there is a direct acknowledgement in the game in one of these situations. While there is also a fair amount of repeatedly travelling to the game locations, its mostly quick and painless. Overall, an enjoyable 10 hours that is light, easy, and good for a few laughs.. Okay, this game is pretty amazing. If the description of it sounds interesting to you at all, do yourself a favor and give it a try. I HIGHLY recommend it.. One Level only!
I was very excited to play this game as it has some MILDLY legitimate aspects of penetration testing\/hacking.
Then it ended. I paid $20 for a single level that took about 30 min to play. You get better rates at carnivals!

Even though you can create your own levels...you already know them so there's no challenge or puzzle. Very disappointing game. :(
. This game is Kinda fun? Idk. Here's my major issue with this game - I honestly don't even have that much to complain about with the bugs....of which there are many. Getting stuck on menu screens. Having the game crash. Having enemies get stuck on enemies, having workers get stuck in loops. Having my hero charge into hordes of enemies even though I told him 100 times to get well behind the wall so he wouldn't be tempted. Having the mercenaries get stuck beating the ever living♥♥♥♥♥♥out of a dead bear because my contract ended as they were killing it. Having buildings I destroyed never disappear. Etc Etc etc. But all of that would be fine if there wasn't a literal infinite spawn of enemies. This feels worse than Call of Duty, because at least in COD once you find the correct path and rush forward the enemies stop spawning. This is just an endless nightmare. I currently have 7 fully decked out soldiers trying to take down the village to the East "Which I guess is North, because it tells me to destroy the village to the north". I have so much faith and I'm spamming damage and healing spells. I have the death knight so I should be pretty F-ing powerful. But Whenever I'm in the Nordic village, which feels like it goes on forever. I've destroyed 2 massive towers and at least half a dozen buildings. But anytime I get to far the enemies just infinitely spawn. It will spawn couple archers, a couple weak soldiers and a strong soldier. Just non-stop. I kill them and they're already popping back up. Why the hell do I have a limited population. But the Nords are backed by the full force of China's population, all armed and trained. It's not fun, it's tedious. I just want to wipe them out for wronging me. That is clearly meant to be an option. I can kill their buildings, but it has absolutely no impact on this endless horde of zombies slowly marching ever westward and chipping away at

my forces bit by bit.

Should you buy this game? Maybe? If you're a masochist. If you like a side-scroll empire builder that is VERY underdeveloped. If you want to build The most powerful army to grace the world, and watch as wave after wave on mindless soldier crashes against them....then sure?