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About This Game

Third installment to the very successful Pony World series, which sold over 2 million copies worldwide. Game features improved gameplay, cartoony 3D graphics and whole new, bigger and better Pony Town to explore, live in and form relationships. Socialize with other ponies, play with them and meet your beloved one.

In Pony World 3 you can **create your own dream pony** from scratch and help develop his character by choosing way of education, career and make a lot of friends. Change your pony's looks and clothing, add glasses and saddles or even tattoos.

Make your pony's farm his **dream place to live**. Build it and expand it to look best in the neighborhood. Decorate it and plant new plants to acquire higher status. Sell products from your farm to earn money for food, gifts and toys. Improved building mode with lots of new buildings and decorations will make your farm unique.

Pony Town has all facilities needed by your pony to spend playful time, develop its career and education and care for its looks and health. Visit stylists and beauty salons to become the most pretty and stylish pony. Attend school and university to find better paid job. And there's a lot of places you can go after (or instead of) work: theatre, disco, cinema, skate park, circus and more. And if that's not enough you can always go to the beach or take a trip around the forest or in the mountains.

Game features:

- improved 3D graphics with free look mode.

- five huge locations with plenty of places to go plus three additional locations to build your dream farm.

- improved gameplay and interface for even easier navigation

- five scenarios to play and a free play mode where only your imagination is the limit.

- 5 new mini-game competitions

- hundreds of farm decorations and buildings

- five huge locations with plenty of places to go plus three additional locations to build your dream farm.

- improved gameplay and interface for even easier navigation

Title: Pony World 3
Genre: Casual, Indie
Developer:
Rhema Press
Publisher:
Play sp. z o. o.
Release Date: 27 Apr, 2015

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Minimum:

OS: Windows XP SP3 / Vista / 7 / 8

Processor: Core 2 Duo 1.8GHz or AMD equivalent

Memory: 2048 MB RAM

Graphics: GeForce 9600GT or better w /256MB vram

DirectX: Version 9.0c

Storage: 300 MB available space

Sound Card: DirectX compatble

English,Polish

Static

Trigger Finge

| | HP | 556 |
| SP | 41 |

| | HP | 450 |
| SP | 134 |

Attack
Electrostatis
Guard
Items

URL-Style External Linking from
within Fantasy Grounds.
For Fantasy Grounds v3.3+, the
CoreRPG Ruleset and selected
child Rulesets.
By Matthew James BLACK.
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I.T. Pty Ltd.

GM:
[TABLE] Galactic
Cruiser Random
Map Table =   70

? [RESULT] [MAP] Sci-fi 05 - Zero
Gravity

GM:
[TABLE] Galactic
Cruiser Random
Map Table =   85

? [RESULT] [MAP] Galactic
Cruiser 07 - Medical and
Quarantine Bay

GM:
[TABLE] Galactic
Cruiser Random
Map Table =   78

? [RESULT] [MAP] Sci-fi 19 -
Hyperspace

Chat

CM

0

Galactic Cruiser Random Map Table

Random Map Roll Table

Roll   Custom   Output
                  0   Chat

1d100		Cruiser
1	3	[MAP] Galactic Cruiser 03 - Captains Quarters
4	8	[MAP] Sci-fi 15 - Holotraining Simulator
9	12	[MAP] Moon Colony 08 - Droid Repairs
13	16	[MAP] Sci-fi 26 - Side Gunner Booth
17	20	[MAP] Moon Colony 09 - Shield Generator
21	24	[MAP] Sci-fi 40 - Morgue and Pathology
25	28	[MAP] Galactic Cruiser 02 - Crews Quarters
29	33	[MAP] Galactic Cruiser 11 - War Room
34	38	[MAP] Moon Colony 09 - Industrial Garbage Disposal
39	42	[MAP] Sci-fi 47 - Slums
43	46	[MAP] Moon Colony 10 - Rover Hangar Bay
47	50	[MAP] Sci-fi 16 - Messhall and Kitchen
51	54	[MAP] Moon Colony 01 - Bio-Laboratory
55	58	[MAP] Sci-fi 03 - Cryogenic Chamber
59	62	[MAP] Galactic Cruiser 06 - Cargo Bay
63	66	[MAP] Switcher 02 - Generic Sci-fi Rooms
67	69	[MAP] Moon Colony 04 - Colony Quarantine
70	72	[MAP] Sci-fi 05 - Zero Gravity
73	76	[MAP] Moon Colony 05 - Holograph Firing Range
77	79	[MAP] Sci-fi 19 - Hyperspace
80	85	[MAP] Galactic Cruiser 07 - Medical and Quarantine Bay
86	90	[MAP] Sci-fi 07 - Tractor Beam
91	95	[MAP] Moon Colony 07 - Science Labs
96	100	[MAP] Galactic Cruiser 01 - Flight Deck

[MAP] Galactic Cruiser 07 - Medical and   Unidentified Map / Image

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This one's pretty much on the cusp of being recommended. Two things push it into negative territory: an anti-virus conflict that prevented me from playing for months, and being designed to be annoying.

"MANOS" is both designed as a callback platformer shooter to movie licence NES titles, as well as an homage to the infamous MST3k episode featuring the "film". The production values and controls are much better than the games it's based on and it's thankfully briefer than the movie.

Unfortunately, the horrible film-grain shadow obstructing your view, the airplane hand of fate, certain checkpoints (namely the nigh-unescapable pentultimate one on the last level) and generally uninteresting bosses aren't enjoyable or even funny, even with a few drinks in you. Most of the MST3k references and the game in general will sail over most potential buyers' heads, and only the torgo theme stands out amongst the soundtrack.

In short, this is too niche and annoying to recommend. It's pretty short and easy, but ends up being too similar to what it's mimicking.. Hacker Evolution: Untold is perhaps a writing simulator, as you need to type the command but you need your brains to avoid to be traced and to have a game over. Sometimes, you'll need to begin a new campaign because you can't do anything but try a different manner to avoid spending too much money you've "stolen" or to add to your trace level. That's perhaps the most frustrating thing in HE. Finding exploits, reading files to find a clue, a password, cracking, decrypting and stealing money so that you can reduce your trace level or to buy better hardware, that's what you will to do.

And with a package called Hardcore, you're expecting to be challenged... and finally, that package is living up to the name. For 2 euros, you'll get 2 levels again but now, you're going to find the second level very very hard to beat if you don't manage your ressources very tightly. And the satisfaction for solving it is very very rewarding.

That's the Hardcore Package that is living up to the name. And if there is a package you need, it's this one!

But if you own the Hardcore Packages for the first game, Hacker Evolution, maybe you should avoid investing in both DLC. Because guess what? They're the same levels. Without any difference. The Hardcore Package was clearly developed for Untold though, as they're played with the rules of Untold in the first HE.. I find no words except for "This is not a finished product".. I'm very happy with this game. It has a lot of levels and is not free to play. You play as either Boom or Zap trying to free fairy spritelings. Not very overwhelming like other match-3 games so its quite fun and relaxing. Various stages have different monsters that even if they are "monsters", they are quite cute too. I do like the main villain's appearance. :D. Funny and entertaining.

If you're a fan of Mega Man and Strider, then this is a pretty fun game.. This game is what I would describe as a wonderful, cheap time-waster. Those Saturday mornings when you can't be bothered to involve yourself in intense 5v5 matches on games like CSGO. This is the perfect little game. Wonderful idea, executed wonderfully and the 80s-90s feel is just a bonus on my behalf. Thank you devs for making this game.. Far too many simple flaws in several scenarios, you even can't finish at least two of them (they end quite abruptly by sending you back to the main menu for no apparent reason whatsoever). Unless you can get it with a 40-50% discount I recommend you find something better to spend 30 euro on.. Price / hour: still playing but probably below 0,19€, sales 0,09€

Pros:
- Good idea for puzzles, fun to play
- It's a long game. For its price it gives 60 levels which is sweet, in sales you basically pay 1 cent per level. The puzzles ain't so easy either.

But then, reviewed no, cons:
- Music. This is first thing that comes to mind. The music is so annoying, and it always starts over when replaying the level (getting stuck, that's why) and it feels so glitchy, but the reason is just rushed game design
- Graphics. It's okay, decent, but all the backgrounds and levels and so on looks so same. This just looks so copy-paste everywhere, rushed, done in few days / weeks.
- Controls. Oh my god, you have to switch between different arrows very, very fast, but you have to click your character, and then click the weapon you want to use (and the selection moves very, very slowly) and then draw the another arrow you want to use, and probably in this time you already ♥♥♥♥ed up. Trust me, this is the main con and why it shouldn't be paid the full 1€ even, just in sales. Game devs: If you are going to do fast based puzzles, make the game quick as well. Even a simple solution, putting the arrows in 1-3 number keys would fix this problem. It seems you haven't done any effort to looking to this game, it was 2015!

Conclusion: If you are bored AND look for indie games, this is good for a sale game. But not the best at all. Mixed reviews is kinda good conclusion for it. And if you are going to play it, turn the volume to 0 and find your own music.. Mahjong Riichi Multiplayer is a Japanese Mahjong game with single-player and online multiplayer capabilities. Please note that the game is NOT the matching-tile game, but an altogether different game.

The Good:
As a self-described weeb, I can tell you this game is sorely needed. It's in English, has multiplayer, and on Steam. The closest we had until this is Mahjong Pretty Girls Battle. Mahjong Riichi Multiplayer has online capabilities, but it looks like they decided to abandon the "lewd cute anime girls" approach that Mahjong Pretty Girls Battle had. So, I guess that's a plus, depending on your opinion on cartoon \u2665\u2665\u2665\u2665\u2665\u2665s.

For people who don't know what Riichi Mahjong is, it's a game a bit like rummy. Unfortunately, there's more rules than the Magic Realm board game, and trying to describe it to someone who has never played it is like trying to describe baseball with no frame of reference. Like, you ever play a really great board game with some friends, but you have to spend like 2 hours explaining the rules, and do a bunch of practice runs, and the entire time they're like, "Why are we doing this again? Why don't we play Scrabble instead," the entire time you're trying to teach them, but eventually it clicks, and they really get into it, and it was completely worth all the aggravation for six hours because you now have a new player? That's what being a mahjong player in North America is like.

Well, luckily, Mahjong Riichi Multiplayer has a really good tutorial mode. That's really impressive considering how complex the game can be. The new player will still have to memorie the yaku table (ugh) and there's nothing really explaining the scoring system (even I don't remember all the fu and han \u2665\u2665\u2665\u2665\u2665\u2665\u2665t), but it can teach anyone the less finer points in about 20 minutes.

For the experienced weeb, there are other features that are appealing. Besides the mutiplayer (which I have yet to use; more on that in a minute), you can customize pretty much all the rules, which include pre-defined rulesets for WMC, Chinese, and Japanese variants, or, you can set your own home rules. You can also change the tile backs and the table colors, or upload a picture and use it as the table background. Which, you know... neat.

The Bad:

It's buggy. REALLY buggy. I know the dev recently released the patch fixing some of the game crashes and the winning-hand logic as of this review, but I played for about two hours, and lost three hands because the AI didn't count it as a win.

Speaking about the AI, in the two hours I played, only once was an AI player in tenpai. The entire two hours. For those that don't know the lingo, it's like playing a poker sim for two hours, and every AI player folded on every single hand except one time. You can't see their cards, but either they were incredibly unlucky, or something is off on the AI.

The Ugly:
Not to keep ragging on the AI, but in addition to it just not working, I think not having a skill level on the AI, for at least single player, is a missed opportunity.

Design-wise, it's basic. VERY basic. Flat polygonal shapes, no background music, no background art, the sound effects sound like they're generic stock sound files, the tile indicators look terrible and take up 1\4 of the tile without a way to change them other than turning them off completely, the notifications and options (like Tsumo, Ron, Pon, etc.) are just text with some gradient added... it's clear the dev focused on function rather than form. That's not necessarily a BAD thing, but if you want to hook in new players who've never played Mahjong (which will comprise like %99.99 of Steam users), it's kinda hard to sell them without at least a little bit of pizzaz.

Even the Steam Acheivements seem like an afterthought. Instead of having something like, an acheivement for each yaku, or games played, or score or something, there's 9 total, one for each score group plus one for 100 hands won. I don't care about Acheivements per se. The point is that it's indicitive of some of the ugliness that lies on the surface: it seems like it was another really good idea that just wasn't fully fleshed out.

AFAIK, this is the first english Riichi Mahjong game with online mutiplayer. But Mahjong Riichi Multiplayer's online feature is a Catch-22. This is a niche market, so there's nobody online. Since there's nobody online, nobody bothers with multiplayer. If nobody bothers with mulitplayer, there's nobody online. Since there's nobody online, this becomes a niche market.

Now don't get me wrong, I'm glad this has online capabilities. The potential is there, and this has been out for less than a week, so it's hard to come down on it too hard. In order to break the cycle, you have to inject fresh blood and expand the market. But considering the problems this game has at the moment, I don't see it happening.

I hope I'm wrong, though. Time will tell.

Bottom line:
Can I recommend this game? Eeeeeeehhhhhhh...

For seasoned veterans and hardcore Mahjong fans, this is the exact thing we've been waiting for.
Buuuuuuuuuuuut... the game has flaws, and you can probably find a match on tenhou easier than on here.

For those who don't know what Mahjong is and are eager to learn, this has the best tutorial I've seen so far, and when you're ready to graduate, you still have the most feature-rich English-speaking version of the game you can buy.
Buuuuuuuuuuuut... it's not very flashy, and there are free websites or apps on your phone that are less than $12.

As the game stands today, I can't recommend this game. It hurts me to say it. I really, REALLY, wanted this to be more than it is. If the dev fixes EVERYTHING, and adds a bit of paint and polish, it would be a winner. It's SO CLOSE to what the Mahjong community needs, but it falls juuuuust THIS close to being perfect. I can tell a lot of love and effort went into this by two guys on the weekends in their bedroom, but I can also tell that, yeah... it was programmed by two guys on the weekends in their bedroom.

sigh

Until the dev pushes out a couple more patches over the next few weeks, I'll have no choice but to keep beating my meat to mahjong pantsu.. if the title is "Fog of War" then where tf is the fog in the game like wtf. Generally, I suggest this game even if some problems still have to be fixed. The idea, the characters and the style of game match very well and I think that Woodle Tree 2 is a remarkable example of a nice indi game.

Here some specific critics:

PRO

- Character. Woodle is a very funny character and his moves are now sensibly improved by new movements who make the game easy to explore.

- Style. Graphic is basic and sometimes maybe too simply, but it is really enjoyable specially for N64 nostalgic fans (like me xD). Indeed, the models are expressive and make me think about the great games of the past like Super Mario 64, Banjo-Kazooie or DK 64.

- Levels. Woodle Tree2 is an open world game, anyway it has a structure based on many levels which are very various and different. The atmosphere is always relaxing (the difficult level is not too hard) and levels have nice puzzles even if sometimes just too repetitive.

CONS

- Controls. I don't know if it depends on my computer, but controls have a strong delay and the framerate is frequently low.

- Loading. The same is for the downloading times. They are often too long and cut the game in the action.

- Repetitive. Personally, I'm not a fan of open world games so it is an extremely subjective critic. As I told, levels are very various, instead, external world is often boring. Spaces are just too wide and empty (even if you can meet some characters in the map) and often you lose a lot of time finding your way.
. I bought this thinking I might refund it if it didn't seem worth the money, but it turned out to be surprisingly fun. Also helped me improve my aim in other games with less-frequent shooting.

The survival modes tend to involve mowing down literally hundreds of zombies in a wave, which can get to feel like overkill at times, requiring constantly mashing the trigger, but there's some strategy involved in using explosives etc. I spent the most time trying to improve my scores in the various skill modes. Guns reload automatically rather than requiring any complex motions, but that's necessary due to the constant streams of zombies.

One major drawback: No dual wielding of any weapons. The only thing your second hand is useful for is throwing grenades and other objects, and most of the time you'd be better using both hands on one controller. They should really allow at least akimbo pistols, even if it was a bonus mode without a scoreboard. Hopefully they'll consider it in an update.. Amazing game! upgrade ships lvl get creative so meny weapons!. If the game's not fun, why bother?

Does a game need a purpose? Do paintings need purposes? Does anything actually need a purpose or a reason to exist other than that its sheer existence is the purpose?

Who knows, I'm not a real philosopher. I'm just a guy with nearly 3k steam games and this is one of them.

This game came out in 1989, nearly thirty years ago, but you'd be hard to find anything that actually makes it feel like a near 30 year old game. It's by Cyan who are the masterminds behind Myst, Riven and, more recently, Obduction. It's also the second game they ever made, but you'd also be hard pressed to find anything that makes this game feel like only their second outing in development.

In this game you play a handsome, strapping, intergalactic space explorer (yourself) as you navigate the seven worlds via your spaceship, teleporters and even ant tunnels. Your mission is the challenging one yet: Nothing. You have no mission. Cosmic

Osmo, like Seinfeld, is about nothing. There is no point. There is no purpose. Things just happen because that's what things do. Your goal is, in a sense, to make your own goal. Maybe that'll be beating the Professor at Robot Blitz. Maybe your goal will be to dial a bananaphone. Maybe you'll invent a reason why you have a bumper sticker in your cockpit that says "I LOVE MY CRAB\/CANCER?" Maybe you wont drop all the coffee cups off the table and break them. Maybe you will.

For $6 you're getting the Children's Pack which coincidentally are also the first 3 games Cyan ever made. So if you're going into these expecting Myst puzzles and potentially a plot then you're aiming for the wrong game and pack. You want Riven or Myst or Obduciton for that, but if you're looking for a fun time killer just exploring the wild and crazy worlds and you happen to have $6 laying around then this isn't the worst way to kill a few hours.

Alternatively you can spend WAY more than $6 on the complete Cyan pack.

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