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## About This Game

Sticker Craft - game about combining stickers and collecting them.

For example, combine stickers "Water" and "Lake" and get "Sea" sticker. Combine "Sea" to get "Ocean". Continue those logical sequences to discover all 210+ stickers.

Most of them can be crafted using combinations with other stickers, but some of them - only by Stickerizing [Wild] Stickers. That's unique feature of the game.

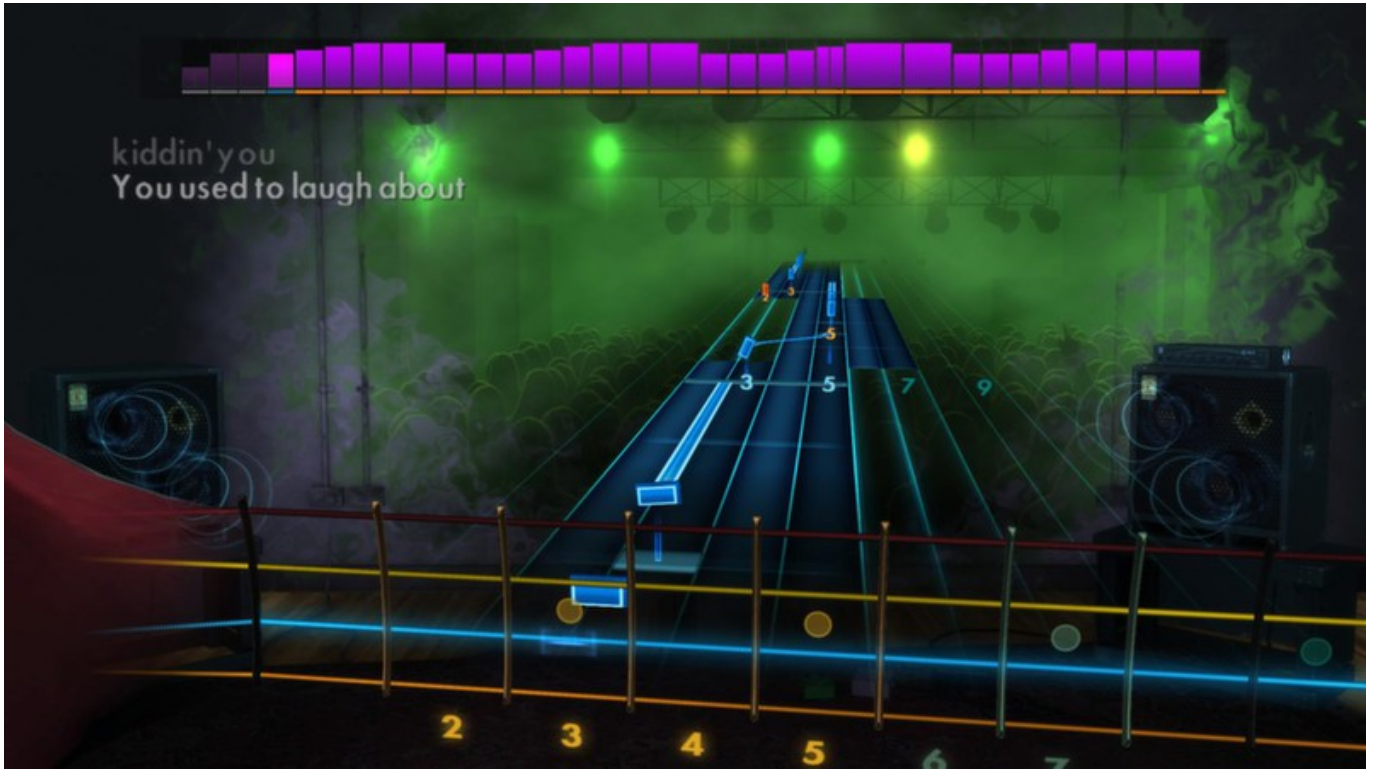
[Wild] Stickers appear only when some requirements are met. For example - play at night(real night) and wait for [Wild] Moon sticker to appear. Or place few Grass sticker to [Wild] Sheep sticker to appear. After that you need to tame them by combining them with special sticker called Stickerizer. This will create normal sticker and of course increase you discovered sticker number. But not all [Wild] elements are so easy to find.

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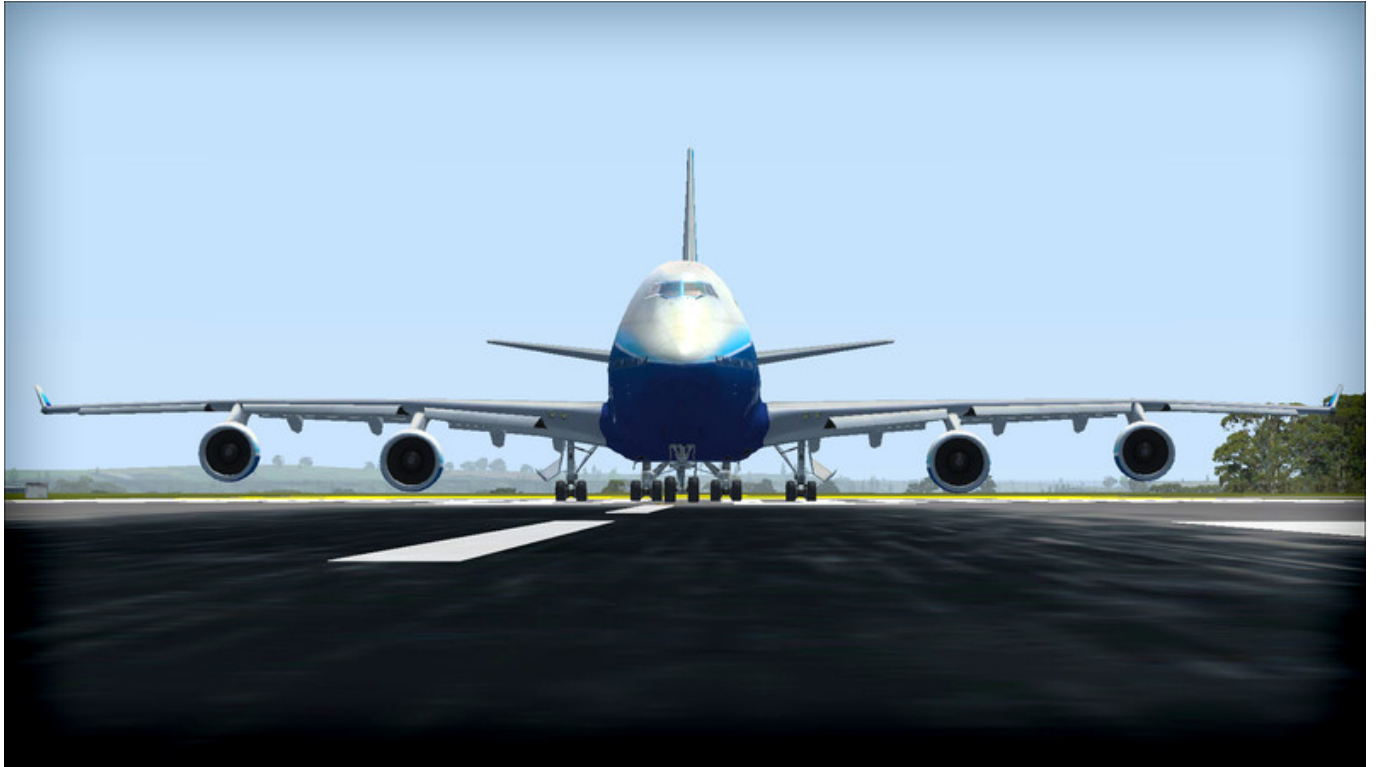
Title: Sticker Craft  
Genre: Casual, Indie  
Developer:  
One More Game  
Publisher:  
One More Game  
Release Date: 27 Jan, 2017

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English,Russian









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Terroir is, at the moment, a rough and flawed diamond; it is a diamond nonetheless, and unmistakably so. The concept of the game and its visual execution are the strong points here. Some game mechanics are cumbersome at this point, which is to be expected as it is in Early Access and was only released two days ago. I'm confident that if General Interactive Co. stays committed to listening to the people who play their product and adjusts things accordingly, this WILL be one of the best games on Steam by its final release.. You can't move in a a stright line which is rather sad I paid \$8 while on sale which I was planning on either buying this or another game during the winter sale. Was rather disappointed when I was like oh snap I get to be a boss in a game now. Nope got to start from the bottom before you can dominate. Oh wait you want to move in a straight like ha ha nope gotta rework on the controls.

edit: Ok so after playing the game for hours to figure out how to play this game. It is actually pretty interesting. So your acceleration and how you move you need to caculate to make sure that your accerleration is even on each side. use the asteriods to your advantage. When you defend an ally ship when the time runs out it will cloak itself. Resonator cannons are very useful I advise getting 2 - 3 for your ship. I have 3 carriers on my ship with like 5 missle launchers. I have 2 torpedo launchers as well. After getting used to this game I would give it a 9/10. The challenges are fun. You also get to fight against a clone of your own ship. It's pretty meh. Hard as balls too.. Feels like Early Access but it's not an Early Access game. I wish it was EA becuase then at least i would know more ocntent and more plans are in the pipeline but as far as a fully released title goes it's probably only ever goign to add small content updates via DLC in the future which is shame. Time will tell. Definitely too short. Storyline doesn't make much sense. Still, I had fun with the puzzles. And you get to fight Nazis, so that gave it an Indiana Jones vibe I enjoyed. Definitely buy it WAY on sale.. I just couldn't get into this CYOA like I did with the original Hero games. I liked being less powerful, but I didn't like how the player's character is constantly shifting into different bodies with different powers, strengths, and weaknesses. I would much rather have had an enemy or ally with that sort of power, and have my powers be well defined.. I was very unimpressed by the weapons in this game. The devs reuse assets from real guns in Sniper Elite 4 but the stats are now completely wrong. The Mannichler Carcano for instance, is obviously a bolt action rifle but the one in this pack is a semi-auto. I can't understand why they put so little effort into the weapons but still made them wrong.

Also, selling the game in pieces is some BS. "DLC" like this which is obviously just some weapons that were hacked out of the game before launch is disgusting.. Yeah, a nice game. You can repport a bug inside game, just clicking ESC and go to gear and click the button "submit a bug repport".

It is a very repetitive game, but it is that game that you always have for half an hour to play.

Sometimes you play 1 hour or 2 and you do not realize =). monsters, dead dogs, elves. Very addictive, much old <3

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Fun game, recommend with friends. This pack obviously does not provide \$12 USD worth of content. Consumers are buying it to help the developers. Decent games deserve decent support.. While the game's screenshots look interesting but it has a very lazy MMO feel despite being a Single PLayer. Not much is memorable about the game and really doesn't keep my attention for more then a few minutes as I begin to wonder what my friends are doing in their MMO's and so on.

Even as an online game I would really rather find another game.. suspenseful horror game. At the time of this review, I'm only 4 hours in, but I think it is a decent game. For me, I work in the industry, and I know it is pretty complex, which explains why there isn't good simulators for it as opposed to aviation, rail, or even retail industry. What I found great about this game is even in its simplicity and cartoony style; it does capture the following:

- The oil business is about optimizing processing.
- Optimization is not a simple accomplishment, as the measurement of each processing segment doesn't match with adjacent pieces.
- It not only includes exploration, development, processing, storage, and transport logistics, but marketing, mainenance, and safety.
- When played fully, you need to get license to operate in different countries, you have to develop those regions differently, and the regions are not cookie cutter to other regions.
- Contract management and ullage is well done.
- I haven't been successful enough to develop the corporate offices yet, but from what I've seen of the build options, I think that was well considered, especially as a separate and segregated piece of regional development and processing, because that's how it is the major oil companies.

There's some cons (graphic artifacts, some unnecessary menu clicking, maybe a bit too cartoony for the subject) about it as a game, and it does look like it could use a little more polish. And if the developer is considering an updated version in the future (thinking new paid release), then competition would be nice, even if it is just shown in the marketing aspects (something that explains why prices go up and down). But the cons are superficial in my view, because the game plays well and every other attempt I've seen for simulating the oil industry is far worse and completely unplayable.

If you want to understand something about the business of oil, then this is the best game I think you can find.

If you are just looking for another strategy/city builder game to play, then this might not be your best choice.. Maybe VR but it felt like games had gotten stuck circa 2000. This is a very cool game overall. Who doesn't like ripping limbs off of things! The bosses can get a bit tricky at times but you can turn some space rocks into your own shield by blasting through them with your boost ability, using them a cover. which is what is very cool about this game, its like the old school vibe where you have to think about what you're doing instead of running through the game blind and beating it.. A simple, but amazing game. The music is good, the mechanics are super fun to play with, and overall this game is one of the best dollars I've spent. Ever. Seriously, if you have a spare dollar lying around (which most of us probably do) I highly recommend you get this game. One of the best bullet hell games I've played. Great job! Two thumbs up!. It's basically a "shmup" trainer, pretty fun and addictive altho it can get repetitive, specially after you beat the main thing, not sure what the last phoenix special power is, but it's probably not worth fighting 100 more waves.

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