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Achievement Machine Full Crack [torrent Full]



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## About This Game

Achievement Machine is a colorful clicker game for those who wants not only to get tons of achievements in no time, but also to enjoy real gameplay and various game modes!



We at Playloft don't like boring spamming games, but knowing your true love of achievements and interesting gameplay we've taken the liberty to make both colorful and enjoyable clicker game with lots and lots of achievements.



### Rules:

Click the icons to clear the game field. Every new click can bring you another achievement. There are some special icons hidden among the regular ones:

- Explosive icons — explode the icons placed around them;
- Armed icons — extra strong;
- Energy icons – let you clear the whole row of icons.

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Sometimes you can unlock one of the secret icons, that activate an additional game mode. Try to find them all!



### **A UNIQUE CLICKER**

Achievement Machine combines both achievement farming and fun gameplay with several modes - find a special icon on the field to start them.

### **5000 ACHIEVEMENTS**

A simple and fun way to expand your collection with tons of new achievements. Decorate your Steam profile with amazing well-drawn icons!

### **A SECRET ACHIEVEMENT #5000**

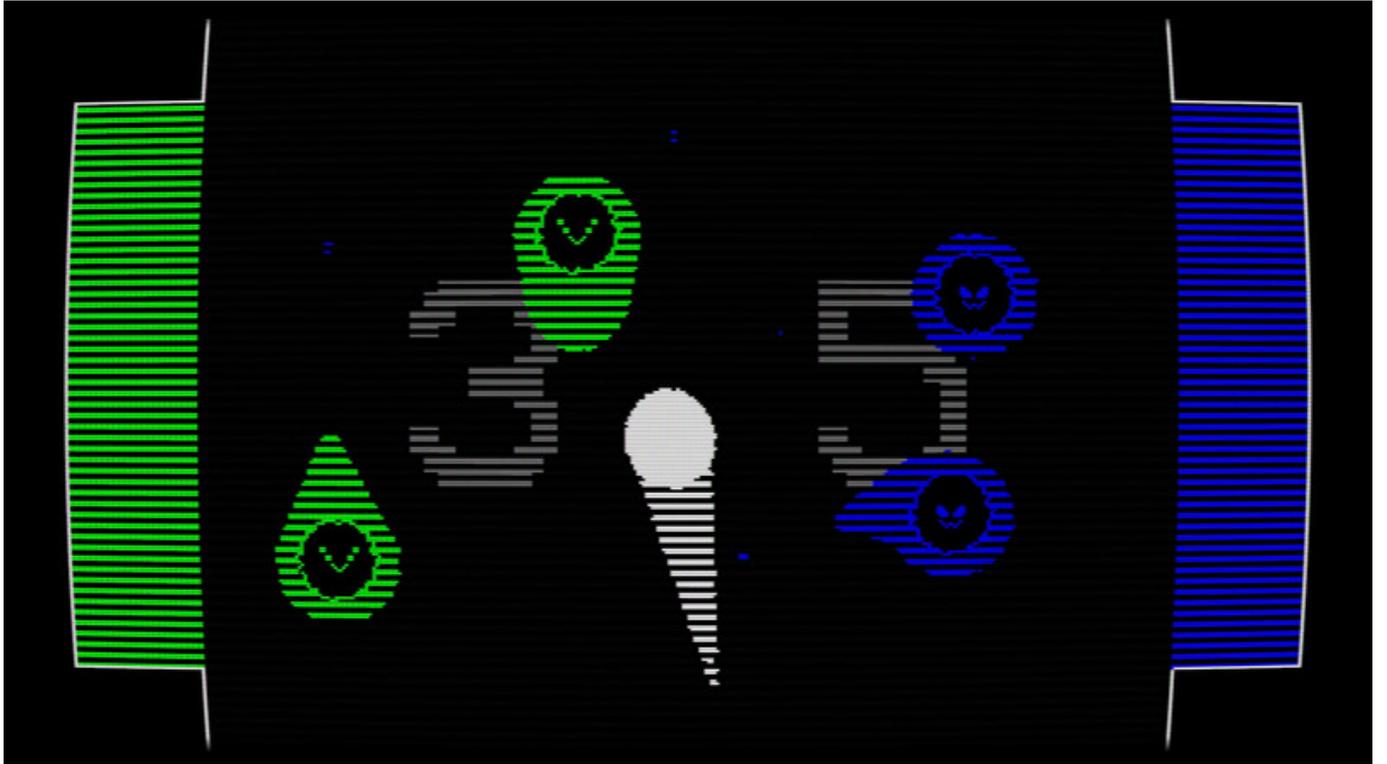
Did you think that it would be that simple? To get a secret achievement you'll need to give it your best shot. Let's see if you're lucky enough to unlock it!

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Title: Achievement Machine  
Genre: Casual, Indie  
Developer:  
Playloft  
Publisher:  
Playloft  
Release Date: 25 May, 2018

a09c17d780

English,German,Simplified Chinese,Portuguese,Russian



150

SKILLS

# INVENTORY

DIPLOMACY

## WEAPONS & TOOLS

								20
								20
								20
								20

**WEAPON**

**RANGED**

60

**EQUIPMENT**

**TOOLS**

**CONSUMABLES**

1  
40

2  
50

**MITHRIL HELMET** RARE

*LIGHT AS A FEATHER AND STRONGER THAN THE MOST TEMPERED STEEL - THIS HELMET WILL PROTECT YOUR HEAD FROM ANY MONSTER.*

DURABILITY: 45 / 45  
COST: 120

**9 ARMOR**

PART OF: MITHRIL ARMOR 7/7

+15% DAMAGE RESISTANCE

+25% BONUS RESISTANCE AGAINST FORTIFICATIONS

	80	HEALTH
	75	DEFENSE
	121	STRENGTH
	244	SATIETY

[E] TAKE OFF [I] INFO [ESC] CLOSE



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Despite not having the most visually appealing design, and at times having the game feel of an early PS2 game, 1979 Revolution: Black Friday touched me in a way few games have. For one the games story is both fascinating and engaging. The game does an excellent job of making you feel like you are in late 70's Iran as well as giving you tons of information about the Iranian revolution and life in Iran. Reza's journey throughout the game was one that told the story of the revolution in probably the most nuanced way I've ever seen. Despite this though, the game does have some flaws. For one it's super short. Like 2 hours short if you really spend your time looking at things and reading the in game information. The quicktime events also feel like justification to have "gameplay" in the game when game play is a glorified press x when you see x. It's not fun here and it isn't fun anywhere else. Which is kinda sad when most of the more interactive parts of the game are very enjoyable including the medic minigame. The game also is filled with false choices that don't actually effect the story which wouldn't be a big problem if it didn't also include some of the major choices in the game. The choice on who is the mole is actually a false choice which makes who you choose have way less actual impact as is the choice on who to save at the end of the game to an extent. The ending is also fumbled pretty badly A lot of these flaws can be attributed to the fact this is a small indie development company working on a pretty small budget. This game really made me think about both the revolution in 1979 but also our current times and for a game currently selling for only 6 bucks, its worth your money.. First day; hated it impossible bye uninstall "never again" steam category in my library sugga.

Boom week later i did it heheh jehhehehgipeslhfgvseikhnvglisubfhngol8;iahse  
vgoihusdvnovglbausedhjmf pavoliwsejr'dfjawc;opis;f0pga8zbuoyng;ehoa8rivf

10V10 i like achievement yummy. One of the best game ever made.

Much worth the price.. 10V10 great!!. Good thing you have to restart the whole game no matter what stage you die on. It's just a simple gameplay, move around with wasd keys and nothing more. There is a few achievements bugs aswell.. A very interesting game, more entertaining rather than pick up ladiesssss than the first one. I can't believe there is one chapter about how to do standup comedy. I mean you can see how serious these guys are hahahahahahah.

Anyway, I laughed and I recommend.. this game is.... not that great.  
it's not terrible, but it's far from good as well.

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first of, let's talk about the positive stuff

you're a ball that follows a straight path, and you go to the end while avoiding various enemies  
the end.

the concept is simple and effective!  
it's challenging and completing the levels feels like an accomplishment, which is great!

now you might be wondering:  
"but then, why are you saying it's only okay?"

well here's why.

while the concept is simple and the game is challenging, it feels incredibly repetitive, all the levels look the same because of how simple it is, and I usually get bored of it pretty quickly because of that.

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then, there's the fact that the "ball" you control blocks your view when it's in the air, and this can be pretty annoying at times

oh yeah, and the enemies can shoot at you, and you know, that doesn't sound that bad, and it's not, because you can shoot as well.

the problem is that it's really hard to actually see the bullets,

there's also the music, which, in most of the levels I've played so far, doesn't sound like anything when you get a high combo. (because FYI, the music gets more layers as your combo gets higher)

the game also has power ups, which is good, except that they're never explained to you, so you're just picking them up hoping the game will show you what it does at some point.

finally, the game has a level editor, and it could've been made so much easier than it currently is, it just looks so daunting and difficult to use right now.

there's also the fact that you can only use the musics in the game (and they can't change that because they would have to drop the workshop integration due to the copyright issues that could come out of this), but as I've said, they're just a bunch of mess after a while.

so all in all, if you've been eyeballing this game for a while and every gameplay videos you've seen from this game look awesome, buy it, but wait until it's on sale, because I don't think this is worth more than 5 bucks as it currently stands.

if you didn't know about this game before, I'd say pass, there are better games like this one out there.

Final Rating: 5/10. What a crock of ♥♥♥♥ing♥♥♥♥♥♥♥♥♥♥ Good thing I got this♥♥♥♥♥♥♥♥♥♥for 0.89 when it was on sale. What a ♥♥♥♥ing disappointment.

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An old-school static-screen SHMUP, with a lot of bullets, but not a bullet hell.

Hold the fire button and avoid a screen full of random bullets while trying to collect a screen full of pickups that hold back and eventually destroy a black hole. Repeat until game ends. Or you end, whichever comes first.

Mechanically it seems fine, controls work, no complaints there. There's even a slow movement button, though I never felt like using it.

The game starts quite slow and takes a few stages to get going. Unfortunately, if you get plenty of power-ups along the way (which doesn't seem too hard), you'll be killing most enemies about as fast as they can spawn, along with a large percentage of enemy bullets (though not all can be destroyed). Your ship can take a few hits, and if you get a shield, well, who cares about bullets?

Now while that's fun and all, it leaves me with little sense of threat, even when I'm messing up and getting myself killed, on the second-last stage. Aside from complacency, the main danger ends up being things invading your personal space, particularly things that are the same colour as the background, which is frustrating, but thankfully doesn't happen all the time.

There are also standard bosses and the traditional shooting gallery bonus levels, which are good to break up the gameplay, but not terribly exciting.

NOTE: Only played with a couple of ships, there may be some that make things more interesting, but I'm bored already. also I don't have anyone to try multi.

Apart from poor visibility on some enemies, the graphics are pretty good and appropriately arcadey. Didn't notice the sound, so, good.

Overall, it's not a bad game, but it doesn't quite hit the mark. Fans of the genre might well like it, but with so many similar games out there, you can probably find something better.. the game is fun but it has many questionable design choices and what the ♥♥♥♥ i can't even rotate the camera up and down.

. 7/10

สำหรับเกมส์อินดี้เกมส์นี้ ที่บอกว่าเหมือนจะไม่ยาก แต่ยากจริงๆสำหรับเราที่ให้ 7 ไม่ใช่เพราะเล่นไม่เก่ง แต่หักเรื่องมุมมองที่แคบไปนิด พอเล่นนานๆเข้าจะมึนหัวมากๆ เพราะแทบจะไม่อยากกระพริบตา มอนสเตอร์มาทุกทาง ถ้าคุณชื่นชอบเกมส์แนวอินดี้ คอนทราล่าปีศาจ เน้นบุกตะลุยดันเจี้ยน แม้จะมีอาวุธแค่2อย่างต่อยกกับปืนเดิม แต่มันต้องใช้สมาธิและไหวพริบสูงมาก แนะนำเป็นอีกเกมส์ที่น่าลองเล่น แม้ผมจะรีฟั้นเร็วนี้ ไม่ไหวจะอ้วก บาย

about my opinion this game not bad but really make me vomit alot from there game vision

can't play for long time just if you want to play challenging game This is One of the best Indie game you should try .. Fun Entertaining game reminds me of old 2d game Secret Weapons of the Luftwaffe which is now abandonware and free to download at many site but here is one <http://www.xtcabandonware.com/game/1386/secret-weapons-of-the-luftwaffe>

Controls are simple with multi ways to control your aircraft with the use of Mouse/Keyboard Arcade mode, Joystick/Keyboard Simulator mode, Gamepad Arcade mode.

I have started the game playing in Joystick/Gampad with Arcade mode because I do not own the proper Flight Joystick to play the game in Simulator mode without going nutts. I have not try yet but i doubt It will be enjoyable playing in simulator mode with a Gamepad. The aircraft fly well and the story so far has been entertaining as you are a girl who's father was an Ace in WW2.

Graphices are nice the terrain has detailed buildings, docks, ships, tanks, vehicals the usual things you would find in a arcade sim. Have not tryed the online mutiplayer yet I hope it is as enjoyable as the single player mode.

The game and two more games of the same nature are on sale right now 75% of so you get Air Conflicts: Secret Wars, Air Conflicts: Pacific Carriers & Air Conflicts: Vietnam all for \$11 and some odd cents well worth it if you like these types of games.

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Not sure if they have coop support but if they do and anyone wants to be my wingman I would Love to give it a try just send me a msg/invite.

Update. I have ust completed the Campain it was a blast the story telling was very good and missions well thought. There are alot of missions in the campain which is a good thing didn't want it to end to soon. After playing the game a while it really reminded me of a classic SNES game called Aces High or Wings 2 Aces High, I loved playing that game fighting the aces at the end and if your pilot died he stayed dead. You had 5 pilots each with there own unquie skills each one was skilled best for certain missions, strafing/bombing/air combat so on. This game has a few hard missions like shooting down a zillion guys parachuting out of bombers that mission took many trys to complete but it was fun. This game is a classic to me now. Well on to the next one "Air Conflicts: Pacific Carriers", hope it is as enjoyable as "Air Conflicts: Secret Wars". I grew up with two of the Pajama Sam games, this one and the 3rd. I've recently binged all the games except for two because I don't have it on steam out of nostalgic urges and they're all still pretty fun... except for this one. I played the first one for the first time as an adult and despite not being in the demographic and not growing up with it, it was still pretty fun/enjoyable and so was the third but the fourth was nowhere near as good as I remember it being. The change is voice actors is disappointing but not a deal breaker but the general dialogue is overly plain, most of Sams personality feels like it was just erased and the puzzles just weren't as entertaining (I was actually getting quite bored of it by the time I was halfway through)

On top of my issues with the base game this release is awful, I had to convert the games .EXE into a .ISO and mount it just to run it (something about failing to remove old anti piracy tactics), the animations seemed to be playing incorrectly through the whole thing, bad resolution etc.. I had been waiting for a game like The Mims for along time. Something sweet with a child like humor, a god game focused on building and fostering life.

Unfortunately The Mims is not this game and under the veneer of sweetness and 90s graphics lies something broken:

On mission 1, the Mims tell you how much they love to preserve life and promote good energy.

On mission 2 you have to kill everything and burn trees.

By mission 3, 40 minutes in the game you feel like changing your settings, which require you to quit to the title screen (I'm not making this up), fine since you don't get a warning when you click the QUIT button, when you return your game is gone.

That's right, The Mims is a god game with no mid-game save.

Refunded.. Mr. Beary Bearington is like gordon ramzee ( i don't know to spell the name). Love this locomotive.. I wish I could give a neutral recommendation for this one. I didn't hate it but it wasn't the best either. Some of the puzzles were too easy. Others didn't have clear instructions so I just skipped those. The graphics were good. I played on a Win 7 pc, so I didn't have problems running the game. The story was really weird. I didn't like the beginning. I was waiting for my cards to drop or I might not have played past it. The ending wasn't bad, but it kinda scared me though. When I got to the end, my first though was "Oh god, don't tell they are making a part 2". I would recommend only if it is really, really cheap or if you have a severe love of HOGs.

### **Airplane Sky Voyage Is Out Now!:**

We're proud to announce that Airplane Sky Voyage is now available on Steam for Windows PC and Mac!

Pilot your plane and conquer skies. Try every plane model with different characteristics, complete tricky missions. Master piloting skills and do amazing tricks at high altitude. Open spaces are waiting for exploration and flights!

We are looking forward to your feedback in comments!

[https://store.steampowered.com/app/851010/Airplane\\_Sky\\_Voyage/](https://store.steampowered.com/app/851010/Airplane_Sky_Voyage/). **Achievement Machine - Out Soon!:**

Greetings!

We're glad to announce that our new game Achievement Machine will be available soon! It's a colorful clicker game for those who wants not only to get tons of achievements in no time, but also to enjoy real gameplay and various gamemodes!

Please subscribe and add the game to your wishlist. We look forward to know what you think about our works!

### **Playloft Team. Try our new game - Magic Chess!:**

We're proud to announce that Magic Chess is now available on Steam for Windows PC and Mac!

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Welcome the Magic World. Become a commander of wizards and magical creatures. Compete with your rival in logic skills, find solutions for difficult situations. Master tactics and strategy to lead your army to victory!

We'll be glad to see your feedback in comments!

Playloft Team

[https://store.steampowered.com/app/876860/Magic\\_Chess/?beta=0](https://store.steampowered.com/app/876860/Magic_Chess/?beta=0). **Meet our new game!:**

Hey guys, we have good news for you! Our other game Recursive Dragon is out! It's a colorful exploration game, where you have to make a round-the-world trip and study all the four sectors of the planet: Sector of Spring, Sector of Summer, Sector of Autumn and Sector of Winter. Check it out and let us know what you think!

Playloft Team

<https://store.steampowered.com/app/875250/>. **Achievement Machine is Now Available!:**

Achievement Machine is out!

It's a colorful clicker game that combines both achievement farming and fun gameplay with several modes. Decorate your Steam profile with amazing well-drawn achievement icons!

If you'll find any bugs or issues, let us now, so we can do our best to fix them as soon as possible. And, of course, don't forget to write a review!

We hope that you enjoy the game!

Playloft Team. **Summer Sale - Achievement Machine 75% Off:**

Hello everyone! Even if our Achievement Machine couldn't participate in Summer Sale from the start, we've set the discount as soon as possible! So the Achievement Machine is co 75% off its price now - do not miss!

Sincerely, Team of Playloft. **75% OFF Achievement Machine:**

Winter Sale deals now live: get 75% off discount on Achievement Machine!. **Part 2 In Progress!:**

Achievement Machine goes into space! We are working on the second part of the game, Achievement Machine: Cubic Chaos, where you are to dive into a unique cubic world full of an incredible amount of achievements... and dangers! Now if you can find yourself stuck in the parallel worlds if you won't be careful enough. Try to solve the mystery of the cubic world and get all the achievements on the way!

We'd be happy if you add the Achievement Machine: Cubic Chaos to your wish list and share with us your thoughts on the game:

[https://store.steampowered.com/app/1067370/Achievement\\_Machine\\_Cubic\\_Chaos/](https://store.steampowered.com/app/1067370/Achievement_Machine_Cubic_Chaos/)

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