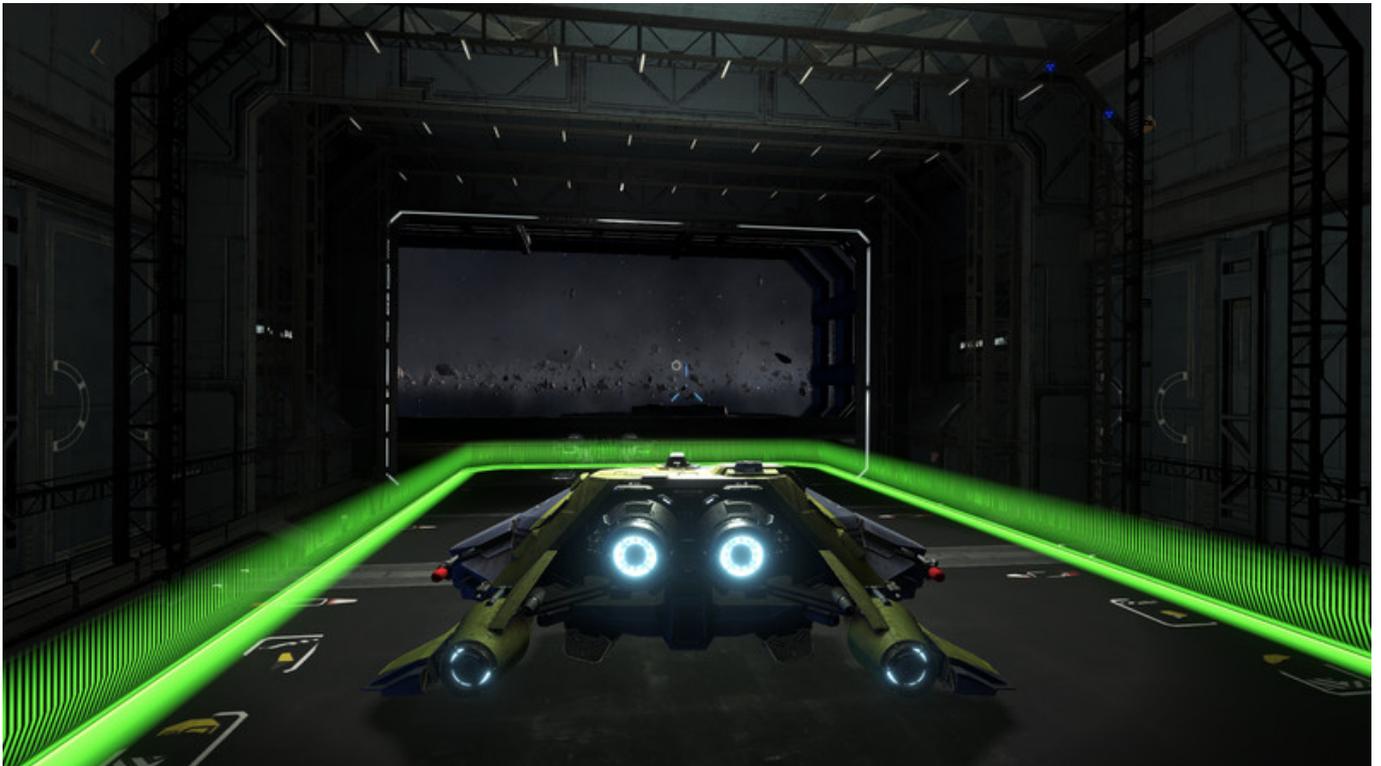


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## Planum Download Setup



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### About This Game

PLANUM is a 2D raner in which you will operate an aircraft in the vicinity of the World. You have both allies and enemies. But

PLANUM would not be such an interesting game if not for the addition of a third kind of aircraft. "Nitral" aircraft are not, neither enemies, nor allies. Unfortunately you can not know who you are going to score, and only thanks to your intuition you can get the bonus you need. PLANUM is one of the most difficult games! You will have to work hard to get to the final design.

What is your reward at the end? Firstly, the game is endless. You can get as many points as your heart desires. And secondly, the way passed is a reward!

Is waiting for you:

- Author's graphics
- Unusual GamePlay
  - Form style
  - Beautiful music
  - Endless game

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Title: Planum  
Genre: Casual, Indie  
Developer:  
CONVEY Studios  
Publisher:  
Metal Fox  
Release Date: 18 Apr, 2018

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English







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I LIKE this game! The combination of FPS and TD is really good. I'm an average FPS player and my favorite casual game is tower defense and at first I was a bit skeptic if this might work, but I'm surprised how well it does. The devs seems passionate about the game so my only wish is more creeps to shoot at.. oh, and a 1v1 moba style gamemode would be awesome!

\ud83d\udd25. you do have to register an email but no verification, otherwise FUN times, it's not just like bomberman, but there's more to it + it's ONLINE. Lovely easy-going Poker Game.

ALL-IN!!!. Let's Explore the Airport was the last of the Junior Field Trip games, this time exploring what an airport is. This is the only entry in the Junior Field Trip games that shows its age because of how the airport featured in the game resembles a typical airport of the 90's before security was take more seriously. It should be noted that back then no one ever believed an airport can be a dangerous place to visit. But after the various terror attacks in the 2000's, people rethink that belief. With that aside, this game is as informative as the Farm & Jungle edition. It does give out info and definitions to everything found at an airport, but it also proves to be too dated for teaching purposes unless the teacher wants to go through the trouble of explaining the students the difference between a modern and 90's airport, After the release of the three Junior Field Trip games, no more installments were made. I'm surprise Humongous didn't continue the series with other installments of other places for Buzzy to explore. But at least it lasted longer than the Big Thinkers games.. Its too short, and your character is too slow, needs work, and more stuff to it.. This is very good for an Early Access game. It doesn't have much content as the original M.S.F series as of now, but more is soon to come, It's worth it.. this game suck donkys bum this the second worst game i have played. how ever i do believe than nothing will beat velvet assassin as the worst game EVER. Reveals some more story content, but not much, and the gameplay is incredibly bland. Stick with the main game, this isn't really worth your time or money.. This game is so floaty and it's hard to control on a keyboard. The hitbox for most stuff is small as well, making platforming difficult. The graphics and music are beautiful though, and I love the NPCs. Despite these positives, it's still infuriating to play on a keyboard.

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## DEVELOPERS PLEASE READ!

First of all let me say, I LOVE THIS GAME. Coming from someone who has never played any of the other guild games, I love the in dept amount of detail to daily living. This game has so much potential and the dev's are killing it with what they have so far. I'm going to recommend this game for the following reasons. I've played this for nearly 9 hours the past 2 days.

- Great RPG Feel
- Great POLITICAL SYSTEM - LOVE THIS
- Realistic Dynasty feeling
- In dept groups and alliance systems
- Romance and heir system
- Different options for clothing, armor, weapons etc
- Own housing
- Different options for play throughs.

Now to the Developers, I hope you read this because I have a few things that I think that are things that turn this game off to players. These also consist of bugs that make the game very hard to play.

1. The Judge scene. First of all I love that this is in the game, but it needs to be optional. This needs fixed almost immediately and is my number one concern. You cannot even consider taking a guard job because its back to back unskippable judge scenes. I actually had to revert my save to an older save because I couldn't even get to my bar to quit my office job. This needs to be a number one priority because this is game breaking.
2. Please look into a way to auto repair buildings. I own many MANY buildings and going to each one to repair, is tedious and time consuming. If you miss one, you may be screwed.
3. Along with the above, I have 4 times as many employees as building. Those employees die and going around to each one to trying to remember where that building is located to hire a new employee is difficult. Wish there was an option to auto hire employees like you can make the works auto run as well.
4. No one buys anything from the buildings. Only off the shop. So putting anything in your building windows to sell means it will stay there forever, no matter how cheap they are.
5. I currently have 400 alerts, and the majority of them are about trial results. Please... make it stop.
6. The game sometimes crashes when I check out events or the calendar of things I have to do today.
7. Please add a tutorial. I had to watch a youtube video of a guy for 2 hours playing because I had no clue how to start or what to do.
8. The faces of those working in the building are overtop of the building, which makes it hard to click on the building. Can you move the faces of the people below?
9. The people say the same things over and over (not a priority).
10. When you try to buy a building, a lot of the times you press the button and nothing happens. It took me a while to realize that nothing will happen UNLESS you have enough money to buy the building. So it would be helpful if you put something that says you don't have enough funds or something that lets players know this information if they try and buy a building.
11. Would be great to see people interact with you differently if you held public office. Make an approval rating. If people disapprove of your work, maybe people shout at you on the street. If people approve of you, then maybe the circle around you and cheer. An office approval rating would be AWESOME.

Anyway, as I said. I love, love, love this game. Its a good price for the game in the state that it is in thus far. If you are on the fence about getting it, go ahead and buy it! To the devs, I hope you read this and consider my suggestions. Thank you for reading!! Fantastic artwork and some wel done voice acting I especially like Hachiko's voice and a story that I certainly enjoyed 'reading' along and very lovely music. Kind of short but was worth the price as i will be back to go again for the art and music. Only a couple of choices to make but it is a visual novel not a choose your own adventure story .. EA F\*cked the other versions so this is the best one to play. This game was my child hood and it was probably many of yours's too. I went back to it and i still absolutely love it. Play it. You must.. This game does not even try to motivate the player. And it has "Polandball" in name, but is not funny at all. Srsly, this product is the worst of its kind.. I have been enjoying this game a lot. It's simple at it's core but gets very challenging and it has a great progression system throughout with items and tanks. I didn't have any bugs or issues while playing, it is very clean and polished for early access. I also played with some friends for a bit and things get real crazy and fun there.. ok nobody buy the fricken game till its out i cant even get past the first level. Beat it in 17 minutes will probably play again. It's a short game

But it's got a house of the dead vibe with enemies have hit targets and attack patterns so it's pretty fun.

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2 guns don't make any sound. Why? I just use the one that does. It's got unlimited ammo anyway.. Well, I tried. Throughout my play of this game, I ran into several design flaws, but I kept going, to see where the concept was taken, seeing its potential. Well, after 3 long, long hours, I simply quit.

The game claims it's about exploration, and aiding mysterious characters, but there's barely any of it. You arrive on the world and nothing is told to you. And that could be fine. But it simply keeps that way for the rest of the game. Nothing is told to the player, not even indirectly.

I usually enjoy exploration games a lot, since they keep throwing little clues at the player, little pieces of the overall puzzle. But not here. I've forced myself to play it through, to see if anything changed, but barely anything did.

The puzzles are senseless. They could make a bit more sense, if there were references to them throughout the game, that one could get through exploration.

Since there's nothing, this game is about trial and error. Constantly. And it's simply not fun.

You're not exploring anything. The map is just a labyrinthic mess, with fake walls that you can't tell from a normal wall. So, the only thing left to do, is roam around the world. Which has nothing special. It barely has any landmarks that could tell something interesting. There's nothing. The world feels as dead as it could. The characters are simply there for you to have a very vague idea of what to do to progress in the game, but they don't actually feel like characters. Only a chore board.

The controls aren't anything to write home about either. And, on top of it, it tries to be a hard platformer. And it falls flat on its face. With these imprecise controls, you actually have to land on the tips of triangles. Seriously? Who could've thought this was a good idea? Then, a dark block with hidden paths inside. There's no way to see where you're going. Again, HOW could someone think this was a good idea? It's just frustrating trial and error. And it adds absolutely nothing positive to the game.

The visuals did look unique, but you'd better turn off the post processing effects. Those are really, really bad. They simply blur your vision and end up hurting your eyes.

The redeeming factor is this may be the music (although not sound design). The music was really enjoyable, although it didn't quite play into the atmosphere of the game. Simply good, random, background music.

I'm sorry if I'm being overly negative, but I had certain expectations for this, the idea seemed right up my alley. But... no. It's simply a badly designed game.

In exploration games, you should learn something about the world. The world should have a story to tell. Something. But there's nothing here. I took no satisfaction from playing this after the first half hour or so.

Plus, don't make it frustrating as it is. The controls aren't tight enough for it to try to be Super Meat Boy. The visual effects are way too exaggerated. The map has no landmarks, it's simply labyrinthic, with "secrets" areas that make no sense.

Too many ideas that were badly implemented. My advice would be to polish each aspect of the game a lot before trying to get it all together. Otherwise you get this. And it's not very good.

Don't pick this one up.

With that said, I'll still keep an eye out for Boss Baddie, these games might actually get pretty good after a lot of work has been put into them.. For a game which claims to be powered by my imagination, it is too much railroaded. Straight to the point of almost nonexistent replayability.

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