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Polandball: Can Into Space! Activation Code [License]



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## About This Game

Your main objective is to help Polandball here! Break through Earth's atmosphere and reach for the Moon to prove other countryballs once and for all they were wrong and conquer the final frontier!  
This is not going to be an easy task as you have a huge target on your back!



### **Crazy Features - KURWA!!!**

- Upgrade Polandball's Rocket  
Build a strategy on how you will conquer the space! You have to choose between 56 items
- 33 perks to enhance your rocket  
Choose wisely before you spend your money
- Bad language  
Lots of Kurwas and lots of deaths
- Rare Memes  
They are rare but you will find them...eventually
- 25 countryballs enemies with different behavior and AI  
Learn about each country. Learn their behavior. Learn how to avoid them.
- Create your own countryballs.  
This will affect your game strategy
- Collect coins, fuel, burgers and magnets  
You will do anything to survive in space!
- Amazing End Movie for fans who finish the game  
For die hard fans

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Title: Polandball: Can into Space!

Genre: Casual, Indie, RPG

Developer:

Alien Pixel Studios

Publisher:

Alien Pixel Studios

Release Date: 16 Jun, 2016

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**Minimum:**

**OS:** Windows 7 and above

**Processor:** Intel Core i3 @ 2.00 GHz

**Memory:** 1 GB RAM

**Graphics:** Intel HD Graphics 4000

**DirectX:** Version 11

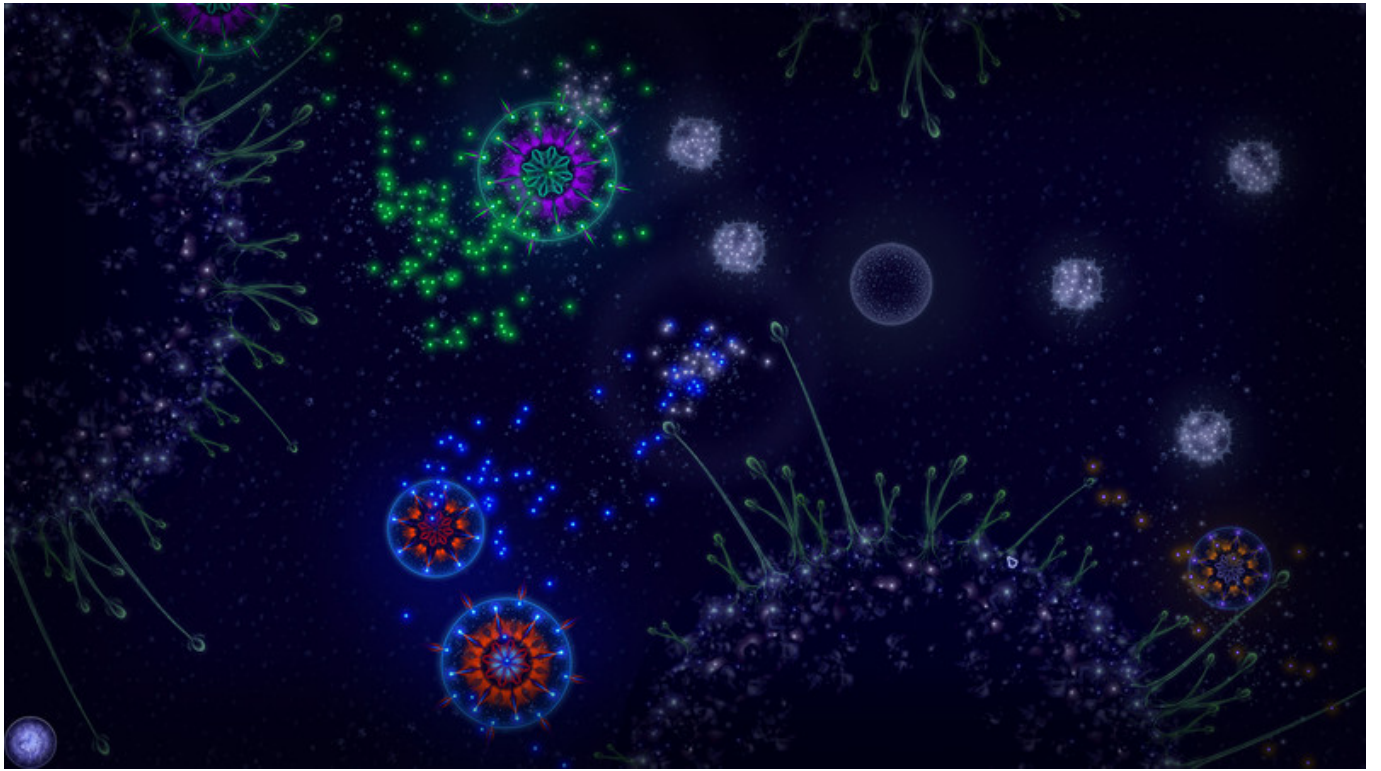
**Storage:** 700 MB available space

English









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this is exactly the quirky stuff we love about omsi.. Simple but fun modern warfare RTS. Goal is to capture and hold control points.

- + Simple base building
- + Simple resource management
- + Customization options. Lots of different soldiers, vehicles and helicopters available

- Early access so still a little rough around the edges
- Base building/research is oversimplified
- Occasional performance issues
- Unit cap is too low, tiny "army"
- No formations
- No multiplayer

I would like some more complexity overall and a greater selection of buildings and research options. It would also be great if you could enter the battlefield and take control of one of the units as in "Out of ammo". Multiplayer would be perfect for this game.. Not worth Buying. I got this DLC through preordering and am glad i didnt pay extra. The weapons are not very good and give no benefit over the starting ones. DO NOT BUY.. **Early Access review**

**I recommend this game because I know what is Hacker Evolution. If you never played HE before you should start with the first one, If you enjoy it, then you should come back here and play Immersion. The new console looks great. Although it has only one level at the moment, the dev is working daily to add new content. The first level gives you an overview of how the game will finally look and play. I recommend this game to people who like complex games. Support the game in Early Access, the dev reply to all the e-mails personally and is listening to feedback..** Great parkour game but wish there was more levels. If you like SEUM or clustertruck you'll love this. The frog detective rivals the depth and complexity of the ace attorney series

HIGHLY recommended. Very good city building game. The only thing I hated was half way through you had to fight off Cavemen. WTF? That took away from the fun of the game for me, I still recommend this game and the other in the series. Oh and you can't save your game so you have to complete each chapter in order to quit or when you log back on you have to do the last chapter over again. 9/10.. The aesthetics of this game are the best thing about it. The rest of the game feels just slightly off at just about every point. Slime-san seems to pull a lot from Super Meat Boy, yet it doesn't have the same tight level design. They have the art for the level path zigzagging downwards, yet the actual way you navigate through the levels is counter to that of the art. You can customize your character, but it's a static sprite on top of it. Basically, this game is missing the final polish step that I'd expect from a well developed game. It's better than mediocre.. Absolutely loving this game - it's genuinely brilliant.

Devs - I think there's a glitch with the settings menu. I'm playing on a Rift with a 1080 and have set all graphics options to their highest but after a few minutes in game they seem to switch down to the lowest setting (even though in the menu it says they're still on high). I noticed as well with the comfort settings a similar thing happened - I would set it to have no comfort settings but then after booting up the blinkers would be on, even though in the menu it said that they're off. Please can you sort this as soon as is possible as otherwise I love this game so much and i want to be able to finish it on high settings. Thanks. I have played to 100% completion (main story, challenges, unlockables, etc.) It was fun enough for me to spend 8-9 hours completing and unlocking everything but I can't recommend it for everyone. First of all, the price is pretty steep considering how quickly you can blast through the main story. (If you watch all the cutscenes and read all of the dialogue, you can finish the 14 chapters well under 2 hrs.) The combat is too shallow and the levels aren't very challenging at all.

I didn't start to run into any difficulty until after I had beat the story on normal & hard, and then got really far up on the challenges list. This was when I was about 75% complete with everything. Then the game very quickly turns into a grind fest where you have to level up your character to unlock the next challenge. By this point, your character becomes so powerful that the game very quickly becomes too easy again, and you're just grinding to level up and unlock the rest of the challenges so you can steam roll through them.

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There isn't going to be much motivation for most people to unlock everything, or to even keep playing after finishing the main story. For those who are wondering about the optional R-18 patch that has to be downloaded separately, there's really not much there. There are some topless costumes and there is a bonus room where you can watch your character get put into some compromising positions with traps and enemies (nothing more explicit than dry humping).

If I could give it a sideways thumb I would, but I can't honestly give it a straight thumbs up. I would only recommend it if you see it go on sale for five bucks, or if you're a completionist who likes to unlock things. What would have made it more worthwhile is if there more R-18 content to experience after beating everything, but you really don't get rewarded much in terms of unlockables.



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good game but hard to get on a sever with alot of people. My water bottle on my desk turned into a fiji bottle. 8/10  
Anywas this is a short amusing game with basic controls. The main selling points of this game is the aesthetics and music which it delivers nicely. I suggest getting this game if you like vaporwave and A E S T H I C S 4 2 0.. Okay but not great.  
Your money is best spent on another game.. I played the first chapter for free, and got hooked on the story. But I assumed it was short because it was free. I bought the second chapter, though, and it is as short as the first! I really don't feel like there is a lot of value for the money here..

**UPDATE: Fixing an obscure histogram bug:**

This update fixes an obscure bug where bad histogram data could cause the game to crash.. **Diesel Power Update 1.4 - Music And Finalization:**

Added

- Background music
- Music "On/ Off" switch
- MSAA

Changes

- Vehicle adjusted for better handling
- Fixed an issue where the car shoots into the sky
- Sky sphere and clouds updated
- Adjusted sun intensity
- Minor text fixes. **0.8.0.00 Thursday evening:**

Short update here, just giving you the official date/time. I am going to be making the 0.8.0.00 update live late on thursday (july 12) evening pacific standard time. For many of you this will be early friday some time.

It is almost ready now, but we found enough debugging to do that I wanted to push it back a few days for additional testing.. #

**Weapon Types:**

By the way, they aren't as individualized as artifacts, but the various weapons available domestically have their own individual characteristics as well.

I'll tell you about them here.

First off are "Fine Blades".

These include knives, rapiers, etc.



Some fine blades have short blades, which are good for combo attacks. Each individual attack incurs low damage, but the number of rapid attacks possible is higher than other weapons. If you're gonna use a fine blade, then it's imperative to use an artifact that'll let you take full advantage of multiple attacks together with it.

Next up is "Long Blades". This includes longswords, flamberges, etc.



Long blades are really versatile.  
 Attack power, blade length, combo attack ability, all the bases are covered with these.  
 They're so versatile that you can use them well with pretty much any artifact.

Next, "Heavy Blades".  
 This includes weapons such as spears and halberds.



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Their biggest characteristic is their attack range.

This also means that when backed into a corner, you're kinda screwed.

This characteristic is both a blessing and a curse.

You'll quickly realize that these have the widest attack range.

So you'll need to think of ways to use them in which you won't get backed into a corner.

For this, you'd do well to take advantage of artifacts that can disperse enemies, or those which can allow you to move quickly, those which provide auras, etc., and cover up your weak points.

Last is "Broadaxes".

This includes axes and hatchets.



Broadaxes are good for single-attack power and for dealing death blows.

They have the highest attack power.

However, in order to use this power properly, unlike other weapons, they must be wielded vertically.

This means that the attack range isn't so wide, but it's good for knocking enemies out of the air.

For broadaxes, you only need to think about how to best utilize their attack power.

Combo attacks, death blows, the better you're able to use them, the more power you'll be able to wield.

Take these facts into consideration when choosing weapons, and think about how you want to do battle, what sort of artifacts you possess, and what they can do for you when choosing a weapon.

[http://store.steampowered.com/app/675490/Artifact\\_Adventure\\_Gaiden/](http://store.steampowered.com/app/675490/Artifact_Adventure_Gaiden/). **0.7.0.00 Groovy Sandwich:**

Sorry it took so long. Had a short internet outage this morning. Lets get all them patch notes listed in no real order.

General changes

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