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## Alchemist Penguin FULL

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### About This Game

You are a penguin, cut off from the rest of your species by a meteor crashing into the Antarctic tundra. Something has been awoken from deep within the ice... Something tha 5d3b920ae0

Title: Alchemist Penguin  
Genre: Action, Indie  
Developer:  
Foot in the Box, LLC  
Publisher:  
Foot in the Box, LLC  
Release Date: 6 Jun, 2015

English

the alchemist penguin. alchemist penguin book. alchemist penguin

This game is awesome! You get to play as a penguin, and fight dinosaurs! What are you doing reading this? You should but this game right now! It's litterly two bucks!. im normally a big fan of penguins but this game brought my addiction to a whole new level.. I gotta say by the looks of it this cant be that great, but then an hour later and im still doing run after run. Boy i was not expecting this to be this addicting, Tons of different weapon unlocks and then you can also lvl up each weapon by playing with it. Deff wasnt expecting this for 2 bucks.. A lot of fun kept me playing for hours trying to unlock new guns. A very good time burner.. Thoroughly enjoy playing this game! The premise is simple yet still challenging, and game play quickly becomes addicting.. Bonus note: Nominate this for the award for the villian that just needs a hug. You are a heartless penguin murdering innocent dinosaurs trying to evolve in peace or eat (looking at you hungrysauros). Played every level on the first gamemode, may update this as I complete other modes too. Gameplay: I had fun playing archaeologist mode where you pick up bones from dinosaurs you defeat to charge up your "ultimate" - a powerful single use ability that comes from a large shotgun blast of bones to a dinosaur friend that kills enemy dinosaurs for a short period. There is also the weapon: your main attack that has a short reloading time, your potion: a recharging potion that is throw to umlease powers to affect dinosaurs or yourself and finally a technique: a recharging abilty to help you in battle (e.g. a knife that drops a heart on kill or a charge). Controls: Movement is

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standard WASD. The addition of both a potion and technique can be confusing and I often mix up the two buttons (right mouse and space by default) and after overwatch I think of q as ultimate. The controls can be changed in the options so you can make them suit you better. Enemies: Dinosaurs have clear roles. Yellow and red ones appear lots but can only attack close up, black one armours up other dinosaurs to have more health, blue and purple have lots of health and can move fast either generally or in bursts causing the player to have to deal with them. Their health is easy to remember when using one particular weapon (e.g. with the first weapon yellows are 1 shot and reds are 2). Levels: Nearly all levels have unique twists or dinosaurs to them. They have various layouts, settings and spawnpoints for dinosaurs. Some of them can be repetitive with a central area and a couple of walls around it or a large open area with small bits of cover but they are still fun and generally the levels are different. Graphics and art style: The art style is cartoonish and simple making the dinosaurs and map clear. The dinosaurs are easily distinguished from one another from each of their unique colours, shapes and sizes although a couple of dinosaurs are a similar shade of green and are harder to distinguish as colour is the easiest to do so quickly. The special parts of maps such as lockboxes and water are easy to spot. The fog is one block colour and could be detailed more (although this isn't a huge issue). Music: Music is nice, I quite like the tracks particularly the one in the trailer video: I would probably have chosen that one for it too if I had too. It's not really loud or distracting to the gameplay. Menu: Lettering and boxes look great and the how to play is very simple yet informative. Could be more graphical options (e.g. more resolution options) but the simple cartoonish artstyle doesn't need loads of options for this. Ui: Contains necessary information (health, kills, rank, equipped items, recharge times) however the items and recharge times in the bottom-left are small and looking at them can distract you from the rest of the game. There is lots of empty space on the sides that isn't used and this could easily be enlarged and stuck there. Here is an idea for it: <http://steamcommunity.com/sharedfiles/filedetails/?id=759194159> It would make the recharge bars and item icons a lot bigger and easier to see by using empty space at the side of the screen and also make your health in a more central position. Effects on the dinosaurs and player are shown by small icons making it clear they have been effected but it isn't very clear what some of them do. Bugs: Twice while playing I got stuck at the very top of the level and could only move side to side but I haven't encountered any other ones. Conclusion: Really like this game: it had good gameplay, art style and is very clear. Haven't seen many bugs but there is room for improvement in some areas. Get this game, it isn't very well known and I think it deserves to get some more publicity.

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