The Sandbox Free Download [hack]

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About This Game

READY FOR CRAFTING VIRTUAL WORLDS ON YOUR PC?
The acclaimed world-building game featuring a unique mission-based approach is coming onto PC via Steam Early Access.
ONLY ON PC: Make 4X BIGGER worlds - You have 4x times more space to craft whatever you like in the CREATE mode!
Plus all elements are immediately accessible, there are no limitations to your imagination!
With **over 16 million players on mobile & tablets** versions and **1,500,000 pixel blocks creations shared in the Online Gallery** to date, this PC version is taking **world crafting simulation to the next level**!

CRAFT, PLAY AND SHARE!

The Sandbox is a unique world building & crafting game featuring over 200+ physics elements presented in 2D pixel blocks that can interact with each others. Players can craft amazing worlds, create pixel art, chain reactions, chiptune music, advanced contraptions, electric circuits or just play with physics.

Play with basic elements ranging from simple water, stone, sand, wood, glass, lava, fire, to more complex: electricity, metal, virus, antivirus,heater, cooler, lasers, pipes, gems, sensors, leds TNT, C4, crosswire, conveyor belt, music instruments etc.

That's not all, The Sandbox features also a wide range of casual elements, just for fun! Fish, bees, lion, flamingo, humans, zombies, robots, aliens, dinosaurs, monuments, tanks, cars, trucks!

Steam Exclusive Features

The Steam PC version of The Sandbox is a **Premium adaptation** of Pixowl's famous HIT! **No microtransactions**, All Elements are unlocked and immediately accessible, as well as 15 original campaigns to explore: Initial Story, Dinosaurs, Pixel Art, Music, User-Created 1 & 2, Lasers and pipes, Contraptions, Humans, Zombies, Robots, Alien Invasion, Retro Gaming, Ninja and last but not least, the Ecology / Natural Disasters!

A few thrilling features, exclusively on the PC version:

- **Make 4X BIGGER worlds** - You have 4x times more space to craft whatever you like in the CREATE mode!

- All elements are immediately accessible, there are no limitations to your imagination!

- **Ultra-precise controls** with mouse, trackpad or touch support (for touch-screen only)

- Several keyboard shortcuts to create worlds faster!

- Windowed display or fullscreen mode

- **Cloud saving of your progression online** and syncing across multiple PCs via with Steam Cloud

- **Cross-platform compatibility** of your worlds: create on PC, view on Mobile or vice-versa

Game Features

- Over 200 elements you can combine for different physical effects

- A classic/retro 8-bit interface

- Easy to understand tutorials get you started building worlds

- 15 Individual Campaigns: Initial Story, Dinosaurs, Pixel Art, Music, User-Created 1 & 2, Lasers and pipes, Contraptions, Humans, Zombies, Robots, Alien Invasion, Retro Gaming, Ninja and last but not least, the Ecology / Natural Disasters!

- 250 puzzle Levels in total -- dozens of hours of mind challenging content for your brain!

- Compose your own chiptune melodies you can play in-game. You may choose the following instruments: Note, Guitar, Bass, Trumpet and Drums

- Add advanced elements to your worlds:

    - Vehicles -- Cars, tanks and trucks are all available for your use within your world!

    - Contraptions -- LEDs, conveyor belts, lasers, pipes and multiple sensors are all available to bring your world into the age of technology!

    - Bring life to your worlds: Add humans and use Magic Job Powders to turn them into miners, builders, hunters, woodcutters or… ZOMBIES!

    - Zombies -- Turn your mild-mannered human into a brain eating beast that wreaks havoc on your world!

    - Robots -- Have robots taken over your world? You better obey your metal masters, puny human animals!

    - Ninja & Avatar -- Play with the controllable elements: Ninja, Avatar, Snake… and create your video game levels!

- Add dinosaurs and protect them from extinction (or, recreate the BIG BANG and wipe them from the face of the Earth - the choice is yours!)

- Add animals, fish and fireflies to your worlds and watch as their behavior creates "natural drama" that rivals any reality TV show!

- Use our decorations and add awesome real-life wonders to your landscapes: The Eiffel Tower, a crashed UFO, the pyramids, futuristic buildings and a giant robot are all available at your fingertips!

- Use TNT or C4 to wreak havoc with powerful explosions or light up your sky with meteors and fireworks

[/list]

Share your creations with the world

Share your favorite universe in The Sandbox's Online Gallery (http://www.thesandboxgame.com/worlds)
Search the gallery to see the creations of other players (1,000,000 worlds and climbing!)
Rate other players' worlds and add in your own elements to give them a surprise effect

Title: The Sandbox
Genre: Casual, Indie, Simulation, Strategy
Developer:
PIXOWL INC.
Publisher:
PIXOWL INC.
Release Date: 29 Jun, 2015

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Minimum:

OS: Windows XP

Processor: 1 Ghz

Memory: 512 MB RAM

Graphics: OpenGL 1.5 must be supported by your video card

Network: Broadband Internet connection

Storage: 100 MB available space

English,French,German,Portuguese

Z-Dog Enhancement

- (1) Miscate
- (1) Endoscate
- (1) Viocate
- (1) Cardate
- (1) Xenscate
- (1) Alis Pods
- (1) Deamon Cap
- (1) Slight Maw
- (1) Kissinger Tab
- (1) Pasdoo
- (1) Scashes
- (1) Holem Tail
- (1) Fantigo Skin
- (1) Askin Tomes
- (1) Revival

Miscate   0 QTY

                              Consumes: 25 Fuel

STR: 0   AGI: 0
DEX: 0   INT:
ATK: 50   Bite Def: 0   Spit Def: 0

State(+):
State(-):
Element:

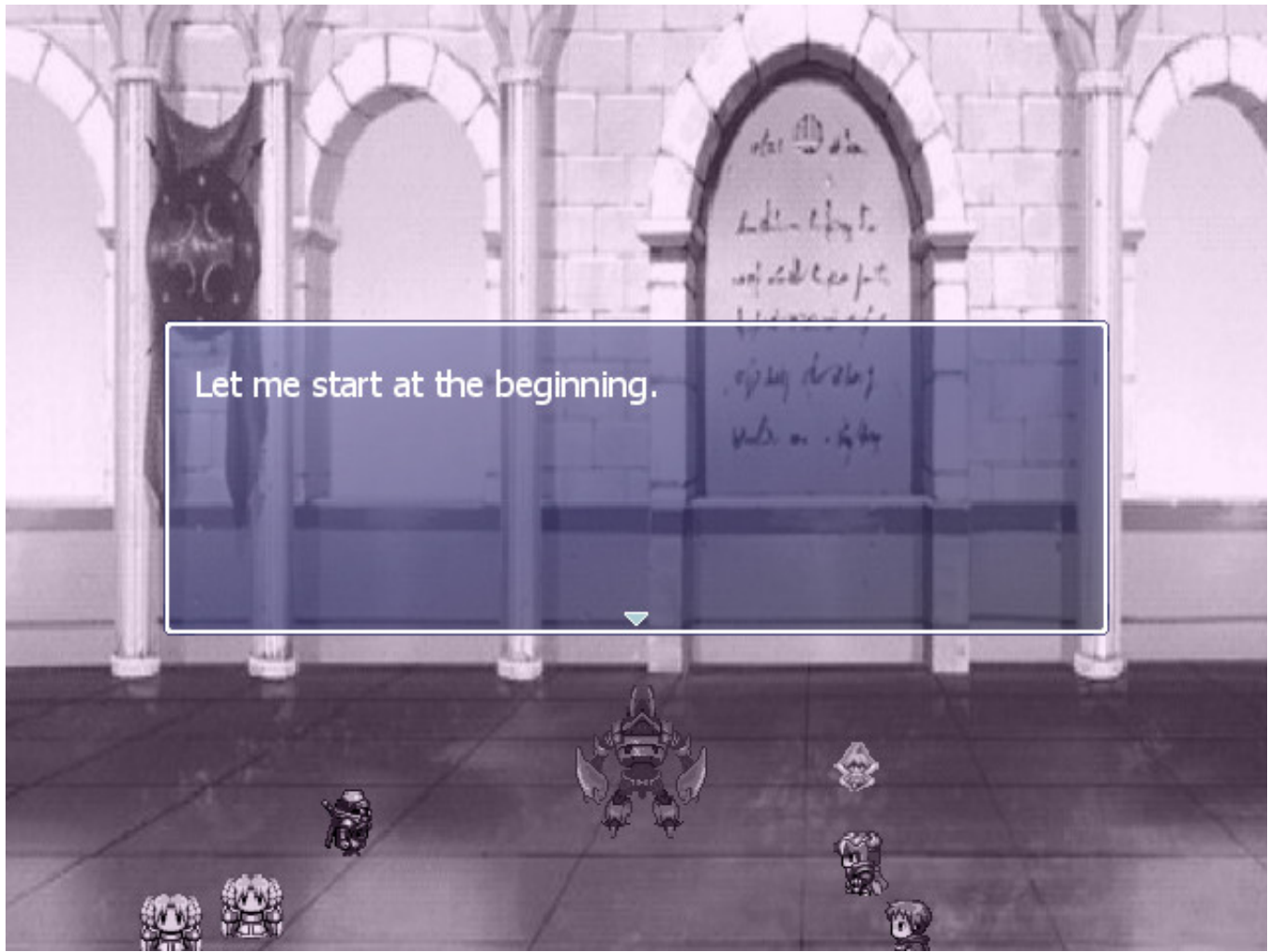Gun Powder <consumed>   0 / 1
Wild Mushrooms <consumed>   0 / 1
Alien Herb 1 <consumed>   0 / 1
Alien Herb 2 <consumed>   0 / 1

                                          16 Fuel

Let me start at the beginning.

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Well. NO I love German routes and now this one was on sale so I bought it. Big mistake. This route has no PZB, LZB or Sifa. So yea... That's bad. Also the textures are broken and cars are flying and weird stuff. Stay away from this route. trust me. There is a newer Berlin - Leipzig route made in 2016 so I will try that one intead. It's more expensive but propably better so yea.. At least that one has PZB and LZB. However you need to chance the locos for on that route because the standard trains don't come with PZB, LZB and Sifa. So that's a downside of that.. this game is pretty good if you can keep up lol fast paced AND super addicting. Mono...
A short horror game with a cheap pricetag.
To be short, its good for what it is.
An interesting story, nice monotone graphics and some good scares.

It's worth the cheap 4$ price tag.. Not bad game, but it feels to short, limited and uninspired to really recommend. The game takes place in only single location and doesn't really have any story at all. All you are doing is solving puzzle games that give you items to be used in other puzzles. The puzzle minigames themshelves are well done, but also feel completly arbitary, there is no rhyme or reason to what items they provide you with. The whole theme of freeing that rabbit isn't integrated into the flow of puzzle solving at all.

The game also doesn't do a great job at explaining itself, it just throws you into a room with no explanation. Clicking on things lacks audible feedback, so you often wonder if the game is broken and ignoring you clicks or if you are doing something wrong. I also had a technical issue where the game wouldn't play any sound at all and clicking the sound-icon didn't do anything to reenabling it, after a few restarts that however solve itself.

Aside from the lack of story, the weakest part in this game is the music, its not very good and also very erradic, sometimes you don't have any music for a while, then it comes back again. There is also a radio-puzzles where the music plays right over the sounds coming out of the radio, as it turns out the puzzle doesn't depend on the sound, but having those playing at the same time was irretating nontheless.

Overall its an ok game, but it's less then an hour long and the lack of any kind of story is really holding it back.. I originally got the game only for my profile acheivements, but its actually a really fun and addicting game! I'd recommend it. Amazing soundtrack, basic gameplay. My favorite!. Excellent story telling and narrative using VR.

great game, but not for the feint of heart (THIS GAME IS FREAKIN HARD).. I've spent, what, 2-3 hours with this game - and I am completely burned out on it already. It appears you go through repetition after repetition of the same events, you try to somehow acquire some skills, of course, at the beginning of this game you don't have any, so you fail every skill test from day 1 and then, unpredictably, you die -- only to go skip skip skip (and thank heavens you CAN skip dialogue) through all the same stuff again, maybe survive one more step, only to die another unpredictable death.

After the time I spent - I really really don't want to go through this again. It is mindnumbingly boring, and frustrating to boot. Every death is apparently meant to teach you what skills you'll need in this situation, but very often you simply haven't a chance to advance all those skills in time, and even if you have, the endless repetition of 'redo from start' just had me rolling my eyes.. A true pleasure to play. Kremlingames has done a perfect job in making this DLC, leading an individual SSR is a nice change to all the games where you "only" lead the union itself, and the new values like public opinion and quality of life is a very nice and welcome addition. All in all I would strongly recommend this DLC for purchase. 100\/100. If you want some quick challenging fun get yourself a copy of Xlarn. It's just like the original we played 25 years ago but with pretty pictures instead of keyboard characters. This game is fun each and every time you play it. Basically you want to get the Lance of Death. It has multiple difficulty levels to keep you coming back for more after you conquer it, also has local, friend and global high score charts so bring it on. 100\/100 Also it won't be quick if you finish the game but all the times you die will be and they will inspire you to come back for more.

~Mazaraku~. lt;First review, pardon the dust>

This is an awesome idea. And, I'll continue to play it despite the limitations.

But there are some things that just fall short.

First the great things:

1. The art is thematic and very moody. The maps are the same,

2. The story is a revenge story: a oldy but a goody.

3. A lot of the systems for the game feel well thought out: having to fence goods and train thieves. Culprits being caught and carted of to jail. Heat levels in different zones.

4. The *concept* of the heists are beautifully simple, the complexity is in the execution.

There are some large howevers.

1. First, it is a rogue-like. While I'm not traditionally against rogue-like games, the problem is that the game is not a procedurally generated. The story mission are the same, time and again and so on your third or forth attempt, the playthrough can be a little stale. A single fallback savepoint (every week, for example) would be enough to avoid this (and the points in subject 2 below.

2. Third or forth playthrough you say? After only 10 hours? Absolutely. There are a bunch of reasons that can fail you in this game, and the frustrating thing is more or less, there's absolutely notihing to be done. My first playthrough I ran into a mission where I needed two knife fighters. I could not recruit a second one for love or money. When I finally did, he was fairly unskilled and perished in the attempt. Moments later my second skilled knife fighter fell to the same guard - failing the mission.

3. How did the knife-fighter die you ask? In combat of course, fighting a low-level guard while my second knife fighter stood behind the guard doing nothing. Her knife was out, but she wouldn't engage the guard. After carefully maneuvering the guard into a quiet area where he could be attacked from both sides, only to watch him methodically cut down my junior fighter and then turn around and kill (capture) my guild leader.

4. The stealth mechanic is also a bit broken. The guards have no discernable pattern - making it impossible to "get the timing just right". It's more a function of blind luck - which detracts from the overall experience. If all your careful gameplay can (and routinely is) invalidated by a RNG because the guard randomly starts moving in the direction of your thief it can be quickly demotivating.

5. The game runs just too fast. Although you can take crews of up to four thieves, in reality, you'll only ever be able to use one or two at a time. if you have more than that in a building at once, it's likely that a randomly moving guard will stand near enough to a motionless thief to start detecting them before you can really do anything about it. Then your choices are run (and be spotted - quickly decreasing your stealth pool) or wait and hope that he moves on before you run out of stealth pool and captures your thief. Both are "meh" choices - they feel passive, defeating the idea that you are actively able to change the fate of your thieves.

6. Some niggling things - you can change the nickname of your thieves, but not their appearance. On one playthrough I ended up with four thieves with the same portrait - two of them were knife fighters and accidentally sent the junior on heists a couple of times. Since the only parameter I can alter is the nickname their names were changed from Sharp and Boots (admitted awesome streetnames) to SrKnife and JrKnife. As well, there are some thing that just are not documented anywhere: if you click on a map, it bring up a menu to Heist or Stakeout - who knew? Not I until my second attempt - leaving me wondering if there is just a bunch more stuff I just don't know about.

Ultimately, will I continue to play this game? Absolutely. Mostly because the idea is fantastic. Why someone hasn't (to my knowledge) exploited this idea before I don't know. The developer has been active in patching - I'm hoping his frustration levels will not max out before he's done.

I'm conditionally recommending: go in with your eyes open and you won't be disappointed.. The steering looks fantastic. Worth the price

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