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## About This Game

Fly the famed Platypus fighter through a fantastic landscape of carefully molded clay to protect inhabitants of Mungola from the Collosatropolitians! Collect power-ups and bonus stars to give your Platypus the boost you need. Every level of this gorgeous arcade challenge bursts with original fun that's perfect for gamers of all ages.

### Features:

- Cooperative Multi-Player (1-3 Players Locally)
- Two Difficulty Levels
- Stunning Claymation Graphics
- Unique and Addictive Fun



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Title: Platypus II  
Genre: Action  
Developer:  
Idigicon  
Publisher:  
KISS ltd  
Release Date: 17 Mar, 2007

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English







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I love it! <3. Some things to note about my review are that I got the game for free, I haven't played the first game, I was unable to try out the multiplayer, I only used one ship type, and I only played through on the easy difficulty.

Platypus II is a side scrolling space shoot 'em up that's supposedly a sequel to Platypus. You fly around in a space ship and shoot all kinds of enemies, ranging from other ships to... well... er... weird things. With seemingly no story, it's basically about defeating the enemies and getting a high score, which will save once you're done. You can pick one of four different types of projectiles when you start. This will determine your normal shots as well as your powered up shots. To get the different variations of your chosen projectile type, you have to kill certain mobs of enemies that will drop a star. You will see a color and letter on the star to denote the types. It seems that there's generally a power shot that will go through enemies and destroy enemy shots but shoot slowly, a wide shot to give you better coverage, an auto shot that lets you hold down the fire button to shoot continually at max speed, and rockets which seem to be the same regardless of your ship choice. You can shoot the star to make it spin around and change to the next in the cycle of set powerups. You can also find a lightning one that will always be lightning. And sometimes stars will drop that are only one type no matter how many times you shoot them, but all of them are on a timer. You can also find crates being carried up by balloons that will drop things like coins, score multipliers, and orbiting cannons that will shoot your current projectiles alongside you. By killing specific groupings of enemies you can get bonus points. Some larger enemies will give lots of points for being killed and will also drop fruit. You can collect the fruit for more bonus points, but if you shoot them they will break apart and leave you scrambling to pick up the pieces before they call off screen. So many points will get you an extra life. There are also bosses at the end of each level. There are five levels with five areas in each. By beating a level you will get a bonus credit.

I like the art of this game a lot. The claymation look is cool with lots of vibrant colors and interesting designs in the backgrounds and enemies. The music is pretty nice too. It controls fine and it's pretty simple to control. Being able to choose between different ships is cool for variety, strategy, and just some replay value. The mechanics of bonus points for killing enemy groups makes you want to kill everything rather than avoid it all. And the fruit gathering requiring you to be careful not to just keep blasting constantly is a nice touch. Also, the ability to switch what the powerup you pick up will be on the fly is fun because you have to decide if you want to switch its type and risk waiting longer to grab it or go in early while it's still safe and deal with whatever you get. Plus it introduced new enemies and hazards while staying visually appealing.

There are some problems though. Yeah, it looks pretty, but sometimes all the effects of exploding enemies can get in the way of seeing projectiles, not to mention the scenery getting into the foreground and blocking your view at times. There's also a weird choppyness to the visuals. That's probably somehow my machine, but it seems to meet the requirements so I'm not sure what the problem could be. The music is cool but can get a bit annoying if you don't like the song as stages are a bit long. Steam overlay would be a nice feature to include... or online scoreboards and such, but those are all minor things. I think the biggest problem is the pacing. The game is a bit too long to necessarily do in one sitting unless you generally have longer sittings like myself. Even if you do play it all at once, your trigger finger is bound to get tired. I mean, you CAN hold down the button to auto fire but unless you have that auto fire powerup then you can press the fire button much faster than that standard auto rate. I could use a bit of shortening up or perhaps some more variety in your gameplay to go along with the new enemies and backgrounds that you get.

So what does this add up to? Well, Platypus II is a fun little game, and it's worth playing if you like colorful space shooters. However... 7 bucks is a bit much for the short title. You'd have to really want to get those high scores and try out all the ships to want to keep playing, and it can be a bit tiresome to the fingers. For 3 bucks or less, I'd say it'd be worth getting for the general public. Overall, Platypus II gets a 6 out of 10 for being a pleasing space shoot 'em up experience.. Not nearly as good as the first game.. I only played this game once before owning the steam version. It was a 60 min free trial when I was about 6. Back then I thought it was a good game. Now..... Not so much.

Pros:

- You can choose what type of shots your ship fires to suit you
- Your ship can take 3 hits before dying instead of one in the first game
- 3 player co-op

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Cons:

- Runs very poorly (I'm using Windows 10. May run better on older hardware)
- Music is not good
- Only good area is area 4
- The fifth area is the most disgusting place ever
- Controls feel off

Overall I wouldn't recommend this game. It runs to poorly and just isn't as good as the first one.. Brings me back to the old days :). error starting module

..... Fix game sound quality and annoying bugs in video screen. Otherwise: The game is good.. This was the worst piece of trash i've ever let my cpu and gpu try to process. i7-3.6GHz/1fps. This game is broken.

No sound from left speaker.

Don't buy until they fix it.. The graphics look nice, game runs smooth, is fun.

I dont really have a sound issue, though more sound comes from right side of my headphones.

Specs:

Windows 7 x64

intel I3 4160

nvidia geforce gtx960.

12gb ram.



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One time I vomited onto my computer after drinking too much and when i looked up this game was playing. A shoot'em up arcade style with a playdoh look, power-ups, various enemies and remix of Rob Hubbard's Commodore chiptune musics. Sadly, the sound was for me only on one side, forcing me to turn off the sound in-game. More than one player can enjoy this game at once. My evaluation good game but a bit repetitive and sounds issue. I wanna replay some Commodore 64 games after an hour of this. Got the licence key as a giveaway on indiegala web site.. The game is unplayable. I fully recommend this game If you like the following:

- Sound that only comes through one ear
- Deafening sound effects
- Play-doh graphics
- Pure oldschool sweg
- Local multiplayer with mates
- A jolly good time

I have now made it my mission to make Platypus II world famous and to help it get the recognition it deserves!!!

Please assist me in this quest by purchasing this masterpiece and recommending it to everyone you know, you will not regret it.. I really love it, when a game resets my resolution, resizes all my windows, and destroys my rainmeter theme...

That aside: The game is crap.

Cheap Graphics, Everything looks the same: things to collect, your bullets, enemy's bullets and background. Mono sound just from one speaker.

If you get it for free: Collect the Cards and move on.. Buy the cheapest game with Steam Trading Cards

Install the game

Get the cards

Sell the cards

Make profit

Uninstall the game

. My friend bought it from some kind of random keys for steam.I guess he won't play this game, because he called this game bad, but for me its the best game ever 13/37.. Once again I get this for free because of trading cards. I try game its standart old, arcade shooting game. Its really old and repetitive ( same enemys not a lot of differences between them), only what seems cool is graphic design (It reminds me Neverhood). 3/10. I can't decide if the graphics remind me of claymation or Jazz Jackrabbit. Fullscreen only, hot seat multiplayer, gradius clone shoot-em-up. Competent, not my genre.

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