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About This Game

Tribe Of Pok is a tribal survival strategy game featuring a deeply simulated environment. You manage a tribe of hunter-gatherers, helping them survive and thrive in a savage world. As you become more prosperous, rival tribes will take notice. At first they will judge you based on appearances, but you can change their opinion based on the actions you take.

Simulated Natural Environment

The natural environment is heavily simulated. Water flow, ground saturation, evaporation, fertility, temperature and humidity all contribute to shaping world. Cut down all the trees and eventually they will stop regrowing. Use up all the water in a pond and it will be dry until the rains return.

Day/Night and Seasonal cycle

Temperature and humidity are affected by the time of day and season. Winters can be harsh with below-freezing temperatures, so keep the camp fires going to prevent hypothermia.

The Circle of Life

Plants and animals adhere to the circle of life. Plants absorb organics from the soil as they grow, produce fruit during maturity and return organics upon death. Animals travel in herds around the map trying to fulfill their own needs. For predators, this means hunting other animals when hungry. For prey, this means running away from anything that views them as dinner.

Nature is the Ultimate Provider

Almost everything you need will come from nature. Plants are harvested for their produce, animal carcasses are butchered for materials and rocks are broken down to make tools.

Procedural World

Each time you start a new game, the world is procedurally generated. You can select which biome you want to embark on, which will affect yearly temperature and rainfall patterns, animals and plant species, and the ground layers that make up the world.

Craft the Tools of Survival

Craft spears to defend against wildlife and other tribes, axes to cut down trees and awls to make clothing. Some tools are even capable of performing several tasks. The stone knife speeds up fire creation, but can also be used as a weapon in a pinch.

Stop the Decay

Food left in the open decays very quickly. Build pits to slow down this process. Don't place it too close to camp, or the warmth from a campfire will speed up decay. If the pit gets wet, any food inside won't last very long either. It's all part of the deep simulation that drives Tribe Of Pok.

Build Monuments

Guide your tribe to prosperity by building monuments of the Stone Age. Arrange individual stones however you like, we provide the pieces for your designs!

Take Charge in Combat

When danger approaches, quickly take control of Pokian Warriors in Combat Mode to deal with the threat. In Combat Mode, you can select and order Pokians around just like in a real time strategy game.

Diplomacy & Discovery

A unique diplomacy system where foreign tribes will initially judge you based on appearances. As they learn more about you, other factors will come into play that influence your relations. If your actions annoy them too much, watch out for raiding parties that will come to destroy you.

Title: Tribe Of Pok
Genre: Indie, Simulation, Strategy
Developer:
Poking Water Games
Publisher:
Poking Water Games
Release Date: 23 Aug, 2016

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English







Fantastic Puzzle Game with an amazing amount of customization to tailor play sessions to both the game style and difficulty you want.

Highly under-rated and under-appreciated game that is WELL WORTH CHECKING OUT. Nice beats and good puzzles. Fun !. I really wanted to like this but \$25 is far too much for 1.5hr, at \$15 or below i might recommend it but still this is a very shallow game. 1 environment, no interaction, no updates to content despite being in early access for a year+, great voice acting and motion capture though. Amazing premise though would like to see a full fledged 10hr+ VN in this universe.. I really wanted to like this game. The premise is great and the foundation is great. But it is just dreadful to play. It seems like it is unfinished and it is very hard to use. Maybe after its been out for a while it will improve.. one of many great games out there. but THIS game, is great and surreal at same time. Bad just bad like why would u buy this waste just a waste

A cool little "casual" -for me at least- retro game, which does not need to spend hours reading the user manual for a test run. I'm now 50 and no longer a hardcore gamer!

The two-layer battlefield is a good idea. Nice 3D-stereoscopic effect, perfect for what I was looking for: something to easily test my hardware (3D monitor with "vintage" NVIDIA 3D Vision 2 glasses; support of the Microsoft 360 controller is OK). And, oh yes, I actually noticed the sprites are 3D too! ;)

Hoping some more ambitious features will follow (at least more alien waves) but nice work anyway.. Got it from GOTY edition ;). Not too Bad, Pretty much the same as the IHH Version. Brought this when on offer. Properly they will do skin addons of "Evening Star" and "Black Prince" Later on.. Got this game on sale for 59 cents, and since it was a new indie horror game I thought I'd give it a go. Sadly it was a mistake. <https://www.youtube.com/watch?v=x0qG0AUIvyc> I got a video on this game on my channel that you can check out. Let's just say for one the flashlight was awful, the scares weren't scary at all, I was on a key hunt, and I ran into a bug towards the end of the game where I could walk through walls and I fell through the map... So you might want to work on a patch to fix that bug. Obviously though, this wasn't the worse thing I ever played but it wasn't great either. It was still bad but it could've been a lot worse. I did find some sort of entertainment out of it though, like with the guy playing the piano who turned around real fast and vanished. That was hilarious haha.. Jewel Quest has been a favourite of mine. It's fun but utilises the brain and has a storyline.. It's like popping bubblewrap, but way more fun.

[<click click click> This is pretty easy.](#)

[<click click click> Is this all there is to this game?](#)

[<click click click><MASSIVE GEM CASCADE> Ooooh!!!](#)

[<click click click>](#)

[<click click click>](#)

[<click click click>](#)

[<hours pass>](#)

[<click click click>](#)

[<click click click>](#)

[<click click click> This game's pretty addictive.. The pack gives you 4 ships you need to be able to fill every role that\u00b4s needed:](#)

[Tank \(Colossus\), Medic \(Protector\), Cloaker \(Ghost\), Buff and debuffer \(Venturer\)](#)

[The ships are around 600.000 \(570.000\) credits worth.](#)

[\u00b4m just gonna write the strengths and weaknesses of the ships in the last part:](#)

[Colossus:](#)

[+Lots of health](#)

[+Lots of Armour](#)

[+ignores Cover](#)

[+Rapid fire in all directions](#)

[+Shots have a large AoE, which are able to hit multiple targets at once](#)

[+Shots detonate at a predetermined range \(the locked target\u00b4s distance\), making it impossible to dodge](#)

[+Can hit small craft at range](#)

[+Excellent against Disruptors and bouys](#)

[+Can shutdown enemy engines for 3 seconds](#)

[+V- Large hitbox](#)

[++Heavily excels in Gamma](#)

[-Really slow](#)

[-Really weak armour on the rear and stomach](#)

[---Can\u00b4t really kill anything above lights on its own or things that keep their range](#)

[Shoot at things you\u00b4re teammates are shooting at and disable them if they want to get away.](#)

[Light ships are scared of you because you practically can\u00b4t miss them and you ignore shields like Raider\u00b4s and Centurion\u00b4s shield wall and Reapers shroud](#)

[You want to be shot at instead of your allies. With your large healpool and Extensive Armour, you gain more health than others by medics.](#)

Protector:

- +relatively fast
- +Small hitbox (if not attacked from above or below)
- +++Large, (potentially) long range, hitscan heals.
- +Has drones than can heal the protector if they damage enemies
- +Shots track their target
- +Can disable abilities for 15 seconds (Blink, boosts, heals from enemies, Pull etc.) or Disarm a ship for 5 seconds
- ++Can protect their allies of 50% of incoming damage for 20s (the bouy variant can\u00b4t be destroyed)
- below average damage
- Weak armour
- Power hungry
- Lack of damage
- Small healthpool

Either stay at the rear or right behind your allies (depends on the enemy fleet). Try and stay in cover and only peek to place your protection bouy, heal their teammates or\and disarm\disable an enemy.

Ghost:

- +++The fastest medium ship
- +++Largest burst damage with the addition of it\u00b4s ambush ability, which increases it\u00b4s damage by 200% for 8 seconds
- +Cloak
- +Blink (teleport) to target
- All abilities rely on energy (except decoy)
- Weak armour
- Extremely long reloads between shots
- Hard to use to it\u00b4s full extend
- Shots are slow

Don\u00b4t attack if you\u00b4re alone. You die REALLY fast if someone decides to shoot at you (except medics and some attackers and colossus). Try get the attention of medics. You\u00b4ll kill most of them with only 1-2 salvos with ambush. If possible, shoot broken armour. The previously mentioned colossus is a great distraction: attack the ships that attack the colossus while it distracts them and hinders\stops them from following you, allowing you to slip back into cloak.

Venturer:

- +Can place a bouy that protects it\u00b4s allies of 33% of the incoming damage in a 3km radius until being destroyed by an enemy or until a second one is places
- +++Has an AoE heal pulse that heals every ally by 20% in a 5km radius and immediately repairs all armour, giving them 30% of their health back and making them operational (on level 0 and without implants)
- +Strong missiles
- ++Hitscan lasers which deal good damage at close range and keep cloakers from slipping back into cloak
- +Armour break weapon that does tremendous damage against armour only
- +++Good health and armour for the only ship that can put up a fight while also being able to heal and protect it\u00b4s allies
- Below average speed
- Large hitbox
- Bouy has a 120 second cooldown on level 0 and is easily destroyed by enemy fire (colossus\u00b4 flak can even destroy it behind cover)
- All abilities have long cooldowns
- Lasers optimal range is 4.5km, everything after 6-7km just tickles the enemy

Fly it like a more aggressive support ship: only fly with an ally or group and break the armour of heavily armour targets to clear the path for their weapons. Stop cloakers from slipping back into cloak, no matter how little damage you do. Try to place the bouy in hard to reach places. All it\u00b4s abilities are based around buffing its allies and breaking the armour of heavily

[armoured targets \(Heavies and Brawler for example\). Try to keep your medics alive and time your heal in a way that heals as many of your teammates as possible. the cooldown is 45 seconds on level 0.](#)

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