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Simmiland Full Crack [torrent Full]



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## About This Game

Simmiland is a god game.  
Watch how mankind develops!

### What the heck is Simmiland?

In Simmiland you create a small civilization that you can only influence indirectly by playing cards to the land, such as plants and minerals. Playing a plant on a grass biome tile will result in a wheat plant, but playing a plant card somewhere else will also create something else. Try to experiment as much as you can!

Playing cards costs 'faith' that you gain from the humans when they periodically pray for you, or when you fulfill their wishes. One may wish for a berry bush and another for a deadly plague.

One of the more important cards is the 'inspect' card. This card can be played on items, objects and sometimes just on empty tiles. The inspect card will trigger an invention that will help the humans explore your world further.

The way you shape the land and guide the humans will decide which way the humans will develop. They can go as far as to build a rocket!

### The metagame

You can play Simmiland in 2 different modes:

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- Normal mode - your card deck is limited and you will find the apocalypse card at the bottom
  - Endless mode - you can play an endless amount of cards, but you won't get any achievements

In normal mode you *will* get achievements. Both achievements and progress will net you some in-game currency which you can use to buy new and more cards to fill your deck, giving opportunity to new possibilities.

### **Features**

- Quick, but relaxing, 10~60 minutes play per game
- An alternative endless mode where you can shape the land into infinity
- ~20 different cards
- 13 different biome types
- 30+ inventions to discover
- 40+ different resources to discover
- 20+ different achievements to find

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Title: Simmiland  
Genre: Indie, Simulation  
Developer:  
Sokpop Collective  
Publisher:  
Sokpop Collective  
Release Date: 15 Aug, 2018

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English







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Very fun game that's not too difficult, but challenging enough to keep you in planning mode. The only problem with this game is that at 10 hours in, I've gotten all but the last 3 achievements. So there isn't a whole lot of gameplay here outside of playing the main game a couple times. I can see myself playing a few more hours here and there, but I really wish there was a head to head mode or something where you could play against a friend and have your two civilizations battle it out. But even if there isn't more content coming out, this stands up as a rather fun game that is light on strategy and high on fun. 8/10.. Waste of \$5. Didn't even keep my attention for 30 mins before the randomness and lack of mechanics explanation lost my interest.. a tiny town with an average IQ of 8, and a population of 3

"are you SURE you want a bear"  
-God

painfully funny. Surprisingly good and relaxing game, can make you waste a couple hours just staring at tiny figures running around and praying to you. Rly liked it, for this price I definitely don't regret buying.. Card-based playground/light puzzle game. Using random cards given to you, you must try to help your humans to progress and stay alive by experimenting the different effects the elements have on the map. You may zap the ground with lighting to help your people discover fire, plant trees and make rain to state the obvious. While this might be enjoyable to some, I found it kind of meaningless and too puzzley, if that makes any sense.

I mean if you use 'sun' card on already dry land it will become desert, rain turns some areas to swamp and wind made a tundra. I sort of ended up using all the cards randomly, stared at the (somewhat underwhelming) results and uninstalled the game.. Peter Molyneux take note, this is how you do a god simulation. Simmland offers chaotic humans and almost endless fun.. Good game, after 10 hours I think I got all I can out of it but at this price that's excellent. The idea is fun, I love any type of god simulators and this one was clearly well thought-out.

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Really good title... Worth of 3,99€. This game has some issues. I loved the concept of the game, but the developer seems to think that figuring out the UI is part of the game itself. I'm all for finding secret things, but when you don't know what the game does or what things mean, it loses all appeal for me.

I may buy it later if the UI can be explained better. Otherwise, I'd take a pass (and this was when it was \$5 in case the price goes up).. UPDATE 2: 12.7 hours is when I'm making this post... the moment when I 100\$ completed the game! 13 hours is way more entertainment than you'd get from any movie... and for the price this is a steal. I still hope there will be more content, not because the game isn't satisfying, but because it is very fun to play!

UPDATE: Also I have to hand it to the devs. I was shocked to find another update so soon after the last... they're really working hard to fine tune what is already a fun little gem!

A fun little god-sim which seems worth the \$5 asking price.. For the price this is a 100% yes from me. Great casual game to sit down and play. Bought it specifically to play on my laptop when I have a free few moments. Easy to get into, but can get really complex trying to get the right combinations.. Cool little sim. Addictive right out of the box due to the desire to improve your deck by buying cards. However once you buy all of them and unlock Endless after 2-3 hours, the fun decreases. The timer in Classic is stressful and making Discoveries is hard because it requires putting your mouse over the right pixel. No instructions- you have to read the Compendium and hope for the best. I like the theme. This is NOT a card game, it is a pure God sim. Not sure if I really recommend for \$5, probably should be \$0.99-\$1.99. Wish Steam had an OK thumb.



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