
Rock, The Tree Hugger Download Rar File



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About This Game

"Rock, the Tree Hugger" is a casual arcade-style game where you must "save" humans and "hug" trees all while rushing against an impending forest fire in increasingly harder levels.

The goal of "Rock, the Tree Hugger" is to "save" a certain number of humans and "hugging" a certain amount of tree score.

You are a rock rolling around colored forests with one goal: avoid the fire; and "save" humans, AND "hug" trees!

You control the rock by holding down left-mouse button and moving the mouse around.

Green trees give you normal score.

Red trees speed you up, like taking Methamphetamine.

Blue trees slow you down, like after taking Methamphetamine.

Yellow trees give you double score.

Orange trees reduce your size, like working out.

Purple trees increases your size, like eating donuts.

Humans increase your 'save humans' score. Save has apostrophes for a reason...

Fire will kill you. Don't touch fire.

Can you hug all the trees, and save all the humans?

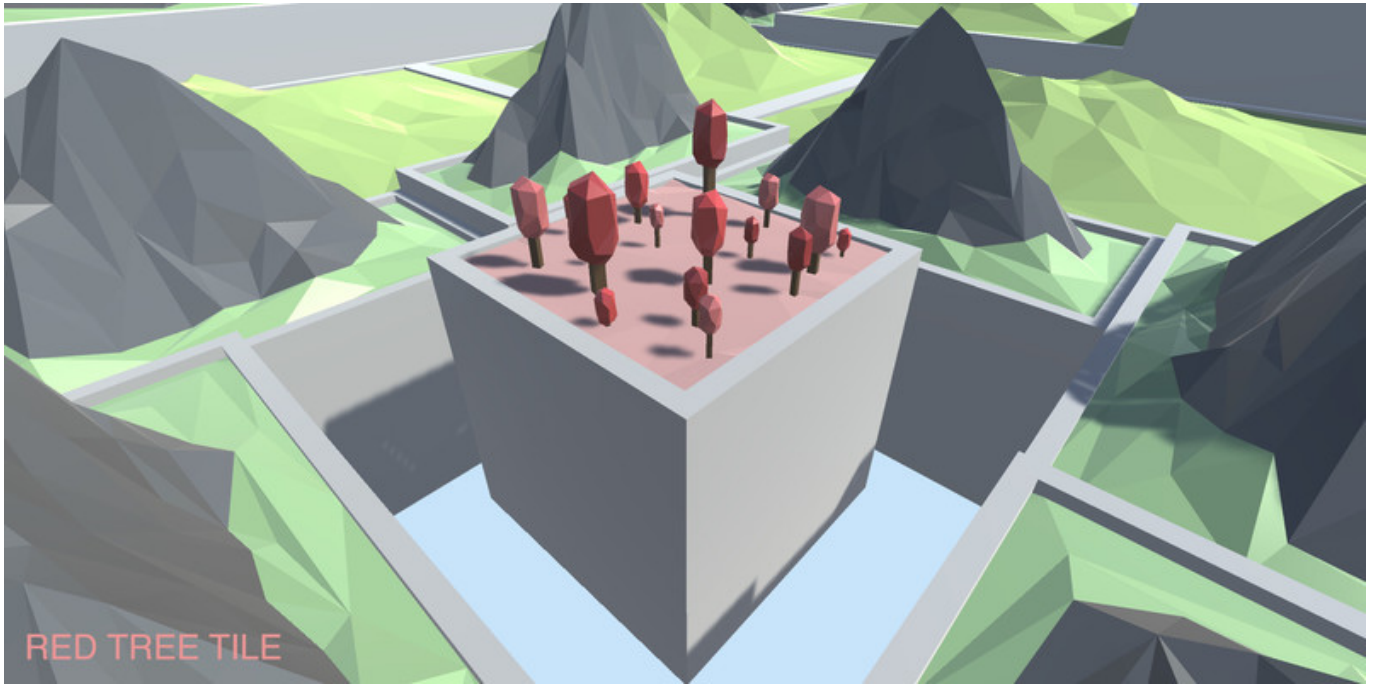
Title: Rock, the Tree Hugger
Genre: Action, Casual, Indie, Strategy
Developer:
Machineman1357, Phanom Games
Publisher:
Machineman1357, Phanom Games
Release Date: 30 Jul, 2015

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Minimum:

Additional Notes: Anything made since 2004 should work.

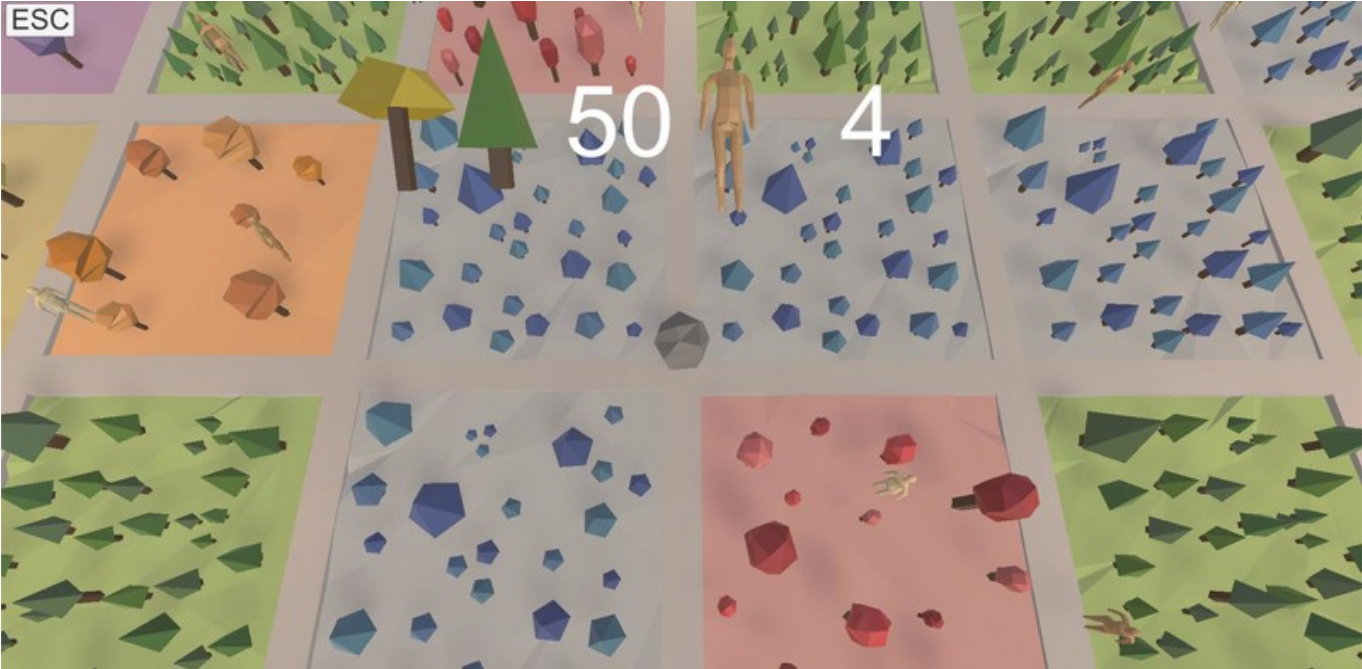
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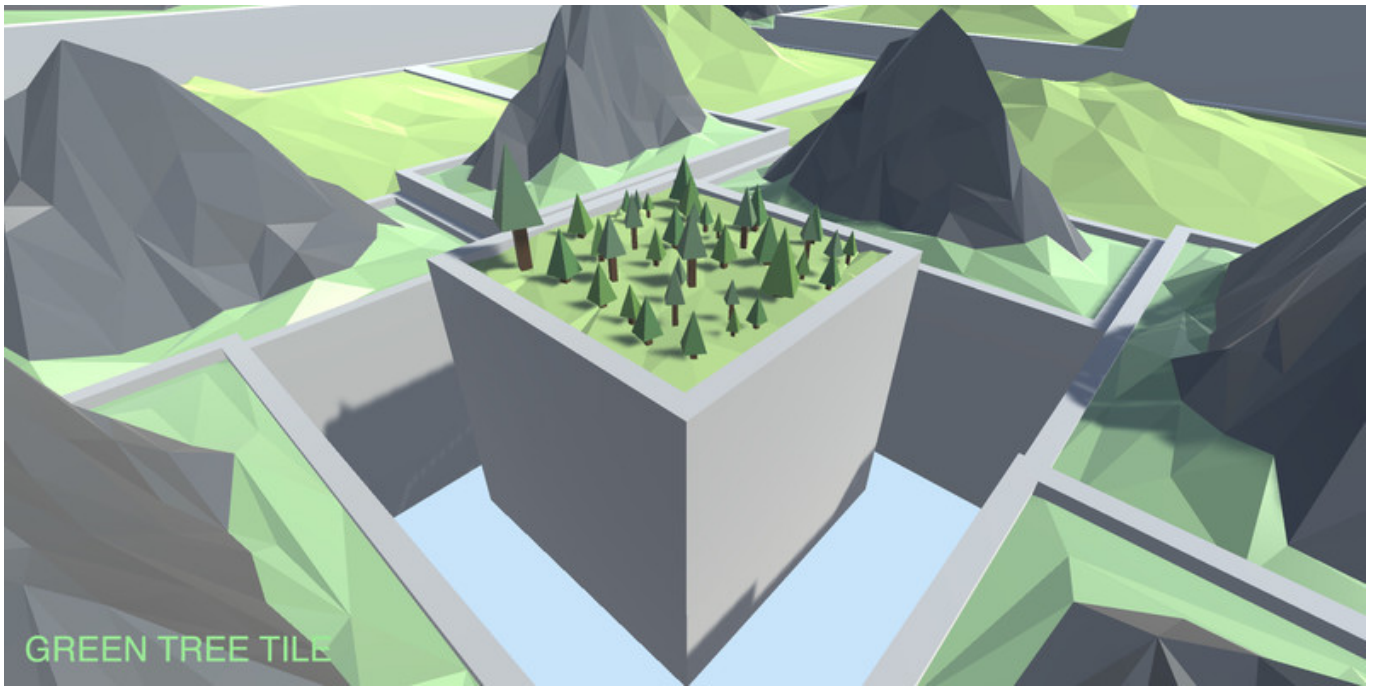


ESC

50

4





I really haven't played much of this game, but that's okay, because once you've played the first level you've pretty much seen the whole game.

Here's the scoop:

- The game only has 15 levels, and one tutorial level that can only be accessed by clicking the help option in the menu.
- The tutorial level is just a regular level with hints on the bottom. This is pretty bad game design IMO, as they could have just been added on the first level of the game. Or, like most games, the different tree colors could have been slowly introduced.
- The UI is visually bad, and somewhat broken (Every level has an ESC button at the top left that does nothing?)
- The control scheme probably would have fared way better with keyboard controls, but instead has you click and guide the rock with your mouse.
- Game only has one song, and it starts it from the beginning every time you start any level. If you're going to have only one song in the game, make it play continuously through level changes, so you don't always have to hear the first 5 seconds over and over (imo)
- Each level takes about a minute to complete * 15 levels is only about 15 minutes of game time, and that's a stretch even.
- Not enough content to even come close to 5 dollars.
This game a simple time waster at best. If there was more content/better design approaches this game could be much better. The concept is good, don't get me wrong! I can definitely appreciate where the dev was going here.

To be fair, it looks like it was made by just one person. That being the case, I can understand the lack of content and some of these flaws. Being a one man band is tough, so being able to make a finished product at all is an achievement in itself. I think the dev would be wise to look into game design, and to spend more time on touching up on the little things; it's the little details that often make video games pop. To be constructive, I think this game would probably kill as a smartphone app, with more levels, leaderboards, micro\u2665\u2665\u2665\u2665\u2665transactions, etc. If I were the dev, that's where my mind would be.

tl;dr

Simple time wasting game that you'd expect to be low priced/free on a smartphone app store. A good concept, but not enough content.

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