
Crankies Workshop: Whirlbot Assembly Patch 8 Download



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About This Game

Crankies Workshop is a true or false question game with a colorful and friendly atmosphere. Crankie needs help assembling his new order of Whirlbot's and he needs you to answer the knowledge machines questions to keep it assembling the robots. He will show you the ropes and then set you loose on all 30 levels consisting of 10 questions per level. Each question you answer is a stage in the robots assembly and has a dollar value based on the speed you answer correctly. The overall value of each of the 30 completed robots(levels) is tracked and assigned a rating of 1,2,3 by Crankie so you can see yourself progress and try and beat previous scores.

Features:

- Colorful and Friendly Atmosphere
- 30 Robots(aka Levels) to complete
- 300 True or False Challenging Questions
- 3 Ranks to reach per level

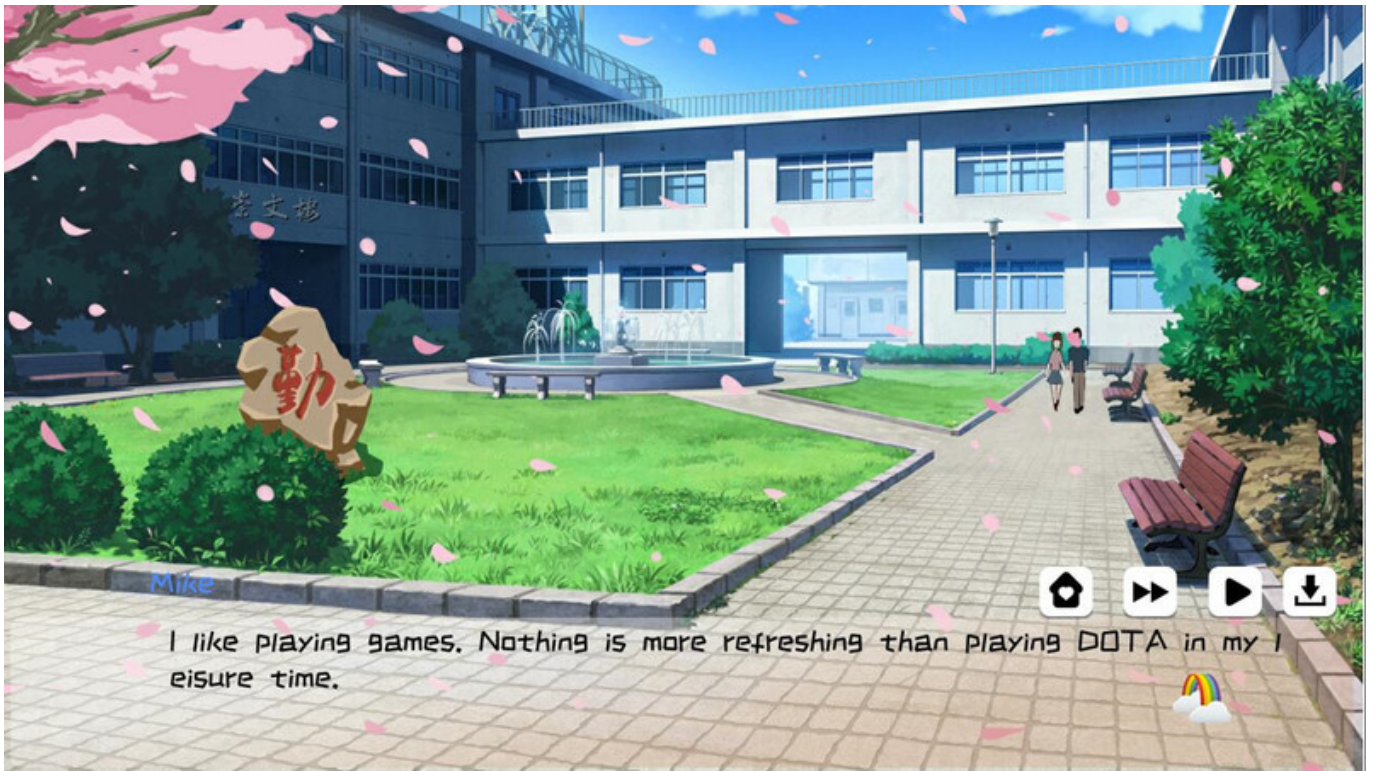
Title: Crankies Workshop: Whirlbot Assembly
Genre: Action, Casual, Indie, Simulation, Strategy
Developer:
Crankies Smartworks
Publisher:
VT Publishing
Franchise:
VT Publishing Games
Release Date: 16 Sep, 2017

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English







Mike

I like playing games. Nothing is more refreshing than playing DOTA in my leisure time.



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Hey, CA, since SEGA is making us buy the games we've already bought anyways, do you think you could talk to the brass about maybe having a "True Purchase" Pre-Order option?

You know, something at the price of a collectors edition, except instead of all that useless\u2665\u2665\u2665\u2665\u2665\u2665you get all the non Expansion DLC free?

I mean, if you insist on bleeding us dry, you should at least have the decency to let us get all done up-front.. Difficult but sticky game. It looks like the port of the android game, but in spite of this in the game there is no advertising like on the phone :D. She is ready to kick asses.. Fun game, kinda like pool except knocking cats together instead of balls.. The game is surprisingly playable with just keyboard controls. However, the final boss is complete bs on keyboard.. I can't hear any sound in this game. There isn't any problem with the others. It's a medicore game. Maybe 60/100 without the sound problem.. Great collection of arcade games. They all work pretty well apart from the bowling part that could use some adjustments. It's fun, you have high scores and there's something for everybody. You even get to use the robot arm to try and pick up prices. Can absolutly recommend these arcade games if you want to kill some time and have some fun, or just show a friend what VR is.

Its ok not the best graphics and sound quality but if its on a sale get it.

I will recommend it as I didnt encounter any technical issues.. With a complete experience, i'm happening to review the expansion called Sky Fortress of Just Cause 3. I guess, Sky Fortress drifted onto my expectations and formed up an elegant experience with all those additional features. They actually did a better development than they did with the main story. Now let me appraise it briefly.

7.5\10.0, *One fly of an experience with blasting additional contents* - Aaron

1. *Takes the flying experience on another level with a fantastically weaponized wingsuit.*
2. *Brings more chaos and destruction with an additional province and settlements.*
3. *Story narration takes the way of comical and exceptional tone within a little moment.*
4. *More little challenges to earn gears for upgrading the weaponized wingsuit.*
5. *All provided additional contents turns out to be massively convenient.*

So peeps, i'm thoroughly recommending and also, I'm happening to assure you that you won't be disappointed in it.. simple and easy to use. I used to play this on hard copy all the time. is a great game to play I just wish it still had a online feature. game is way too easy - did them all first try with 1 hand

. So, my dad and I sank 2 hours into the Co-Op and made it to Round 21. I put 1 hour into the single player on my own and the remainder is just me leaving the game running after food showed up.

Pros:

- *It's as advertised. a (seemingly) endless wave shooter with pretty standard mechanics. More mobs show up as you progress through the waves and the mobs in the waves progressively chunk more of your health off per hit.*
- *It's got Co-Op. I love me some Co-Op action*

Cons:

- *There's only 1 mob skin (at least between Round 1-21, there may be something later)*
- *The revive timer for a person dying in Co-Op doesn't seem to count down. It always says 20 seconds remaining*
- *The in-game shop has a lot of problems including but not limited to:*

- *guns, once spawned, are hard to pick up. Often you may have to fiddle with approaching the guns from different angles until you get the prompt to pick it up*
- *Choosing the \$3,000 sniper rifle doesn't spawn anything. It just takes your money*
- *Sometimes you purchase a gun and it gives you a gun with 0 ammo (Curse you shotgun). I also had a similar bug where when I switched guns it took away all of the ammo in my "rifle with scope" gun*
- *In Co-Op it seems that the shop doesn't work period for the person not hosting the game. My dad couldn't get guns to spawn even though the shop would take his money. When the guns did spawn, they weren't able to be picked up*
- *There's no option to just "buy ammo\refill ammo". You have to buy an entirely new gun that's evidently prefilled with ammo and leave the old\empty gun laying around*
- *There's virtually no time at all between rounds to go shopping. In Co-Op one person would run the final mob of the wave around while the other person shopped and in single player I would just sprint down the hallway and circle back to the shop. The problem with that is shopping has to occur fast (have some idea of what you plan on buying, buy it and then fiddle with picking it up before you get cracked in the back of the head by a zombie). This is a big problem the further you get into the rounds. Failure to move quickly enough in later waves really chunks your health and there is no way to refill lost health. . . - There doesn't seem to be any ability to change controls from within the game or to view the default controls. Some of the controls are listed once you load into the game but the rest you get a crash course in figuring out. For example, we didn't find out that there was a way to sprint\run until 3 hours into the game (it's the "shift" key, by the way. Pretty standard I guess but still would have been nice to know)*

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- In Co-Op there's no round counter on the top right of the screen for the person not hosting the game*
 - There's only 1 map and it's tiny. There's also no real substance to the map, it feels and looks very empty for a "laboratory"*

Overall, I recommend the game for a bit of fun. The game has replayability due to the nature of endless wave based games but looking at the same monster model for too long will become stale. My dad and I picked this up on a steam sale for 50 cents (\$1 total) and got our money's worth out of it. The general verdict is that you get what you pay for.. Fun and simple arena shooter that manages to feel fresh.

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