Freaking Meatbags Download For Pc [cheat]


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About This Game

Freaking Meatbags throws you into a futuristic world where robots have jobs, cephalopods aren't confined to a single dimension, and humans pretty much just stand around talking to themselves. As a lowly cleaning robot, your task is to gather precious materials from each world before the solar system goes kaboom. As soon as you land, you realize this gig isn't going to be as simple as you had hoped. During the day you'll scramble to gather resources, build structures and keep your base in good repair. But when it gets dark, get ready to fight. Those rampaging wild robots aren't here to have a knitting competition.

At least you're not alone in your daily chores. Fleshy, unintelligent and very unattractive human creatures live on these planets. You've discovered they're quite amenable to being told what to do, even if those tasks are as limited as carrying resources back and forth. Mix some DNA from a few different species, however, and you can breed humans with special powers. Like, say... laser beam eyes! A little mod here, a little hack there and they might turn out to be quite useful!

Features

- **Fuse alien and human DNA:** Create hybrids with special alien abilities by mixing DNA from two different meatbags. A human is useful, but a human with a laser eyes, and a new pair of arms is even more useful.

- **Build offensive and defensive structures:** Hold back the wild robot hordes while simultaneously pummeling them with lasers, missiles, bolts of electricity and your very own personal attack drones. 15 unique structures to create and upgrade.
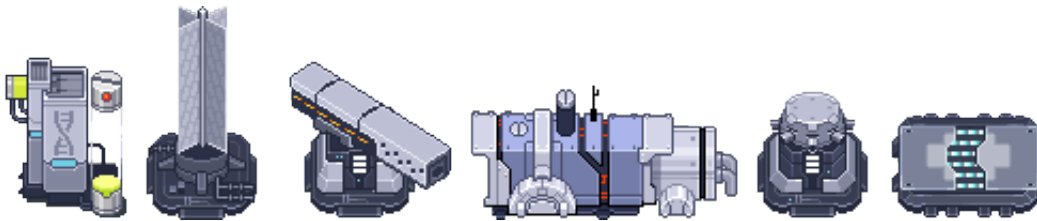
- **Enhance your base with technology:** Influence the battlefield and manage your base with nine different pieces of buildable technology. Need to heal yourself? There's tech for that. Want to build drones? Tech for that, too!

- **Motivate your meatbags:** The humans usually do what you ask. Unless they're tired or bored or just plain apathetic. Fortunately there's plenty of alien biotechnology you can implant to give them a little encouragement.
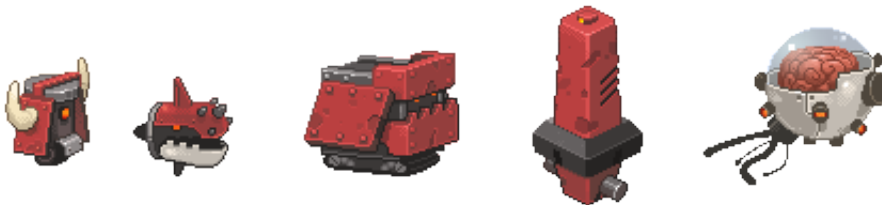
- **Robotic enemies:** Nobody knows where the wild robots come from, but they sure are well-armed. Eight unique enemy types that range from creepy crawly things to dashy explodey things.

- **Boss robots:** Three sinister bad guys to take out with your turrets. One of them has a giant brain. How do you figure it got in there?

- Multiple planets and environments to explore

- Four alien species to encounter, chat with and steal DNA from

- One giant trans-dimensional space squid


Philae Update

(February 2015)

- **Revamped DNA system** with hundreds of alien/human combinations.

- **Seven new genes** to get all splice-happy with.

- Equip meatbags with **jetpacks**, **hoverboards** and... **ROCKET LAUNCHERS**!

- **Stick humans in towers to power-up the buildings**. Because of science.

- **Overclocking** ability lets you see the world in slow-mo.

- **Brand new boss that jumps** around a lot. Shhh, that's all we can say!

- **Hidden zombie planet.** Go ahead, try to find it.

- **Over 50 gameplay, sound and interface improvements.**

- New platforme: **Mac** & **Linux**.
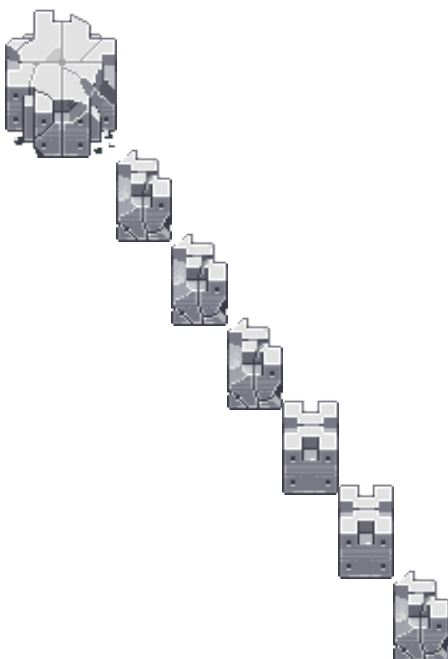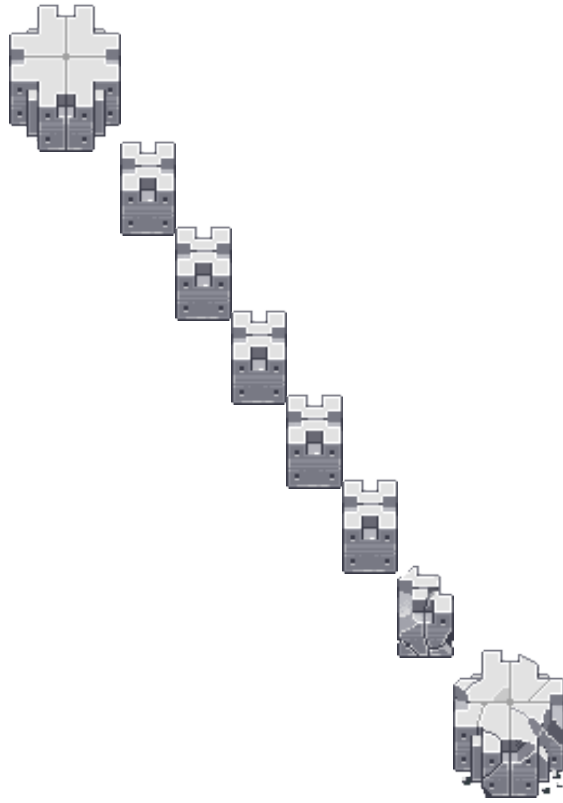
Title: Freaking Meatbags
Genre: Action, Indie, Strategy
Developer:
Wild Factor
Publisher:
Plug In Digital
Release Date: 4 Feb, 2015

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Minimum:

OS: Vista or higher

Processor: Dual Core CPU

Memory: 1 GB RAM

Graphics: 3D card with 512 Mo memory
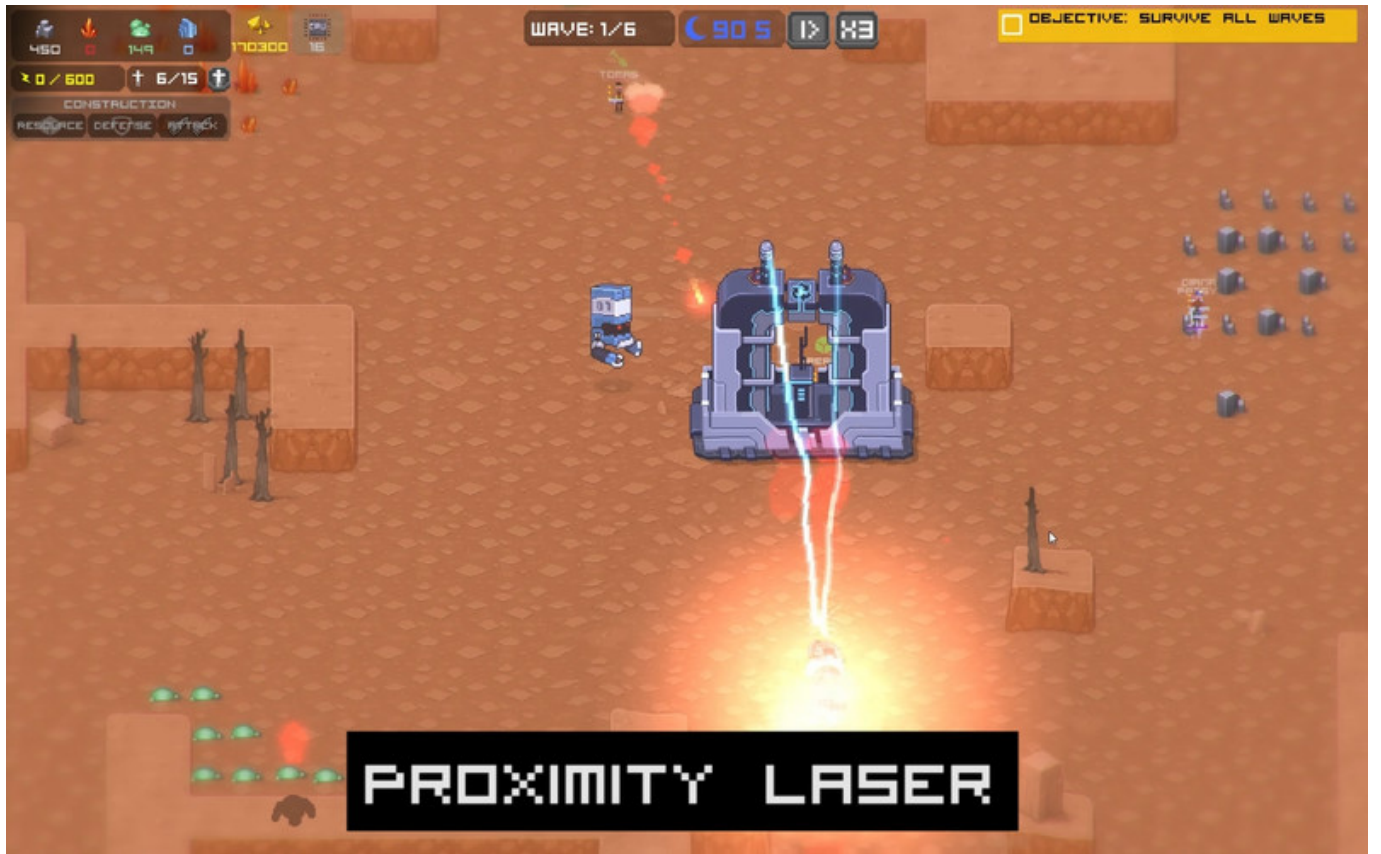
DirectX: Version 9.0

Storage: 210 MB available space

Sound Card: Stéréo

English

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This is a very fun, little game that I would like to see more of. It's fun, and unique, and I really hope we can get a few more TD\/RTS games on the market.

I will say, though, that while the DNA system is quite fun, I'd like to see more alien types!. This is one of the best strategy games I have ever played, it is addictive, funny and just all around fun.. It's a good game but has flaws, like to few aliens, enemies, towers, levels, and upgrades. But it mainly needs more content .I beat the game in 25 hours, a lot of time, some times leaving the game untended, but half of that time was replaying old levels to get cash so I could buy upgrades, only one bonus level is in the game that I could find, and only FOUR aliens.

Over all: Good game for those who want a cute game that lets you build some.. RTS, Tower Defense, Enslaved Humans...What more is there to say.. This game has been released from early access for quite a while now but it never really left. It's still a shambling mess of half finished ideas, barely balanced levels, and a poor user interface. It doesn't look like it's being updated which means it's never going to be good. That's a shame, because there are fun ideas here, but it'd take a good chunk more work to make them worth playing.. It's Early Access but still a fun little game. It's a dynamic TD game where the map challenges you to use different strategies each time. Graphics are a bit dated but the gameplay is pretty good for a TD game. Lots of humor in the dialog which keeps things fresh. Picked it up for $10.99 CAD. Haven't had any bugs so far. Items are still gonna be implemented. 9\/10.. Freaking Meatbags has a tantalizing merge of resource gathering, uncooperative human ("meatbag") AI, and tower defense elements that simply don't deliver in fun gameplay. The novel DNA mixing of meatbags is underwhelming and quickly resorts to two simple camps of miners and tower occupiers. The uncooperativeness of the meatbags fails to be fun or engaging, ending up as merely a nuisance which you pay to overcome with an upgrade. The navigation (relying on the view distance of your robot protagonist) limits map control in a way which is not used well enough to warrant the annoyance of maneuvering around obstacles and being unable to interact with far away units. I like what this game is trying to do but I don't think it ends up doing it very well.. Don't let the silly name fool you, this game combines RTS, TD, and RPG elements very well! Good Job. tower defense meets rts (on a minor level). a fun quirky little game, with some interesting mechanics, albeit not all too tough, unless you decide to gun for 100% at every level. the simple pixel graphics works well, with serviceable music and effects. what makes the game more interesting, in my personal opinion at least, is the story and narrative, which is pretty amusing.

all in all, it's a fairly decent game to pick up, especially if you're into tower defense games (with a bit of twist). the dna mixing mechanic is a fairly interesting one too, which does hold a lot of potential. perhaps for a sequel in the future then.. Adding my own review into this game to help support it. I would recommend buying this game if you like more than a simple tower defense. This game inputs many options and a variety of things to do in place of simply placing towers. You upgrade your 'meatbags', get drones for yourself, set up towers and place people in them that make the towers super powerful. It's simple, it's fun, it's an RTS tower defense, not sure what else to say.

Really enjoyable little RTS with great writing and good mission variety. It has a unique hook and is really well polished, especially considering it is an early release game. Highly recommended, even now.. I absolutely love this game! As a person that isn't exactly your prodigal tactical genius, I recommend this to anyone remotely interested in the RTS\/tower defense genre. This game is a must buy, with quite a lot of repley value for all it's difficulty options and upgrades. I wouldn't mind seeing an update or two in the future!. This is a very fun little game with quite a bit of depth, persistent crew but it's marred with AI bugs that force you to restart a level (the characters cease to respond to orders).

Imagine a more tower defensy Command and Conquer where you WASD control the commander.

You WASD control a bot commander who is in a dire predicament for having been late to work by 0.01 seconds... yes it's quite goofy light hearted humor.

You command locals into mining resources that you then use to build defenses and other machines to save their lives and complete missions.

Whoever survived can be kept and deployed to the next level and that's important because each member of your crew level up to become mining expert\/tower buff or can be gene-spliced with local aliens to get laser eyes.

On top of that your commander can gather attack drones that turn it into a mobile battle station.

It's a lot of fun and when the dev fixes the AI it will be a must buy.. A fun and unique tower defence and RTS hybrid.

Among all the crappy mobile phone TD ports on steam this game was a pleasant suprise. It's a shame this game hasn't recieved more exposure.

I have a few minor criticisms, such as the lack of achievements, a bit short, and overall could use some more polish such as additional DNA traits. It would be amazing to see a sequel building on this formula.

If you enjoy this game I HIGHLY(!) recommend playing Infested Planet, which is a very similar and probably superior TD \/ RTS experience.. a bit short, but it is great, you breed humans to mine and boost towers, other than that, it's a tower defence game.. Honestly, I can see where the developers tried and tried hard to make this work. RTS and tower defense can be very difficult genres to combine. If you are not very careful and rather clever you end up with a very one sided feeling RTS. Which is what this turned out to be. There just aren\u2019t quite enough\u2026 um\u2026 elements here to make it work. (Sorry devs. As I said, I see where you put in the effort.)

Sadly, this still misses the mark and I can not recommend it.. Since I can't leave a review on the store page for some unknown reason, I will post here. When I first decided to write a review I had every intention of criticizing the devs for releasing the game Early Access instead of just waiting until they had enough content. This was due to my own prejudice against companies that have been putting tech demos up on the store and charging full price. The truth is that Freaking Meatbags already has a good amount of content and many of the game's features. At $10 it's priced perfectly right now.

About the game itself;
The first thing you will notice is the humor. This is Douglas Adams meets Paranoia in the most flattering manner possible. The art is loveably cute and the writing is snappy and clever. It sets a different tone for what is essentially a RTS\/Tower Defense game with a mutation mechanic thrown in for extra fun. From the start it all just works.

The graphics are fitting for the current trend towards retro-glaucoma bitart. Everything is well crafted to be easily identifiable and often charming. This is a talented artist\/art director. I have not seen any artifacts or glitches. I can't wait to see more from them in the near future as more content is added.

Audio: Forgive me I had to play with the sound off since I couldn't stop playing through the night. From the looks of things I probably missed out on something great. I hope to update later today after I get some sleep.

Gameplay: As I said, it's basically an RTS- resource collection, build buildings, create units, set defenses but then it adds a tower defense element by throwing invasion waves at you. Each planet you land on gives you an increasing number of waves of attacking enemies. Sometimes a planet will be a special level instead(no spoilers!). The waves come from different directions and are made up of increasingly hard enemies and larger numbers. Finally, there is a DNA splicing element to the game. It's in the latest build but it's not completely "fleshed out"(sorry) yet since you don't have a ton of options for splicing but it looks like it will be really great addition once done.

Overall, the game is currently worth supporting. The direction of development seems consistent and the devs seem friendly. I

am eager to try out the rest of the game as I have had several hours of addiction fueled bliss already. I am sleep deprived but I had to get a review up ASAP so that these guys will hopefully get the sales they deserve. There has been a flood of garbage on Steam recently but this isn't like all of that. Buy this and enjoy!

. Funy little tower defense game, I actually liked the humor.

Not immensely hard even on hard as long as you get your meatbags proficiencies setup right

20 Hours \/ 100% completion