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About This Content

This DLC adds the Himalayan Ecosystem to your Tyto Ecology game, opening up a new type of biodome you can create with 28 new species!

We were deeply inspired by the incredible region of the Himalayas, which is why we chose to feature it in our first expansion pack. Nestled in the Indian subcontinent, it spans almost 2,500km wide, across seven countries. This diverse region is home to an immense number of species, with more being discovered each year. It's also home to many charismatic, well-known species, such as red pandas, snow leopards, pangolins, bengal tigers, Asian elephants, one-horned rhinos, and Asian black bears, all of which are also included in this expansion!

The Himalayas' region is threatened, with many of these species extremely endangered due to illegal poaching, climate change, and growing human populations fragmenting the space available for wildlife.

We will be donating \$1 from each Himalayas DLC sold.

We'll be donating to the World Wildlife Fund, an organization that does impactful sustainability work in the Himalayas. Read more about their efforts here: <http://panda.org/himalayas>

The World Wildlife Fund uses
“charismatic” species to mobilize
people and spread awareness.
Don’t you want to save that cute face?!



Title: Tyto Ecology - Himalayas Ecosystem

Genre: Casual, Indie, Simulation, Strategy

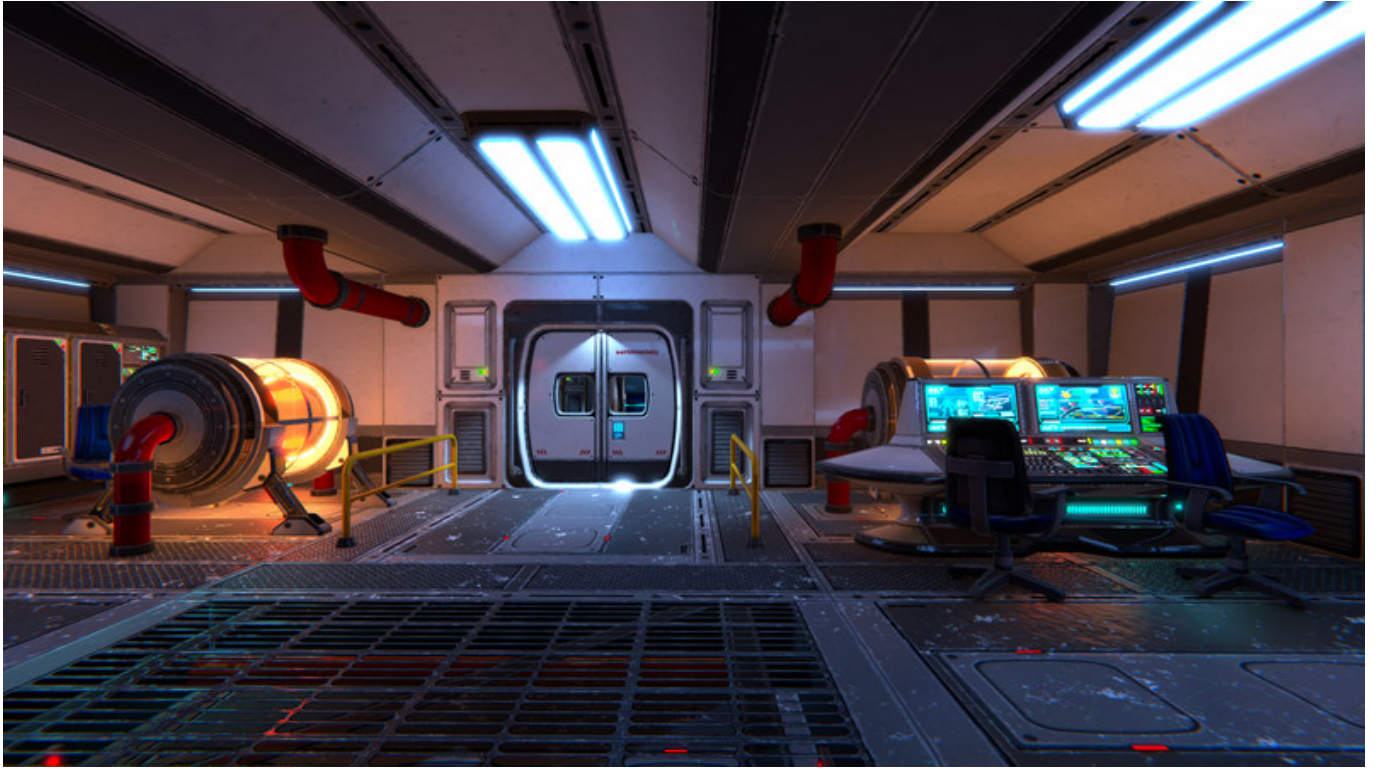
Developer:

Immersed Games

Release Date: 3 Jun, 2016

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English



Armed forces

	01/01/2016	01/01/2016
Investment Budget (in €)	553 Ms	553 Ms
Operating Budget (in €) :	1.45 Bs	1.45 Bs
Monthly Receipts (profits in €)	55.4 Ms	
Extortions/ / Ransoms/ Trafficking	22.1 Ms	
Territorial Resources :	33.2 Ms	
Exceptional Income (in €) :	0	
Funds from foreign countries:	0 (0%)	
Funds from foreign political party:	0 (0%)	
Funds from terrorist network:	0 (0%)	
Spills of war:	0 (0%)	
Exceptional Expenses (in €) :	0	
Securing the network:	0 (0%)	
Infiltration:	0 (0%)	
Communication-recruitment:	0 (0%)	
Hiring mercenaries:	0 (0%)	
Weaponry:	0 (0%)	

Manpower

	Actual	Objective
Fighters	96 000	96 000
Mercenaries	4 206	4 206

Conventional weapons

	Actual
Rockets (for infantry only)	100 206
Tanks rank 1	150
Tanks rank 2	44
Tanks rank 3	0
Armored trucks	1 600
Helicopters rank 1	0
Helicopters rank 2	0
Helicopters rank 3	0

Army

Armed pickup trucks	1 600
Fighters	96 000
Helicopters rank 1	0
Helicopters rank 2	0
Helicopters rank 3	0
Helicopters rank 4	0
Helicopters rank 5	0
Mercenaries	4 206



Dodge many enemies while running from a literal firewall

-DoItAll on Youtube. Awesome addition to your VR collection. This is a very nicely made story (3 chapter) and more to come. Hopefully they create as many chapters as the amount of adventure he went on. I'll keep buying :). This game is hard only because of the controls. clicking just to get out of aim down sight is a horrible game mechanic.. The game is dead. And i don't think they are reviving it.

But heres what i like

- This game is fun if you like shooting and being in a ship.
- It provides tutorials and information for new players
- I love the guns and stuff

Heres what i dont like

- Servers are dead. This game lowkey had me in a bit of tears. So, this game is incredible. The gameplay is entertaining and a good mix of challenging but easy enough to get through; the artwork is stunning (props to Lord Gris) but in my opinion the game is lacking in real sustenance. Every "day" of the game is the same thing, you can talk to the characters if you want, on certain days you can go back to old shrines with characters and earn special tokens, you can do side quests, but I feel like it's just the game trying to throw things at you to distract you from the fact that you're just gonna go back to another shrine at the end of the day. The shrines are all the same as well, they have puzzles, and you have to face different monsters on the way, you beat a boss, and then you go back to the campus.

spoiler The ending of this game is also quite lacking. It ends with Jun going back home, woohoo. The subplot of the two characters Persimmon and Pax being missing is solved after you complete the game, where a picture is shown depicting who I'm assuming are the two characters. It kinda leaves you wondering "so that's it?" It would've been nice to get more backstory on who took them, and how they got back. Since we don't get a lot of information on who they are unless you talk to Liza and learn that Persimmon is her girlfriend, and that's basically it. Most of the time you kinda just forget that the missing characters exist, until Liza brings it up at the end of the game, where it's revealed that they were taken in order to get Jun to stay in the Emyrs world (Also we don't get a reason for that either???), the point is is that you don't really grow any attachment to the missing characters, and therefore the ending becomes unsatisfying and lacking in what you really wanted. /spoiler

tl dr: The game is good, but the ending is extremely lacking, and the gameplay can get quite boring and repetitive quickly.. I deleted my original review, after a long read through it I felt immature myself. Yet I found a lot of it very true, and after investigating a lot of it I decided I should re do it. My original thoughts remain; the game itself is appaulingly bad for a game you have to pay for. But here I want to focus more on something else than the actual game; what it originally was.

But first review about what it currently is, and isn't

What it is:

A "Runner" game that's currently free on the Google Play Marketplace. Here's the link so you don't waste money on this version and can try it out on an emulator such as bluestacks. Personally I dislike the publisher so I'd do it.

Game: <https://play.google.com/store/apps/details?id=com.absolutist.skytoflyfree&hl=en>

Bluestacks Android Emulator: <http://www.bluestacks.com/>

What it isn't / What it lacks

- It isn't a good looking game
- It doesn't have a good options menu
- There's a lack of decent storytelling (All text, all in weird prompts)
- There's a constant tutorial going on rather than the "experimentation" way of teaching the player.
- It isn't a "Sports", "Simulation", or really a "Early Access" game. I feel like they're using Early Access as a shield, though if you read their description they're supposed to be done in less then a month from now, though their models are in poor detail and lacking polish as a game.

To the Publisher

Dearest Absolutist Ltd.

Why was your response to my admittedly childish original review in itself more childish, and less professional as a company. Why have you TWICE now used inappropriate tags to advertise your game? Why are you promoting a sequel to a game in a pre finished state? That's worse than Ubisoft releasing multiple♥♥♥♥♥Assassins Creed games within the same year. Why do you try to hide the fact that your games are Mobile Ports? And why do you have NO mention of steam on your website?

To the Developer

Dear AIVIK LLC

Where did the Sky To Fly MMORPG game idea go? I still see your forums active, I played the preview, though I don't know Russian myself so I cannot understand all of it. And I overall liked the idea. So why did you seemingly lose track of that, your websites seem out of date after all this time though, why did you take your assets for the MMORPG game, and put them into a "runner" game, with a closer perspective making them look horrible? I am in no way mad with you as I am the Publisher, I just want answers.

To the Reader

If you want to know more about what I am talking about, please follow these links.

<http://absolutist.com> -- The publishers website, where there's no mention of anything on steam. And they advertise free games.

<http://aivik.ru/index.html> -- The developers site, where there's art for Sky To Fly there. (Most noteworthy being a robot seen in the Sky To Fly: Soulless Leviathan trailer) All in russian so try using Google Chrome to translate

And most interesting of all:

<http://sky2fly.ru/> -- Sky To Fly's website. With a forum, documentation and the actual MMORPG (All in russian again) with more concept art and a free demo with a promising show to put on, if it were in English I'd actually give it a try. I did try it even in russian though.

So investigate a little. You'll see the Android version seems to have some of the content in both Faster than Wind and Soulless Leviathan possibly meaning that they've been chopping the Android version up into 3 games of the same type, and with the smallest being 4 dollars I only imagine them upping the price. But if all three are 4 dollars you're spending a maximum of 12 dollars on a game with assets as far back as 2010, that's free to play on Android. Just think about these anti consumer practices at play here. I do plan on doing more investigating, and hopefully make a video on everything. Thanks.

Also here's a little proof that there is asset re use going on here:

<https://i.gyazo.com/11cf7618546dcfe2cd8f29539c939bae.jpg>

Technically it's still theirs to use but it is interesting to say the least.

I decided to keep my original review archived here. Everything after this point is disconnected from the rest

Played 10 minutes after receiving a key for review and blindly going in. And I can say without a doubt probably the worse 10 minutes I've spent in my life, doing nothing would be better than playing this game.

Well perhaps not but let's go into detail.

Story: Might as well be none, in a forced cinematic you literally bump into a airship and there's just a captain and no crew apparently who's like 'oh you're going to this place let me lead you!' and then is like 'my engines broken' and I immediately stopped giving a ♥♥♥♥♥.

Graphics: *Satire/sarcasm coming up*

WOW THEY BLEW ME AWAY SO REALISTIC I WAS SUPRISED MY INTEL INTEGRATED GRAPHICS COULD HANDLE THEM!!!!!!!!!!!! YOU LOOK AT THE TEXTURES AND MODELS AND YOU JUST GAZE IN AWE OF THIS WORLD YOU'VE JUST ENTERED THROUGH YOUR MONITOR, I WISH I HAD A OCCULUS RIFT JUST TO BE IN FIRST PERSON STEERING MY SHIP ACROSS THE BOUNDLESS SKY!!!!!!!!!!!! BUY GAYME NAO!!!! *Sarcasm done with*

In truth, the game only supports 4:3 resolutions.

<http://steamcommunity.com/sharedfiles/filedetails/?id=623732748>

I think, and I say I think because there's no resolution option, and the settings screen is pathetic,

<http://steamcommunity.com/sharedfiles/filedetails/?id=623732305>

theres only language sound effects, music, and "HD" and there's two screenshots below showing the differences hd makes, and pro tip; I forgot which one's which.

<http://steamcommunity.com/sharedfiles/filedetails/?id=623732069>

<http://steamcommunity.com/sharedfiles/filedetails/?id=623732094>

Gameplay: Supports WASD and Arrow keys and is just a floaty ship, nothing else.

PS; Graphics requirements make no sense "Graphics: 512 Mb" and in more ways than one, not only not referencing a graphics card series or anything of the sorts but using Mb not MB so megabit, not megabyte, and megabit refers to transfer speeds so is it 512 mb/s? for graphics? That's really odd.

Also its in genres it shouldn't be in, like Sports, and Simulation, even racing which it might fit in as a minigame but I think either the publisher or developer is abusing steam to put their game in more favorable searches, and perhaps more. I do think a lot of the positive reviews are odd...

Also here's the comments from the developer and my response:

<https://i.gyazo.com/66fc74ca8a0e43ad28ec411eee5e3e17.png>

(Taken on March 17th 2016, they made no attempt to counter my rebuttel)

Also my video review for anyone interested

<https://www.youtube.com/watch?v=Cfa2y1to7VY>. Can't start the game. Need to port forward some adress... to conect to the server. That problem is so common they send you to some random guides online to download software for portforwarding and other crap.

I have played over 100+ games on my pc and laptop without the need to portforward anything.

I would sugest to the developers to not create technical barriers for your game in the first place so you dont have to ask from the user to solve them afterwards.

This is just pathetic.

. Finishing Streets of Rage took me 23 years and felt awesome.

Finishing this game took me half an hour and felt like I didn't punch any bears in the nuts. Also it wants to be awesome-funny so much that it becomes quite pathetic.

Play Broforce or Streets of Rage.

0/10 Hipster simulator 2015.

Neat little game. Has a few kinks, but is generally a good game.. Sky Knights is awesome and you should buy it.. I've been waiting for this game since the demo came out! The story and the characters are interesting, stat raising system with many quests to follow and of course such variety of ROs to choose!

I totally recommend it to everyone who's a fan of these genres.

I just we could have a guide, for helping us explore all parts of the game.. The artstyle was initially the first thing that won me over from the Burly Men at Sea trailers. Heck, I even pre-ordered it, I was so smitten! Today I randomly remembered this game should've been released by now and excitedly sat down to play it. It didn't disappoint. (Well, mostly.)

I initially thought this game would be more choice-heavy, but I wasn't too upset that it wasn't. I enjoyed the Brothers Beard and a lot of the humor sprinkled into their adventures. The writing style is laconic, but every character, no matter how small, has a unique personality that really helps bring the story to life. The game doesn't have too much in the way of exploring, but it's fun to try to click on as much as you can within the environment just to hear what kind of interaction it might have, since all sound effects are made with human voices.

The overall length of the game is what's ultimately discouraging, especially for the price. Even though I played through a handful of adventures, I came out with just a little over an hour, and while I may still have a few more "untrodden paths" left to walk, I don't really find myself feeling any urgency to start the game back up again. It's fun and cute and I find the artwork absolutely wonderful, but at the end of the day, this is probably a one-time experience for me and, while I recommend the experience, I'd suggest waiting to see if it goes on sale if you absolutely must play it yourself. I'm happy with my purchase, because it delivers on all the things I expected it to, it just doesn't offer up anything more.

Pros:

- + Gorgeous art
- + Whimsical soundtrack
- + Clever writing
- + EDIT: They added achievements and an exit button!

Cons:

- Short, feels very much like a mobile or browser game
- Playing through all the paths can feel tedious at times. Space Garden is cute & addictive. It's great way to waste some time if you want to play something but you don't want to pay that much attention. However, it's pretty short. I got over half the achievements in 2 hours of playtime. With that being said, it's worth the small price I paid for it. (I got it on sale.). Alea Jacta Est is an absolutely wonderful game. Focusing on any Roman time period of significant importance from the times of the dictator "Sulla" to Julius Caesars glorious rise to power, and even the war of control by his heir Octavian. I won't lie, like many AGEODS titles this game requires patience to learn, but the tooltips soon become your friends and you are playing without a doubt the most detailed game focusing on the period. Nothing is left out, even Senators of the time can often be spotted commanding entire legions. I try a Sulla Campaign here, I hope it gives you an idea of what to expect. Ave and good luck!

<https://www.youtube.com/watch?v=DEkGUxdVoB4>. So i finished the game in less that 2 hours ./ Fun game, but this is demo, not a product that i would like to pay.

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