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## WackyMoles Cracked



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### About This Game

Wacky Moles is VR casual game like the Whack-A-Mole. The legend of this town continues and more moles from the backyard also get involved in....

The storyline of this game is that naughty moles often wander in the vegetable field of the backyard. In order to protect vegetables and fruits we laboriously planted, we have to raise up our hammer to fight against these naughty moles.

#### How to Play:

In the game, players attack all kinds of moles with the hammer. The player should eliminate moles as many as possible within a specific limited time, so as to obtain scores. Of course, don't accidentally injure kind-hearted rabbits if you meet them. This can not only make you lose HP, but also miss the chance to get gifts from them. Some moles will not allow themselves to be seized without putting up a fight. They will throw out all kinds of items to attack players. The player can move to avoid their attacks or block attacks with the hammer.

There are a lot of props in the game. Players can pick up these props by hammer attack. Freezing props can freeze all objects, making the player easier to hit the target. Twinkling stars have full screen AoE skill. Once triggered, they can cause a lot of damage on moles within the scene. Watch out flying saucer props. Don't carelessly pick up them, because they can turn your hammer into a smaller one to increase the game difficulty. Of course, there are also many other interesting props waiting for you to explore one by one!

#### Game Features:

- Mini and Exaggerated Character Settings
- Rich Mole Varieties: ordinary mole, party mole, pilot mole and cowboy mole
- Immersive Experience that redefines Whack-A-Mole
- Rich Featured Gameplay such as gifts, props, dodge and block

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Title: WackyMoles  
Genre: Action, Casual, Simulation, Sports  
Developer:  
CrystalGame  
Publisher:  
CrystalGame  
Release Date: 12 Dec, 2016

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**Minimum:**

**OS:** Windows 7 SP1

**Processor:** Intel(R) Core(TM) i5-4790M CPU @3.60GHz

**Memory:** 8 GB RAM

**Graphics:** NVIDIA GeForce GTX 970

**DirectX:** Version 11

**Storage:** 500 MB available space

English







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On my review on Who Is Mike I think it's a very good game i like the person you are mike and i like the story it's short be good.

And here my youtube channel of when i did the who is mike videos

<https://www.youtube.com/channel/UC3yIMuGW8LmY1WcgnMtp2qg> here the link. This game would got from me maybe 3 stars from 5.

Although I had a problem with the game constantly crashing, I tried to play it until the end. The game itself takes maybe 4-5 hours to play, depending how much you explore the environment around you which is good to understand some parts of the story.

However, there are some backlashes which annoyed me throughout the game.

The main one was the system of the opening of doors. I do not know how it is when you play on your VR machine but doing this with the mouse gave me a headache. Esp in situations when you needed to run from the monsters and the doors suddenly opened differently than the others.

English voice acting and translation. As I was playing this game with a thai friend I kept the sound in thai and had english subtitles. The translation of Thai was very lame, she said, and lacked a lot of information. Moreover, trying the English voices, it sounded lame and unnatural.

Sometimes the scary moments really depend on luck. The area reacted well in certain situations, but it happened quite often in a big spaces, like the parking lot that if you suddenly havent looked that direction but moved forward you missed the scary moments and it was only music which told you something happened. I felt less scared that time.

Lack of explanations. The story ending was a bit lame. With or without the secret ending after the only choice you made in the game which had some importance (will not say what), the ending did not explain much. I really expected more from that.

Nevertheless, the scary atmosphere was ok, and the idea good. Exploring the story through 3 different characters was a good idea in my opinion. Also to get foreigner players closer to Thai beliefs and mythology. Big like for that effort. However, the good potential of the game was not challenged to its full potential. Developers could exploit the game much much more. In this condition how it is, I also consider it a bit overpriced, still I would recommend it for an experience. It was refreshing. I would not put it for more than 10 euros. I am looking forward for the next projects.

3/5. Another solid cRPG by Spiderweb. If you've played any of the others (Geneforge, Avernum, or Avadon) you know what to expect and whether you'll like these types of games. If you've never played one of these before, they are all great series (though some are more dated than others). Lots of writing, excellent lore, and a good story awaits!. Could probably let my kid nephew drone out on it for hours. I do kind of regret paying 10 dollars for it... The price and screenshots made me interpret something else entirely. I mean, its a fairly good game, it looks good, plays good. The price could have been lower though. It'd be a really good game to drone out on while riding on a bus or something. Or while you're waiting for a baby to be delivered. Buy it when its on sale, though.. Fun fighting, puzzle, bouncing game. Right when you think you have the mechanics figured out there is a twist. A room with a new type of puzzle, a monster that looks harmless then fires ghosts at you, or its time to change my hero in order to beat a specific room, and then you die. Yay for infinite lives! But you need to start the dungeon over again. Reminds me of old school mario games where you get half way through, then die, and have to run the level over again until you unlock the secret of the level you are on. I like farming gold, but then i get stuck because he has no boost!. Some of the movement can be awkward, but overall a fun game.

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The unique artsyle and excellent soundtrack makes this platformer different from ordinary ones. The ability to switch between multiple artstyles for every level is quite amazing, with very nice music that compliments each level.

There's tons of collectibles and characters to unlock for the completionists out there which gives the game replayability. The gameplay mechanics are simple, but the later levels will test your skills making it quite a challenging, but overall fun game.

For only 3 bucks this game is more than worth it for the amount of time you can get out of playing! Definitely one to try. Wish the purchase came with the OST tho. Ribrienne's outfit isn't available on guys, even though she passed it onto a man near the end of her Dai Uchu's (う5927う5b87う5b99) run. No immersion. Fake!. Brain is melt. Memories came back after launching this game. Very nostalgic tittle, reminding me of old horror games. Of course I am nat talking about graphics - it is modern and very nice. As a fan of horrors, I am playing a lot, but this one needs to be commented and highlighted. This is where Adventure Horrors should aim right now!. This game is great. Good characters and good story. Very good game-play. demanding boss and the subordinate characters are well prepared. a lot of game-play modes and a long game.. Class-RPG's inverted, instead taking on the role of the monsters the heroes come to fight. You control an Overlord, who recruits minions and builds a dungeon where they live, work, fight and die for your amusement.

For those that loved the class Dungeon Keeper games - this is right up your alley.. I actually enjoyed this game, it's something different. It's like the Tony Hawk of bullfighting. I just wish there was blood. Now we need a sequel, Running From The Bulls. With the option to be the bull :D

EDIT: I in no way endorse the harming and subsequent murder of bulls in real life. I do understand it is a large part of history and culture and vehemently defeneded by certain demographics in parts of Spain. I, personally, am against the unnecessary real life animal violence, but, that's my opinion and I don't have the cultural and ethnic background of the people who enjoy this thing, so I can't comdemn them for something they were raised on. I just like to do it virtually because it's (no pun intended) a completely foreign sport for me.

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