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Almightree: The Last Dreamer License

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## About This Game

Everyone you knew, all you have loved are gone and the world is literally shattering at your feet. A thrilling and challenging 3D puzzle platformer, Almightree: The Last Dr 5d3b920ae0

Title: Almightree: The Last Dreamer  
Genre: Action, Indie, Strategy  
Developer:  
Chocoarts  
Publisher:  
Digital Tribe  
Release Date: 7 Sep, 2015

English,French,Italian,German,Japanese,Korean,Russian,Simplified Chinese,Traditional Chinese,Dutch

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Buy it on sale for 50 cents, and get a few hours of gameplay out of it. Not a bad game at all.. So, the only thing I have to remark, is that the controls coul be a little tighter. Otherwise plays wonderfully. It's a nice puzzle platformer and with the level makeup in some stages and limited thinking time reminds me of Catherine, just Family friendly. The style is easy to look at and fun! Without it the game would lose one's attention a lot quicker. and the music is quite enjoyable as well. Alltogether a fun experience.. I'll Say this game is Decent not bad but not good either Cons: The Controls Is Kinda Stiff Multiplayer Server Is Dead Pro: Awesome Scenery Simple And Easy Mechanics. Great puzzle game with a great price :). This Jakarta developer found here <https://twitter.com/ChocoartsGames> likes to put two words together such as 'Almightree' and 'Plantsportation'. Which ironically is fitting for a game which also entwines a number of concepts together too. Its a 3D grid platformer decorated in an artstyle that respects the classic games such as Zelda, Bastion and Catherine. Granted the story doesn't really make a lot of sense. You 'the last dreamer' have to save the world in which you live and which is falling apart literally beneath your feet. Why

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is everything falling apart? I have no idea. In any case, you need to keep ahead of this quake that threatens your very existence and which has already killed all that you have known and loved. As the last man standing you're given a vision that the almighty tree (some big badass tree) can save your world as long as you get to all of its withering saplings (20 of them) and touch them in all the right places and bring them back to life, so that they can pull your world back together again. The sap that you are, you agree and branch off onto an adventure where you must traverse 20 levels which demand that you solve block moving problems while on the run. The gradual difficulty is well presented here, the first 5 levels literally let you find your roots in the game, while the other later levels from 13 onwards will send you barking mad and will probably have you stumped at times. There are three difficulty levels easy, medium and hard and I would strongly suggest playing the game hard from onset. As only the toughest difficulty will unlock a further 40+ challenges which also demand your gaming expertise. These stem from levels needing to be done by a certain time requirement, levels needing to be completed with no damage taken, levels being completed with a certain amount of sunspheres collected, and finally levels being completed within the minimum block transportation moves possible. The puzzle mechanics gradually get harder and harder too, from simple bridging the gap to moving specific blocks so that you're shielded from the effects of certain obstacles, such as shooting flowers or electric plants. One false move and you can find yourself in a very serious predicament as you start to feel the ground tremble beneath your feet and the musical score starts chanting that 'danger, danger, run, run, your going to die!' melody. Before you know it 'TIMBER!' and down you go. There's also multiplayer, but these are just the same 20 levels randomly being selected. It would have been a nice surprise if the multiplayer had a more random perk to it, by chopping up the levels that we have already played in the single player mode, and delivering them in a more splintering offshoot, with sections randomly jumbled up and maybe even mirrored. This way it would have been more exciting constantly thinking on your feet more, while being pitted against a worthy adversary online. I would also have loved the game more, if there was more levels and maybe a workshop where we could submit our own creations to enjoy. The game felt like it was just getting started when it suddenly came to an abrupt end. There's a slight teaser at the conclusion of the game that you might not be alone after all, and a glimpse of an artistic style grid which looks like it could easily be followed on with new enemies and puzzles needing to be solved, but alas the developer seems to be intent to follow other gaming ideas and seeds that he has in soil, instead of helping this game which seems to be maturing nicely to even be more fruitful than it has been. In a nutshell, for the price that it is, you really can't go wrong. It was a fun challenge, exciting timewaster, look at that, I can put two words together too. Below is a sample of its me playing through the first 5 levels. It should be enough of a sample to see if you would enjoy this game. <https://youtu.be/oWALZ0jLXZI>

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