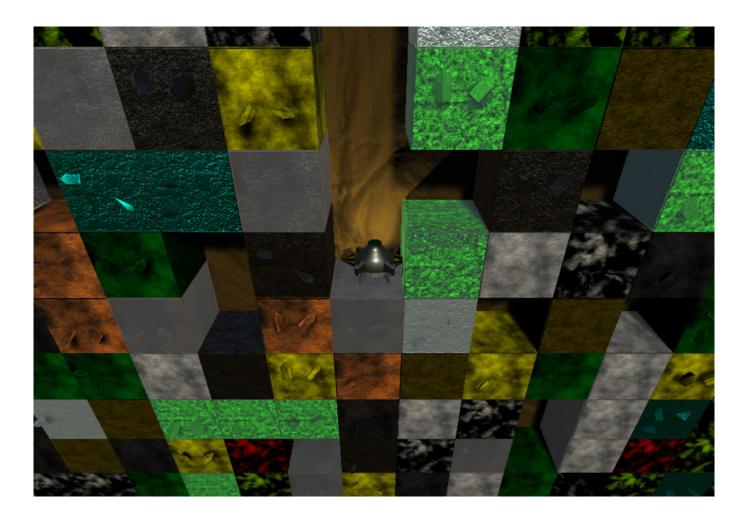
Planet Driller Download] [hack]



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About This Game



Planet Driller is a mining game where you have the part of the procedurally generated planet full of minerals that you can sell for cash, then use the cash to upgrade your ship and make the job a lot easier!

Planet Earth needs the recently discovered DarkMatter only found in another galaxy. You are sent to drill a distant planet's surface to find DarkMatter and save the world!

Key Features

Procedural World

In Planet Driller the world is procedurally generated, so that every new game you start, you have a different experience based on a seed and difficulty with more than 4 Billion different worlds.

• Dynamic Economy

As you discover more minerals the price of each one will start to decrease, based on the law of supply and demand. (i.e the more gold you find, the less it will be worth)

• Procedural Music

All ambient music is procedurally generated MIDI music.

• Upgrades

At first your ship has a slow drill speed, a small tank, low storage and a weak protecting hull, but as you sell more minerals and collect more money, you can buy upgrades for each component that will make the job easier!

Tools

Several tools will help your journey.

Explosives, because sometimes blowing up your path is easier then drilling it.

Beacon, to teleport you back to the surface wherever you are.

Insurance, to give you a brand new ship once you destroy yours.

Natural Disasters

The planet you are exploring is hostile and from time to time natural disasters will happen, like meteor showers, earthquakes and blizzards that will make your journey not as pleasant.

• Buy new Ships

Upgrades are fine, but they have a limit. Once you bought every upgrade, you can now buy a brand new more powerful ship.

• Steam Cards, Achievements and Leaderboards

As you play you will earn Achievements and Steam cards. You can also submit your score to the Leaderboards and compete with other people and friends.

Title: Planet Driller

Genre: Action, Adventure, Casual, Indie, Strategy

Developer: Oryzhon Studios Publisher: Oryzhon Studios

Release Date: 4 Jul, 2016

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Minimum:

OS: Windows 7

Processor: Intel Pentium D or AMD Athlon 64 (K8) 2.6 GHz

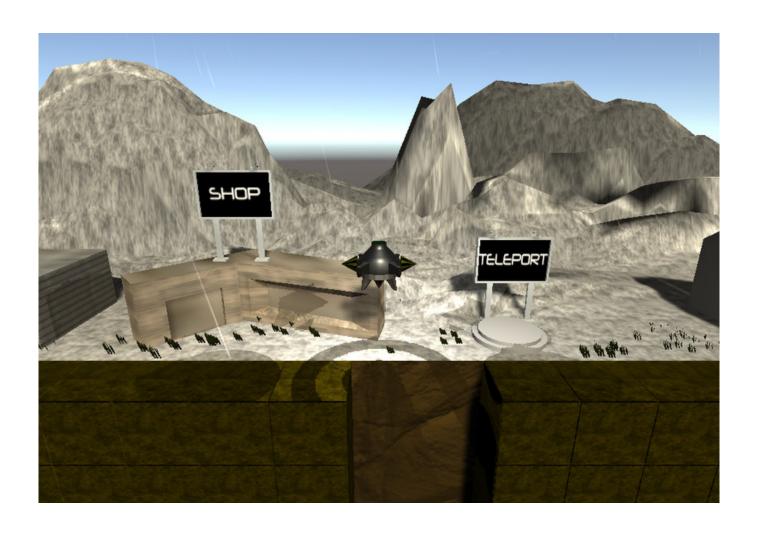
Memory: 1 GB RAM

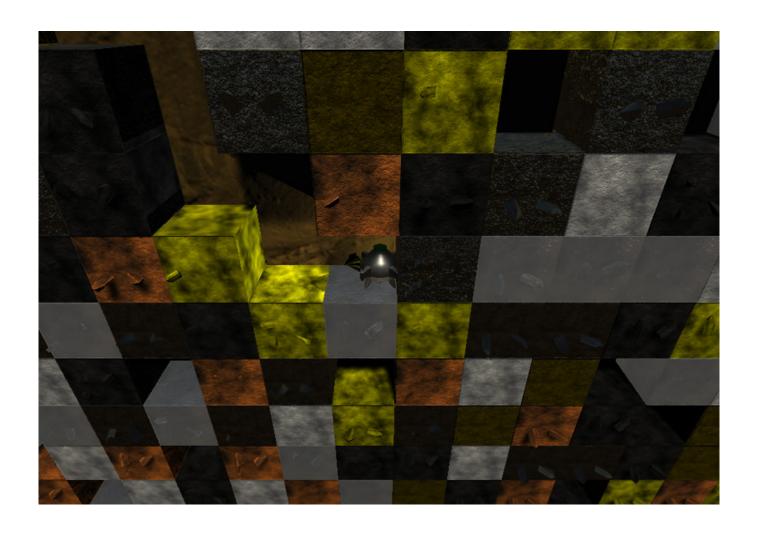
Graphics: Intel HD Graphics or AMD/ATI Radeon HD Graphics

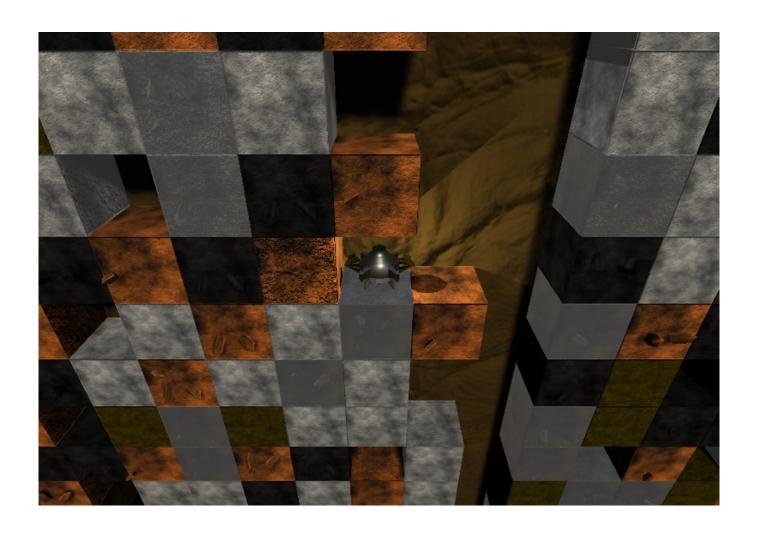
DirectX: Version 10

Storage: 200 MB available space

English







planet power drill. planetbase driller bot

this is lower quality almost carbon copy of an old online flash game called motherload without the satan boss once you hit the bottom. as far as i can tell you can't purge things from the inventory although it will list how full and how much of each ore you have, fall damage doesn't increase based on your fall speed so if you can handle taking fall damage you might as well just deadfall to the bottom of the shaft, all in all go for the free 2d 15 year old game over this unless you really love digging.. I liked the game because I was bored and would recommend this if you have 1\$ (that's how much I payed) to spare and want to waist an hour of your life.

The game is basically a ripe-off from motherload; the only diffrence with motherload is the fancy graphics, no story-line and you can reach "the end of the world" (1000m) after waisting approximately 30 minutes of you life; yet only 9.6% (when I checked) have this achievement.

Brain-explode moments:

- When you load a safe blocks magicly reappear!
- I still to this minute have no idea if silver had silver color or coal-ish color
- The map is not fully filled with "resources", gaps everywhere
- After fully upgrading my first ship, I buy the seconds and can't really upgrade this ship (probably because I bought them all before)
- You can die from falling 3m down when you hold the down button; this "feature" is pretty cool
- You have to start slowing yourself down from falling from the moment you fall because you can bounce from left to right and might hit a gap on your way down and die
- There's a possibility of dying when you're on hull health and hit a "lava block"; also a cool "feature"
- A day lasts about 3 seconds in-game
- A night lasts about 1 minute in-game
- When it's night, it's pitch dark; the only light you have is from your ship which is buggy if you mine trough resources (like always than)
- You hear a drill drilling but you don't see a drill drilling (no ship animation)
- The only animation you get is from the "natural disasters" and if you're mining you won't even see that
- Pretty \u2665\u
- First thing you're mining 10 seconds for 1 block > buy upgrade 0.1 second for same block (BALANCED!). As of July 6 I would recommend. Even at its normal price!

If you enjoy clearing blocks, harvesting, accumulating things for \$2.00 you will get your moneys worth in my opinion. Sure its simple, maybe it is cloned from somewhere but honestly what is truly unique these days? Everything is cloned from something!

There is currently one type of game mode to play where you can dig down to 1000m. The developer replied in the discussions that Endless & Timed were coming, and possibly a fourth based on the poster's suggestion.

The basics are collecting up to 16 & a ? resource with your ship and sell for currency to buy buffs and upgrades. There are two other ships, three buffs, and four categories of ship components with four upgrades each.

Buffs:

- A beacon to teleport you to the top.
- Explosives that destroy multiple blocks including lava instead of hurting your ship by digging it.
- Insurance that spawns you a new ship instead of ending the game. Ship upgrades:
 - Drill: Speed your ship can destroy\collect the blocks.
 - Hull: HP, or amount of dmg you can take. Two lava blocks in a row with max will almost kill you.

- Fuel: If you can't reach the top to refuel you explode.
- Storage: How much you can carry before you need to head up to sell. It's also worth mentioning...

There is an option to use a Teleporter to save your game progress so you don't have to start a new game every time. Making it a very casual thing you can just open up and destroy some things and then close if time is limited.

If you are a completionist, this takes less than 2 hours to 100% in its current state. I do not know if more achievements will be added with the addition of new game modes.. This game's world is far, far deeper than its gameplay. If you like digging down for a long time, this is the game for you. All the grindy mining bits of a game like Minecraft without any creative or survival elements beyond "don't touch the lava blocks". It's an upgrade game, and a very unpolished one. I don't regret playing it for 54 minutes in order to get 100% of achievements, but 10 or 15 of those minutes were spent continuing to dig in order to reach 1000m for no good reason.

As a waste of time, I can recommend this. As a game with any sort of quality standards or depth of progression, I cannot. It is what it is; just don't expect to be blown away.. A bad copy of Motherload, badly balanced, no story. Why? Just why?. Another dime-a-dozen unity game that looks like it was cobbled together with very little thought.

I don't have a problem with personal projects like this, but please, don't try to sell it.

Its actually pretty cool! Got greenlighted and for a first game for this developer its really nice to play; D. This game was ok for the first 5 mins playing but the graphics are terrible as in the day\night and the movement is a bit too unrealistic, iv refunded the game as i dont think even at the current price its worth that, but if this game gets improved and made a bit more fun to play and look at then i will be happy to re buy the game, there was a old game i played that was the same. put some tresure or somthing in there to find change how dark things get when its night and ill be back.

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