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## Fluffy Friends 2 Free Download [serial Number]



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### About This Game

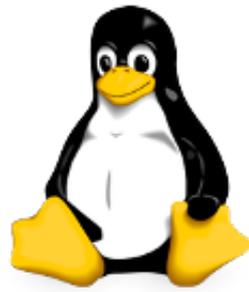
Fluffy Friends 2 is a new game from the series about little fluffy friends. This is a puzzle where you have to solve problems in creative ways, drawing everything that comes to your mind on the screen. It's a great way to spend your time.

### Features:

- Lots of new levels;
- Brand new location;
- The game develops imagination;
- Runs on Windows, Mac and Linux;
- Includes a lot of achievements.

Head for the hot desert to the mysterious pyramids and help the monsters to reach their friends. Use your wit and imagination.

Everything you draw on the screen immediately appears in the game, and this is the only way to pass all the levels. Now the game has more of them and every single one of them is brand new. Interesting adventures are waiting for you, so hurry up, start the game and be ready to show your creativity to solve new and interesting challenges.



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Title: Fluffy Friends 2  
Genre: Casual, Indie  
Developer:  
For Kids  
Publisher:  
For Kids  
Release Date: 17 Nov, 2017

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**Minimum:**

**OS:** Windows XP

**Processor:** Core2Duo

**Memory:** 512 MB RAM

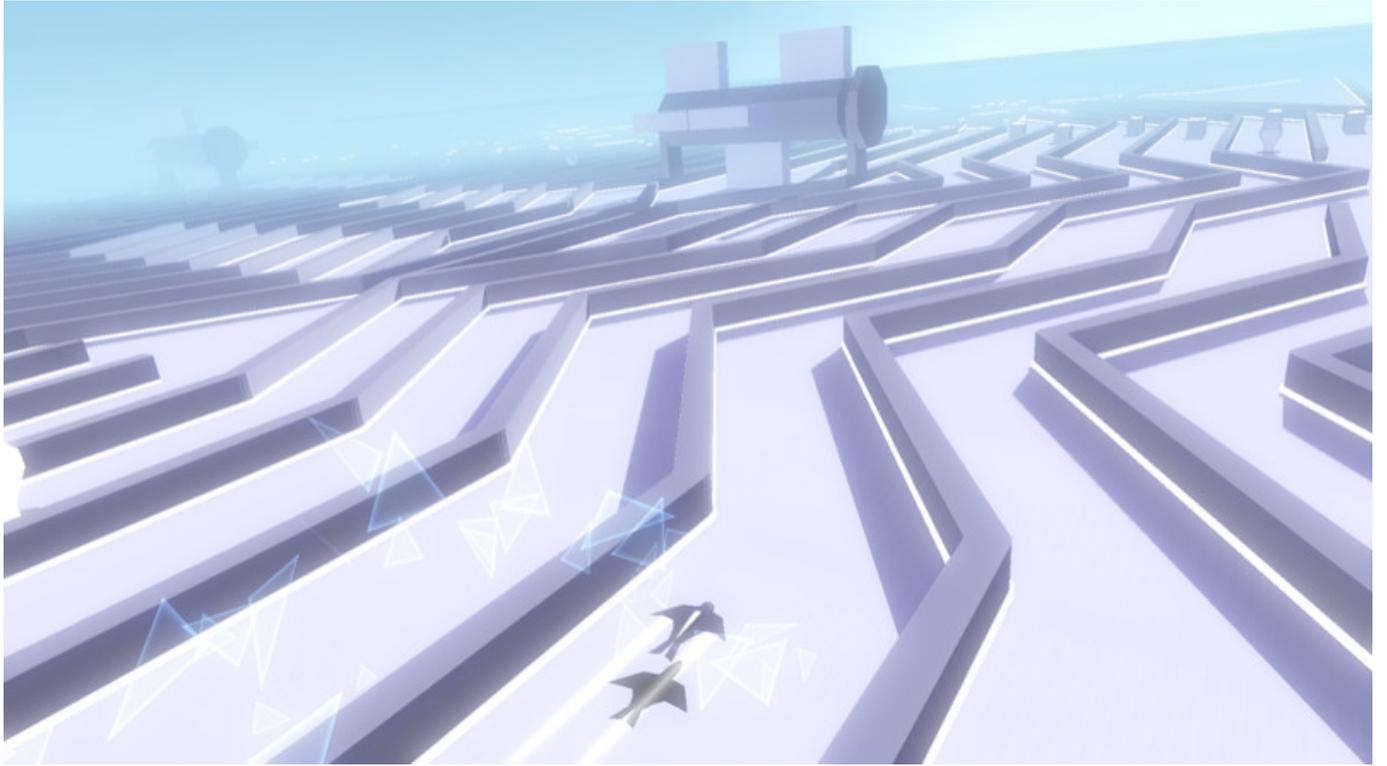
**Graphics:** Intel HD2000

**Storage:** 500 MB available space

**Sound Card:** any

English,French,Italian,German,Greek,Simplified Chinese,Portuguese,Russian,Turkish,Japanese







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fluffy friends word of the day volume 2. fluffy friends 2017. fluffy friends 2

It's a little short right now but the creator is making new levels.  
Anyways, I really like the art and music.

<https://youtu.be/JJpOnbiHrpI>. You know what? This game is kinda sick.

First as a disclosure, I got this in a bundle for \$3.50cad that I mainly bought for a steam version of FlatOut 2. If anything, I kinda got this game for free.

It's a racing game that takes place in multiple open-world locations where you checkpoint race, hold the flag for a bit, claim as many gates as possible, run over the airdrop packages, stay in the helicopter searchlight, as well as probably more gimmicky gametypes (since the further I progress in the singleplayer, *the more gametypes they throw at me*).

The big gimmick is that the world seamlessly loops. It's kind of hard to explain with words, but essentially if you drive far enough left, you actually wrap around to the right side of the map. I don't think I've ever see another game do this before, and it creates a very interesting dynamic. This leads to some incredible maps, such as a map that takes place in a canyon that just endlessly goes down at a super steep angle, reminiscent of an SSX run in the off-season.

The driving is super straightforward, arcadey, and accessible. I love how when you make a sharp turn, the camera pans to the side of your car. It's just a simple thing I mark out for.

The boost system is a basic "once you're out of boost, you have to wait for it to fill back up" system. It's a huge bummer that it does not use a system like in the *Outs* of both *Burn* and *Flat*, where you get boost for ramming people and getting air, because the map design would lend itself to that. There's tiny bumps everywhere that would encourage people to take a tiny detour for a little Gofast Juice, however with the "no matter what you have boost" method of doing things, it's just better to be boring and go as the crow flies to the gate.

AI is really good and they give me a run for my money. I can't confirm the allegations that they cheat, because I have yet to catch them. It may look like it since their arrows jump when you're in one of the (what I can only call) "freeroam" gametypes, but that's only because the map loops in on itself, and it's correcting which direction you're closest to them.

I have yet to try multiplayer, so I can't report on whether or not it works. I didn't find any games when I tried, though. *Allegedly* it only shows games that people on your friends list are hosting, but like I said, I have yet to confirm that.

So yeah, if you can get this for cheap, it's totally worth \$5 even for singleplayer.. Its an Ok grinding game. this game speaks to me on a spiritual level

i hate it.. I got this for 15\$ on sale once, In the beginning I had no idea what i was doing, nor did I care for it. But then I started working in buildbox and it saved my life. THANK YOU SPRITTER PRO!

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I'd love if it saved animations though in one save each animation you export,

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This song is good for Beginner Bass players.

Don't know about guitar.. THIS IS A GAME MADE TO GIVE YOU INTERNAL BLEEDING. If you want music, puzzles, challenge, fun, meditation, intensity, relaxation, constant overwhelming frustration that is so wonderfully and perfectly cathartically painful...then you have found your game!!!

Chime Sharp is everything we hoped the original would be! The original game had only one real play mode and an insane difficulty level. Chime Sharp offers 5 different play modes, a practice mode, global leaderboards, integration into Twitter and Facebook, and mind-crushing joy when you scream and shout your way through each and every excruciating pleasure!!!

I love this game! It's the greatest thing a masochist could ever play!

If you are OCD, you will remember the nightmare of losing your fragments every time the dreaded and merciless progression of the LIGHT bar of MUSIC would encroach upon your helpless psyche. Well, fear no more!!!!

SHARP Mode allows you to cuddle your little fragments! You can take your time completing masterpiece puzzles or by bullying your way through overlapping patterns to the brutal end! Chime's original iteration had but 6 songs. Fred Deakin's Lemon Jelly Ghosts is Nightmare fuel for the puzzle-hearty!!!

And I still have the best video on YouTube for 100% completion on that thing!!! RIGHT AWN!!!!!!

Now...the challenge...Challenge Mode in Chime Sharp adds Lemon Jelly to every one of the 15 songs available to play right out of the virtual box (I miss the smell of fresh ink on the instruction manuals).

And if you think Challenge Mode is tough...wait till you get a load of MY SCORES! Good luck taking me down!

7V10 - Will probably still play it forever.. "cold pressed juice? you know what other juices i like? ♥♥♥♥♥ juice" smooth  
edit:

i refunded. I hate to have to give this one a non-recommendation as I was really looking forward to this asynchronous VR game, but after trying to play this across the internet with my brother in another state, it is clear this game really isn't worth the price they are asking.

My brother purchased the PC only version (He doesn't have a VR headset) and I purchased the VR + PC version.

Our initial attempt to start the game up and play was a failure. I tried setting up a server, and he couldn't find it in the server browser. He tried setting up the server, and I couldn't find his in the browser. We messed around with it for a little bit before giving up disappointed.

I was determined to figure out what was going on, so I took to the discussion board here, and I tried a few things before I ran across a comment stating that we should hop into our system registry settings and make sure some obscure registry key was set to matching values on both of our computers. Sure enough, the registry key that dictates what region servers a player connects to was set to US on my brother's machine, and UK on my machine. We are both in the US. So, once I copied his values into the key on my computer, we tried again. This time, we were able to connect.

Once we were in, the game was very underwhelming. I figured for the price of 15 bucks (or 7 bucks for the PC only version) there'd be a little more meat to this one, but it is essentially identical to Panoptic (which is free) and doesn't really offer much more at all, outside of a few single shot powers that the VR player, and the PC player can use. I didn't find the powers to be all that useful for the VR player. The monitor player's powers are a bit more useful, as he can blind the VR player for a good 10 seconds or so, and he can become invisible for a short while. Those things did make keeping track of the rogue much more difficult.

The game boasts 3 different levels, or environments to play in. But in my opinion, they all felt pretty much the same. Yeah, one has a grinder you throw the rogue into, and one has a furnace you throw the rogue into, and one has an electrical beam to throw

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the rogue into... but they are all just a series of platforms and stairs, and some switch boxes positioned around the 4 sides of the level. Nothing about any of the levels really stood out to me and each one just felt like the last one with a different trap to throw the rogue into. after an hour of playing with my brother, I don't see either of us getting the urge to jump in here again.

The biggest shame is that the game is completely useless unless you have someone to play with. And the entire hour we were on the game last night, we never came across another soul playing this. So, unless you have a friend who will play this with you whenever you want to play it, you will be purchasing a useless piece of software. You can't even jump into a level just for funsies to see the robots walking around if you don't have a second person to hit the "Ready" button to start the map. So, it's basically a main menu simulator without friends to play with.

Another issue I noticed for anyone who is thinking of playing this online, it was fairly easy to notice lag coming from the rogue player, and the robot character that the rogue was controlling would lag out every now and then and the VR player can see this easily as a robot who appears to be warping several feet from time to time. This was mostly noticeable when the rogue was running, as he covered more ground more quickly, but even walking, the lag would cause the rogue player to pop around a bit. This didn't happen all the time, so I imagine it is very tied to connection quality, but there sure isn't any sort of smoothing algorithm in place to help prevent that popping from happening ,and it's a dead giveaway for which little robot is being controlled by the rogue.

All in all, I love the idea, but this just falls flat. If the developer has some plans to add more features, more levels of greater variety, and give players a little bit more to do, then maybe this will turn out to be something cool, but for now, for the price, I'd pass it up.

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