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About This Game

Description :

Enter into the universe of cardboard, the ground, grass, trees, characters, everything is cardboard !
Make and explore your continent for finding a place where you can build your town. Survive of seasons and the night attack of goblins. Create a warrior group and assault the goblin castle !

Genre :

Build, harvest and protect your people against the goblin attacks. But later, when you have created your warrior group, you can defend yourself by attacking their castle of these monsters in a 3D world with the only universe of cardboard with no limit of time, you need just to survive as long as possible to solve the principal quest.

History :

Humanity decline after few years of war against the goblins. The monsters found the new technology before the human allowing them to win the war soon. Today, with this technology, humanity has one possibility to win this conflict or dead.

- Graphics of cardboard.
- Make your continent.
- Buy your territory.
- Build your town.
- Define the job of your people.
- You have an impact on nature.

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- The seasons have an impact on you.
 - The temperature change with the seasons.
 - Create your warrior group.
 - Attack the castle of goblins.

Title: Carton
Genre: Action, Adventure, Indie, RPG, Strategy
Developer:
Calepin Studio
Publisher:
Calepin Studio
Release Date: 2 Oct, 2016

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Minimum:

OS: Vista, Windows Seven, Windows 8, Windows 10

Processor: Double core

Memory: 1 GB RAM

Graphics: ATI or Nvidia 512 MB

Storage: 500 MB available space

English,French







Interesting DLC Pack of Paint even you are not Polish :). best game i played 10V10 changed my life. Another decent grab from the bargain bin. I bit hard to play, but there is a game here. I almost got to the end. The environment looks nice, and the graphics are ok. It would have been nice if they slowed the fall. That trick would have been a nice effect and would have added to the production values. At present, when you invariably fall off, you fall for like 2 seconds and make a little weak splat. More blood, please. Free Idea: Add code to randomly grab images from imgur and make them your life 'flashing before your eyes' as you fall to your death. <https://www.youtube.com/watch?v=PWR516jdqeQ>. A must-have if you grew up with the NES. If you've played the original Ninja Gaiden trilogy and/or VICE: Project Doom, you know exactly what you're getting. If you haven't yet, here's what to expect: crisp 8-bit graphics, intriguing cutscenes, simple yet smooth controls, and a challenge that doesn't quit.. Great game but there is no offline AI mode so if you're on your own then you can't do much because whenever i go into online no-one is there. EVER. If you have many people to play with it's AMAZING but otherwise wait for the game to get popular so there is a point to using online mode.. I really like this game! It has a skill tree for the tower enhancements, which ups the playability! A lot of thought and creativity went into this game to make it fun to play! There's a lot of tower defense games out there, but this one will be worth the purchase!. Was great. Not going to say much other than i want it back.. 3 levels for \$3 is even too much, this should be (almost) free. Also only 6 achievements. Finished the game under 10 minutes. I don't remember how much I paid for it, but it wasn't worth it.. I finished this game a couple of weeks ago, and this game, along with Ubersoldier 2, Wolfschanze 2 (which is not bought through Steam) told me one thing: game review is such a private thing that it differs so much among gamers. This game, except the last boss fighting level (which is a waste of time), is filled with imagination and packed with intensive gameplay. The most significant feature is climbing up to a high altitude, which is so exciting in different sceneries: the giant factory brings a terrifying and mysterious dream in my childhood back, the beautiful city of Terra makes me like touring in an exotic world. The gunshots are blamed by many gamers because it falls short in the feeling of shooting, but it doesn't matter because this game is not about gun fighting, its about scenery and climbing, a feeling of journey in a wonder world. Of course, the last level of boss fight gave me a lesson: never waste time on a boss that is too hard to beat!

One of many achievement scam games made by unity templates. Didn't this actually existed, since I bought the entire bundle. But Jesus Christ if I were to buy this separately, I'd rather swallow that money than buy this.

It's quite literally an in-game item that doesn't do anything special and should've been in the base game.. good dlc glad to see the rat is finally in the game, for those who do not understand the Duke is technically the real successor to Duc de Puce because his castle style is a copy and paste of his from the original Crusader while the Rat is a new character with a new castle build but same troop usage as the Rat so I guess really if you combine them you get Duc de Puce !!!!! miss the voice actor tho and oh yes the Templar is King Richard the Lionheart, I don't understand why they gave the old castle templates of the original characters to the dlc characters and also don't understand why we have to pay for dlc when they used to give it to us for free on Stronghold :(but none the less I like the new personalities and seeing the old build styles of the Rat and Richard come back into the game.

Everything about game felt cheap.

I have never regretted paying for a game in my entire life until this game.. Highly boring attempt at SHMUP. This game should be sell 3 \$ max. You are basically stuck on the same small zone and waves of enemies attack you, you have to clean the same waves 3 times, then the level is complete. you got 10 missions based on the level with same objective, then a new "map" which is the same one but a different color.

you will use the same 4 weapons the entire time, using the same techniques to clean those waves.... as you progress some small variety and type of enemies or quantity can be noticed... this is the most grindy and boring SHMUP I have ever played and I would be okay with that if it was a student project sold for a few bucks on steam..... I recommend Tropico 3 for many reasons:

1. The aim of the game is to rule, and to rule for many years. You have work hard to do just that, managing the economy, maintaining your popularity, evading coups, balancing the factions on the island are a few examples. I enjoyed having to deal with all these.
2. The graphics are nice, I haven't played the earlier versions of the game (the original Tropico or Tropico 2) but this one has nice buildings and landmarks to choose from. The user interface is also well designed (unlike Tropico 4 - see below).
3. The game gives you an objective for each scenario, and you have only so many years to complete that objective. Having a single objective gives you a lot of freedom, you get to decide about other matters on the island.
4. The game has really good music, the tracks certainly fit the 'Tropical' atmosphere.
5. There is a plethora of different scenarios. Although it gets repetitive as you play, the game still has a good replay level.

Comparing Tropico 3 & 4:

So, if you are new to the Tropico series (like I once was), I would recommend getting Tropico 3 instead of Tropico 4. In my opinion, it definitely has a better user interface, a nicer objective system (Tropico 4 keeps giving you objectives - it is, as far as I have seen, endless and boring) and better music. One thing Tropico 3 may be lacking is imports (you can only export goods in T3), which is included in T4, but other than that, T4 is no better than T3, and I think T3 outweighs T4.

. I do not think you will ever feel like you wasted time after you finished playing this game. You will enjoy it if you play it. The music is great too.. This game could have been much better if it did not give conflicting information to the player.

For example some enemies you could hit, while others you can't and you get hurt when you attack them. There is no indication that could help you identify this, so you have to experiment and lose lives and restart or load again.

Another example is that some rocks could hurt you when you try to push them or hit them, while others don't. Again how would the player know? many other example exists but I think these two gives a clear idea.

The story is not very understandable.

The game has multiple endings and after you defeat the boss you get to a room where - the game ends -. There is no indication that you could escape and move to a different ending.

Other than that I liked the music and variety.

I hate to not recommending this game specially after experiencing it. The developers obviously worked on it very hard.. Remains a great fun educational game.

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