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About This Software

A powerful procedural engine

Create parameterizable 3D scenes and game objects at design or run time using Sceelix's unique node-based language and integrate your creations directly into your game engine.



With Sceelix you can:

- Reduce production time
- Create all different types of content using our single, easy to manage, unique, visual, node-based language
- Create the final content or quick prototypes
- Generate the same or different content every time you run your game (design/run-time)
- Assign behaviours, physics, textures, etc procedurally
- Manipulate placeholders procedurally and swap them with your own creations and prefabs
- Create new nodes composed of other nodes or by using Sceelix's complete API

What do I get with Sceelix Early Access license?

	EARLY ACCESS	SERVICES
	\$75 ONE SINGLE PAYMENT	On Consultation
Valid for	Early Access and Versions 1.x	
Feature Set	All features	
Supported OS	Windows, Mac and Linux	
Create Content for Commercial Use	✓	Contact us business@sceelix.com
Engine Integration for Commercial Use	Contact us business@sceelix.com	

Title: Sceelix - Procedural Power
Genre: Animation & Modeling, Design & Illustration, Early Access
Developer:
Sceelix
Publisher:
Sceelix
Release Date: 6 Sep, 2016

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Minimum:

OS: Windows 7 or better

Processor: Intel Core 2 or AMD equivalent

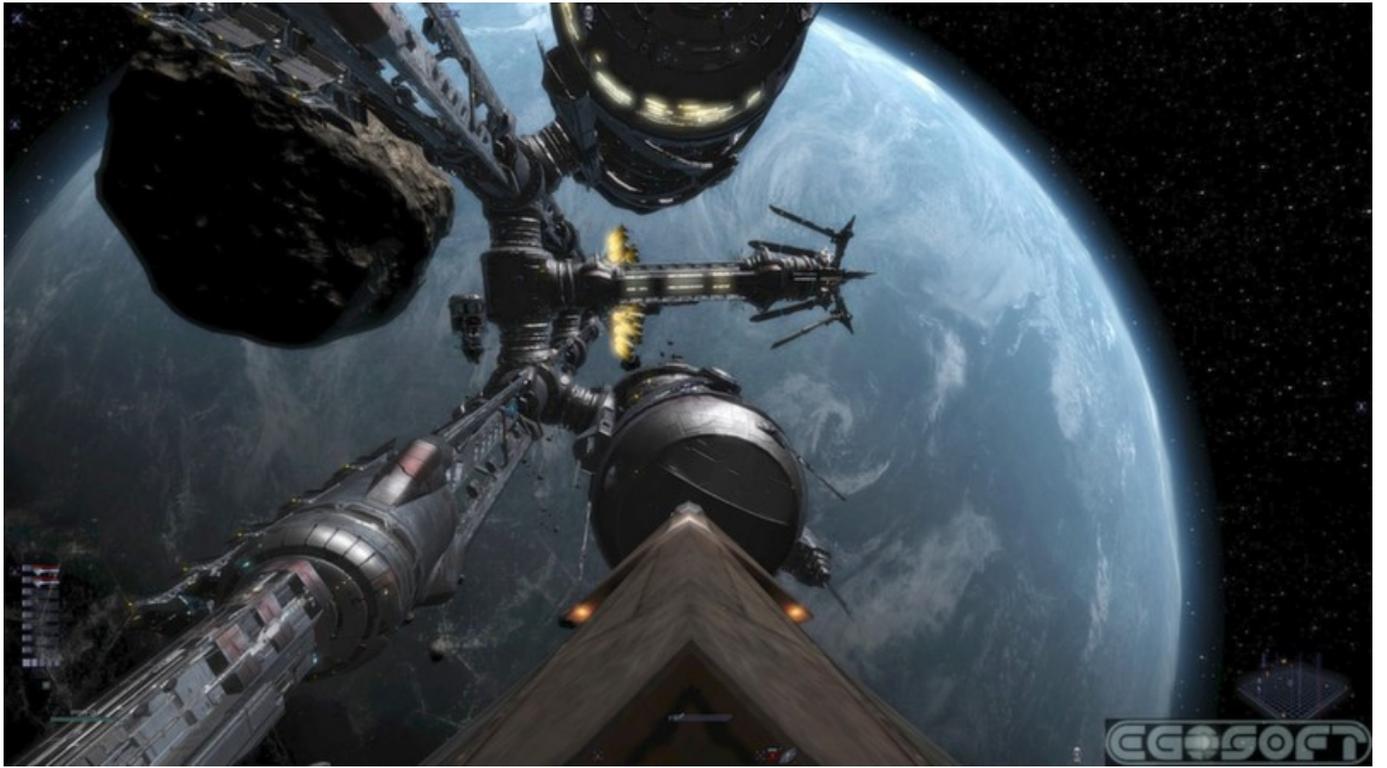
Memory: 512 MB RAM

Graphics: 512MB Video Memory

DirectX: Version 9.0c

Storage: 500 MB available space

English





 <p>Lv 1 Calypso</p> <p>HP 31 / 31</p> <p>MP 13 / 13</p>	 <p>Lv 1 Stardust</p> <p>HP 37 / 37</p> <p>MP 26 / 26</p>
 <p>Lv 2 Gabriel</p> <p>HP 61 / 61</p> <p>MP 8 / 8</p>	  
 <p>Lv 1 Susanna</p> <p>HP 26 / 26</p> <p>MP 26 / 26</p>	 
 <p>Lv 1 Kenneth</p> <p>HP 46 / 46</p> <p>MP 26 / 26</p>	

sceelix - procedural power

Don't get fooled by the thumbnail.

There are no spoilers

There is no nitrous

and there are no widebodies.

All it is is the normal engine\performance parts but with a couple % extra HP.

Oh, and it takes ages to load, even when restarting a run on the drag strip. Oh? Reset the time and put you back at the spawn location you say? Nooooooo. We must restart the entire level.. what i liked about this game was the complexity of various gamemodes, and the funny easter eggs, and such as multiplayer mode with lots of different maps and other things as customisation. and i also liked the realistic graphics with water.

But the best thing is: i played this game at the company's office!!!!!! it was soooooo cool.

what i didn't like about this game was that it can be a bit weird with the first person camera angle, but nothing else seems to be problematic.

i would recommend this game to anyone that likes fun racing but also i recommend it to anyone that loves great games.

i give this game a strong 8.5/10 :). What a charming game. I had low expectations but when I first saw Wadjet Eye Games on the screen I knew it couldn't be all that bad. And it isn't. It's a fun puzzle game where you have to solve puzzles using multiple robots.

I do think there should've been a 'play in window' option in the game. It looks hideous full screen. Thank God the -windowed launch option does work.

Anyway, I like it !

[Rating: 75/100]. This DLC Includes alot more trains that just the Flting Scotsman.

For An Example with this dlc you get King Edward II free of charge.

Worth The Money.. Really nice game to play when you are bored ^^

+build your own spaceship

+devs are super nice

+awesome weapons

-missing 'halfblock' build more

-missing 3 block wide center and other stuff (like 3b wide solar panel)

(those - are only for someone who like his ship symmetrical)

for devs: please, add those thinds in furute ^^ you can also add more enemy ship types. Please, do something with that 'moving asteroids' type mission. it is boring.

. UPDATE!! 6/12/15 I REFUNDED THIS GAME!

Please respect my opion.

So I checked this game out thinking wow, as a simulator nut freak this looks pretty cool.

How I was wrong.

I jumped into game with a 360 controller at first thinking "wow has control support nice" The controls on the controler were garbage and uncontrollable. I could barely move with it and only got to one checkpoint in the tut before losing energy and not be able to stop spinning. So I pretty much laughed the game off for awhile untill today, I came to the conclusion to try it again.

We'll Let me point this out, The controls are a little better and controlable with a keyboard they're still a bit wacky. I almost finished the tut before running out of energy. I made up my mind to try a mission. I was doing great untill I realized the energy bar is soooooo stupid. It's like trying to keep a charge on a Ipod 1st Gen. The game is relaxing but needs quite a bit of help. If this game had like mechanics where your hands and stuff move or when you fix something you actually have a animation. Or even a bit more distinct way of finding the objectives.

*Pros.

*Pretty Decent Graphcs and Designs.

*Good Specs.

*Really cool voice clips from real space missions.

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- *Decent music.
 - *Gamepad support (HIGHLY UNRECOMMENDED)

 - *Cons.
 - *Terrible movement.
 - *Energy bar runs out WAY to fast.
 - * I'd like to do missions inside the cabin too.
 - *Once out of control with no energy you're done
 - *The two little boxes that display info are kinda tacky.
 - *No user menu interface. (Can't change video, Buttons, Sensitivity ETC)

Conclusion: I can't determine if this game is for you or not. I wish I could put my review as inbetween because it's negative and positive at the same time, One update is all this game needs and a couple of fixes and then I'll recommend the game. But until then No. The best total war game I've played to date.. More zombie killing/racer action.. A superb local multiplayer game, it's become an instant favourite.

Videoball is an Air Hockey, Asteroids, Atari Combat, Pong, 2D Rocket League sort of thing.

Beautifully balanced system that is simple but deep, feels polished, nicely tuned and looks lovely.

Unique shot and defence mechanism works wonderfully and is just fun to play.. This experience offers very nice and relaxing environments for a very cheap price and if you like to watch your YouTube-Videos (or music) in a different surrounding than this experience is very well suited for you! Since its release there has been already one major addition and if the dev is continuing to update this experience then this is going to be something everybody (who likes relaxing environments) can enjoy!

The game has a lot of passion and promise. The concept of using animals as people, and the main characters, allows some good punchlines to bash over the characters with. I wish the game has a few more game mechanics and I hope the game's story gets longer in Ep.2. But, I really enjoyed the game in regards for what it is. There a good amounts of jokes in this game that are puns. That I found it punny for myself, especially near the end of the game. If the creators keep making jokes\skits like those, the game could even been more hilarious. Well at least for me that is.

If this game has more developed jokes\skits and put more consequences of your choices that will effect your main protagonist, or other animal characters that plays a huge role in the story, it could offer more to the players.

Hope that the developers and publishers release Ep.2 soon, I cannot wait. If you aren't sure about this game, you should check it out some youtubers playing this. What got me interested in this game was watching some game-play from a youtube channel called Yippee Ki Yay Mr Falcon, that's what lead me to know more about the game.

Developers keep up the good work. This game deserves more attention for what its worth in the indie game community.. gonna be useful for me xD. lacking alot of features and no community. it had potential.... Great game, highly recommended!. Everyone wanted a new The Culling but done right... This game shared more similarities with H1Z1 than with The Culling. I refunded this game. Maybe Xavian should start to listen to their Community.. >Get autism from pubg >learn about autism from this game. Super Hydorah is an extremely well made game, from its visual design to its options, and its controller support (PS4 controllers work with no hassle!). It's clear that developers knew exactly what they wanted to do with this game, and how to make it properly. If you're looking for an extremely polished and optimized shmup then look no further.

However, while I understand that this is probably accurate to Gadius (which was the main inspiration for this game), and ultimately a matter of opinion, Super Hydorah is difficult to an extremely excessive degree. The developers seem to be aware of this, and have added a lower difficulty option which lets you survive two hits by default rather than having to find a shield to survive just one. However, using it feels more like i'm just allowed to cheat rather than actually fixing the problem.

Buy this game if you want an authentic 2D Shoot-Em-Up experience with a fresh coat of paint, but be warned that this game is immensely punishing and not for everyone.. Cute little adventure in the fairy forest. The game has 2 critical bugs at the end.
7V10

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