
Tasty Planet: Back For Seconds Download For Pc [Torrent]



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About This Game

Control a tiny ball of grey goo with the ability to eat anything smaller than itself. The more it eats, the bigger it gets! Soon you'll be able to eat the entire planet!

The story begins with the goo eating a time machine, causing him to be sent back in time. Playing as the goo, you'll eat your way through six different time periods: modern, Late Cretaceous (i.e. dinosaurs), Ancient Egypt, Ancient Rome, Feudal Japan, and the distant future. Each time period features a unique set of objects for you to eat. Mice, cats, Tyrannosaurus Rex, mummies, gladiators, and flying saucers are just a few of the hundreds of objects available for consumption.

Levels can span vastly different object sizes; in one level you'll grow all the way from the size of an amoeba to the size of a galaxy. A complete 2-player cooperative game is also included so you'll be able to play the entire game with a friend. After completing the main game you'll unlock a ton of bonus levels that provide additional challenge.

Levels

There are almost 50 levels in the main story mode of the game. There are also nearly 50 bonus levels - these include completely new levels and challenging versions of previous levels.

Controller Support

Keyboard and mouse controls are supported in all modes.

On Windows, most controllers will work for the single player game. To use controllers in 2-player coop mode, both controllers need to be Xbox 360 or Xbox One controllers.

On Mac, PS3 and PS4 controllers are supported.

Features

- Eat your way through six time periods
- Hundreds of tasty things to eat
- Play the game with a friend in cooperative mode
- Try the bonus mode and play even more levels
- Grow from a microscopic goo to a gigantic planet-gobbling goo

Eat your way through time in Tasty Planet: Back for Seconds.

Title: Tasty Planet: Back for Seconds
Genre: Action, Adventure, Casual, Indie
Developer:
Dingo Games
Publisher:
Dingo Games
Release Date: 29 Mar, 2016

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English







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Pretty damn good game! Great for people who like loads of loot and organising inventories.. Yoshiyuki Tomino,Commander,CoDEC Armed Forces.Service number RX-7821979.

10/10. Still Freshly Squeezed in a nice tall glass made purely out of love and imagination.. Quick and entertaining game. ty team Tempo Wizard!

<https://www.youtube.com/watch?v=81k5ilkhiwE&t=5s>. Hard and cool. Despite a slew of negative review, my nostalgia - and a sharply discounted price - convinced me to give it a chance. And you know what, it wasn't half bad. My biggest complaint would have to be with its voice-acting, which was just awful. Otherwise I felt the game was a decent-enough remake. I think a lot of the problems other reviewers had with the title was that the original game wasn't all that great to begin with, and the remake did little to fix the original's gameplay or narrative problems. Then again, the reviewers would also have cried foul had the remake strayed too far from the original, leaving the developers in a no-win situation.

[Flashback HD isn't a great game, but it's a good remake of an average title. It gave me a chance to play a title of yesteryear that I semi-fondly remembered with modern graphics that worked on a modern system. Not expecting more than that, I came away pleased with my miniscule investment of time and money.. https://www.youtube.com/watch?v=d4ZF3iKnlxs](https://www.youtube.com/watch?v=d4ZF3iKnlxs)
****Warning. Nostalgia bonner all up in here!****

[So growing up, my grandpa had an old Windows 98 PC, and I got stuck playing the few games we had... This game being one of them!](#)

[*Update* I've managed to track down and get a bog box copy of it! So happy with this! Really brings back the nostalgia even more with this sitting on the shelf.](https://steamcommunity.com/sharedfiles/filedetails/?id=1519173108)
<https://steamcommunity.com/sharedfiles/filedetails/?id=1519173108>

[So the second I saw it on Steam, I just HAD to buy it, cause god DAMN I needed to play this again and hear Lance Boyle once again! My main hope was that the devs put in the work to make it work on newer PC's, and thankfully it works great! I've had no crashes or framerate issues and have completed the entire game. The only downside is that Steam can't track time \(cause it's DosBox\) but that's an extremely minor complaint... Though I had to spend a lot of time opening and closing the game to reach the 5 min mark so I could actually post this on Steam... Sorry friends for being spammed with my playing MegaRace 1 for about half in hour... Just kidding no I'm not.](#)

[The objective is simple, take out ALL of the other racers before the race is over, by shooting your lazer weapons at them, or smashing into them until they explode. After beating them you get their vehicle to select. Each vehicle has it's own stats and are good/bad depending on those stats. If you don't win, your game is over and your final score is taken and put on the charts. Nothing else to really say. The default controls are odd \(and the game doesn't tell you\) but you can rebind them.](#)

[To be truthful, this game is more FMV's than racing, but you can skip them all... But you won't want to skip any of them as that is where the true heart of the game is, Lance Boyle! The classy and amazing TV show host that brings the humor to the game. Lance Boyle \(Christian Erickson\) is probably the main reason why people love this game. I know I do!](#)

PROS:

[- Works great on newer PCs.](#)

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- [Lance Boyle \(Christian Erickson\) is fantastic!](#)
 - [FMV's are hilarious!](#)
 - [Racing is solid and great killing action.](#)
 - [Maps are solid and interesting.](#)
 - [Widescreen friendly. Yhough the actual game is 4:3, you just get black bars.](#)

CONS:

- [It's an old game, and still looks like it. Some people may not like it.](#)
- [Steam won't track it cause it uses DosBox.](#)
- [No Achievements](#)
- [No Steam Trading Cards](#)

[For those that were wanting to know if this port works, yes, yes it does! "It's a whole lot better than real, baby! It's virtual television: reality's worst nightmare!"](#)

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[Just a funny little pic of when I was getting the 5 min playtime.](#)  
<http://steamcommunity.com/sharedfiles/filedetails/?id=1196588049>

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Pretty good game, I say could use a few improvements. But no one ever really plays sadly... CONTROLS ARE HORRIBLE  
. 50 levels, approx play time 1 hour or less?

cloud save (although there's no save state since it's rather arcade?)

trading cards

and I guess I got it for less than 2€ when it was on sale

neon looks

a quick session and you "played one more game"

no actual reasons to say don't buy it, for 2€ it might almost be expensive  
(comparing to F<sup>2</sup>Ps especially)

but I bet I got it on sale, so: I -would- recommend it in that case.... Only played it for 30 mins, but felt I had to respond to some of the negative reviews

The frame rate is pretty decent, I managed a stable 60fps at 2560x1440 for the intro.  
The helicopter sounds like a helicopter - not sure what the issue is.

To the devs:

Please support 21:9 screenmodes - ie 3440x1440. It is possible to work around it, but native support would be great!  
There is a weird "blur" effect on the edges of the screen, would it be possible to toggle this?

And before anyone asks, I'm not a YouTuber, I didn't get the game for free and YES, I paid full price for it.

No idea what the storyline is about (or if it even makes sense) but to play, it's like an ibetween silent hill and resi evil 4, mixed in with some Alan Wake, and maybe Evil Within.

If you like those kinda games, give it a try! You can always refund before the 2hrs. I'm going to stick with it, as it sounds like the developers are releasing updates, and really want to see this evolve.

I think it's amazing a small team of developers can produce a game like this.

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Played a bit more now, ok, on the outdoor scenes the framerate is all over the place. Wouldn't want to play this without a gsync / freesync monitor.

However, I am reminded of Deadly Premonitions - if you can handle that, then you'll do ok with this one.

Some people have mentioned that there are no markers or signposts, I actually think the game is better due to the lack of them. You are free to explore the map, it certainly like it.. Those Aztec models make the Sunset Invasion scary

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