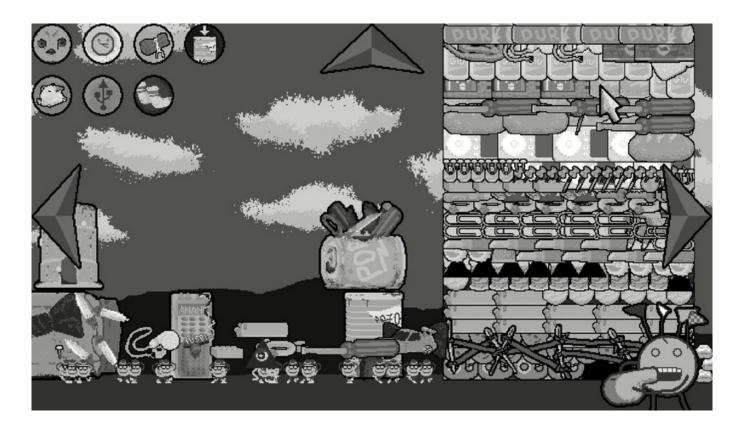
We Must Praise Our Glorious Leader The Flumf Ativador Download [key]



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About This Game

We Must Praise Our Glorious Leader The Flumf is a 2D side-scrolling resource-gathering and building game. Collect items, build buildings, fend off enemies from your pile, and as always fulfil the eternal hunger of The Flumf.



Key Features:

- A new take on the clicker/idle genre
- Unique art style
- Gather resources with tiny little pals
- Build buildings and expand your base
- Guard your base from creatures wandering in
- Feed the Flumf! The thing you've always wanted to do!

Title: We Must Praise Our Glorious Leader The Flumf

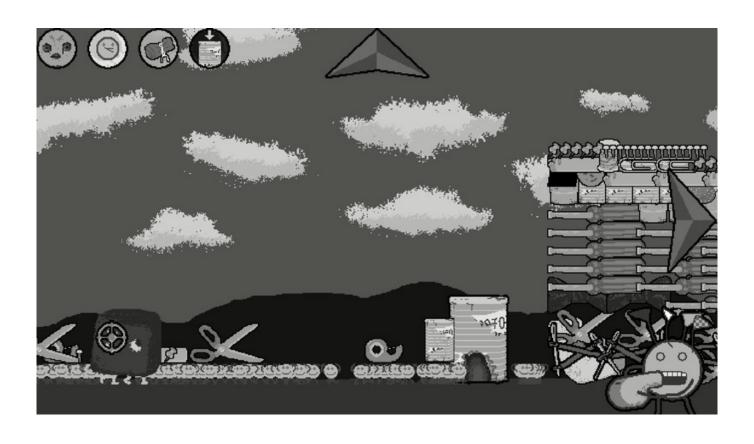
Genre: Casual, Indie

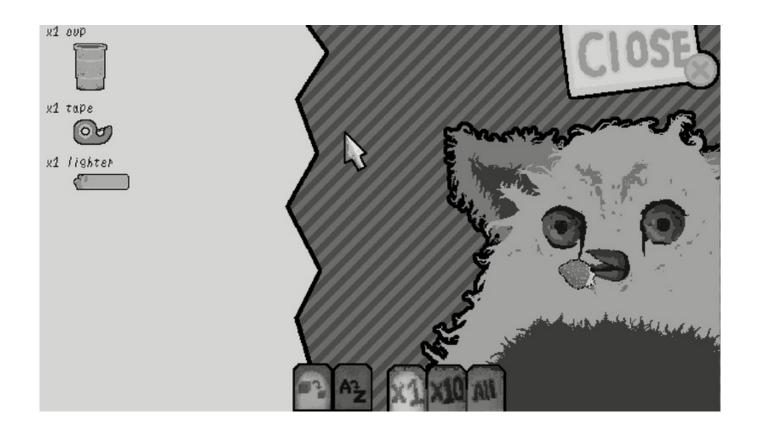
Developer: plagueNurse Publisher: plagueNurse

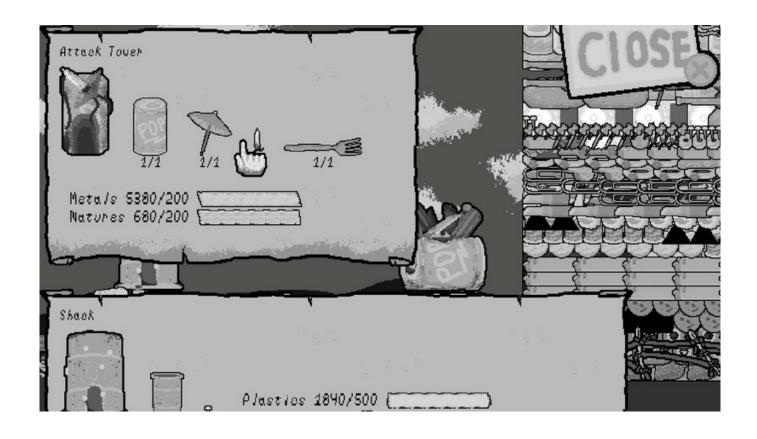
Release Date: 6 Nov, 2018

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English







Bought because of the silly name, and turned out to be a rediculously random game for passing a bit of time. this game seems ready for mystery and unsettling spoiler it's not killed 4 hours on this and it was okay buy this if you need some mindless unsettling weirdness otherwise pass I wish I passed. I'm kinda torn on leaving a Thumbs Down on this game. On one hand, I did have fun mindlessly playing it for about 2 hours. It does have a lot of charm with the kind of spooky dark vibes that you can see in the trailer, and progressing through the game feels satisfying... Up to a certain point.

Firstly, there NO ENDING to this game (just a screen and achievement similar to when you pass the first couple "levels"), which was extremely disheartening. I thought I'd be rewarded with some kind of lore for grinding through this game, but no. Just a 2.5 second screen, and then it's back to the game... Except at this point there's no real objective anymore.

The game is also filled with various glitches. Not only does it crash randomly sometimes, there are also glitches that effect the gameplay. Sometimes you'll find that you're not able to build various buildings - for absolutely no reason. If you close the game and open it back up, you MIGHT find that you're able to build it now. Randomly. No rhyme or reason to this.

Another glitch: When you complete your first main objective (I'm being vague intentionally here), your workers will retain their upgrades. If you close the game and open it back up, you'll have to upgrade them again. Not sure which part of this is a glitch, but I don't think they're supposed to stay upgraded tbh.

The game does have its charm and it's only \$3 or less. Try it if you want despite the seemingly harsh review. I think I just had high hopes for this game because it looked so intriguing, so maybe I am being a bit critical overall. I would be willing to change my review if the dev fixed some of the problems I mentioned... First and foremost the lack of a real ending.

Anyway, if you want to get a better idea of how the game plays, and maybe laugh at my stupidity, check out my video of the game. -- > https://www.youtube.com/watch?v=VwxT4WM0CXM

. Funny and addictive.

The only criticism I can lay is that the game crashed and lost all my progress.

<u>Send waves of pals to get garbage for the flumf, build stuff.</u> <u>Send more guys. Repeat.</u> Awesome.

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