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## Cloning Clyde Torrent



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### About This Game

Have you ever been cloned? Ever wonder what it would be like to be half chicken? Half monkey? Half frog? Well, wonder no more when you play Cloning Clyde.

As Clyde, or one of his clones, work your way through the levels of the nefarious Dupliclone, Inc. building. It houses bizarre simulated environments created specifically to accommodate their unconventional cloning experiments. Have fun utilizing the many clones running amok inside Dupliclone, as you try to free yourself...or should we say yourselves. Be careful of the traps set by the sinister corporation, and watch out for mutant clones! Get even more inventive and you can use the cloning technology to combine the Clyde clones with some of your co-inhabitants to make mutant Chicken-Clydes, Frog-Clydes, Ape-Clydes and more. Many of the mutant Clydes have special abilities that can help you to escape from the evil Dupliclone, Inc.

Cloning Clyde is a 3D side-scrolling adventure.

### Key features:

- Explore a visually compelling world filled with hilarious action and crazy adventure as you struggle to escape the clutches of the evil company Dupliclone, Inc.
- Play as a variety of mutant Clydes, each with unique abilities, including 'Chicken-Clyde', 'Frog-Clyde', 'Sheep-Clyde' and more.
- Solve exciting and addictive puzzles with a variety of resolutions.
- Play not only as one character but also switch between hundreds of clones.

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- Hours of fun with 40 compelling levels.

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Title: Cloning Clyde  
Genre: Casual, Indie  
Developer:  
Bacon Wrapped Games  
Publisher:  
NinjaBee  
Release Date: 15 Mar, 2011

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English,French,German,Italian







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Holy the translation tho...

Seriously. The controls probably aren't too difficult to get your head around but the translation makes it an uphill battle.. I like this game. It's cute, not crazy or hectic. The customers are patient which I like.

At first it can be a little challenging. I didn't know much about dominant and recessive traits in plants but this game has a good little dictionary that explains many complicated words so you'll learn while playing. The game is short but I don't mind. It was fun while it lasted.. A challenging and entertaining game. Most importantly, its not only a game, its art. it will give to your eyes and ears, you can see the art you make at the end of the levels and listen to the music(as well as to each note separately)after completing a chapter, and its simply beautiful. I can't really explain it, you need to see to know, its a wonderful and harmonic combination of image and sound, you can play just for the amusement this game's beauty has to offer. I recommend it to casual players, puzzle lovers and art appreciators.. I'm a simple person, I see a beefcake werewolf on a snowboard doing SSX style tricks and I'm tossing money at whatever will get such power into my hands. Having spent a little under an hour playing this game to it's fullest extent, I feel as if my furry trashiness has been my undoing.

This feels like one of those 3D Groove Shockwave games from years ago like Lenny Goes Snowboarding or Santa Butt Boarding. It's primitive, bland and egregiously short. However, unlike those games from years ago at the dawn of 3D gaming over the internet, this game has a lot less going on because they under-utilize the space they have.

For each of the four levels or so I played, you had time attack and score attack and that's it. Usually games of this style would include a crapton of stuff to do like hunting down McGuffins, trick link challenges, hidden spots to find, maybe an alternate board or costume to aim for. This game does none of these things and aside from unlocking characters(Of which the werewolf was last in line, of course) which took the better part of twenty minutes anyway, there's nothing else for you to look forward to.

The level editor and user created levels are the only saving grace and considering the majority of the levels that I found were just giant bowls or straight lines with a goal plopped down somewhere presumably with the intent to grind out EXP, that's not saying a lot.

I bought this on sale for about two bucks and I can say beyond a doubt that That was about the right asking price for this. It's barely a trial game with only user created levels to keep you coming back. Unless you're furry trash like me, then you'll get maybe one or two more plays out of it once you unlock the werewolf.. I paid quite a hefty price for this because it has the LIFE addon which adds moving vehicles and ships.

Couldn't care less about the area, not from USA.

I only owned ORBX scenery addons before this and to be honest the quality is so far below ORBX it hurts.

The ground textures are very bad, i fly heli a lot so low altitude quality matters.

I found all of the payware x-plane scenery to be heaps better, not to mention ORBX for FS2 is far far superior!. Very short, dialogue isn't translated very well, and the story could be fleshed out. Was able to get all outcomes\achievements in about a half hour. Pick up at \$0.99 or less if you'd like to check it out, or just watch YouTube videos.. Great, fun, tower defense game. It's a fantastic time-waster for when I have a few minutes before class.. The basic mechanics of this game are already somewhat complex for a block puzzle game, but once it starts adding more mechanics and requires doing combos of several levels, I can't keep up. I guess to that you could say "get good", but that's not why I play casual games which is what I was expecting from buying this. I guess I'm too casual for this or something. Point being, if you're a super casual gamer who checked this game out looking for something chill, easy, and fun to kick back and play for a bit, I would steer clear.

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Endless Space is not for everyone. I've heard it called dry, obtuse, and excentric. Less generously I've heard it called "incredibly boring." For me however, Endless Space is a game that I can never stop playing. The premise is as basic as it can be, rule the galaxy. Be it through violence, greed, or the reckless pursuit of technology this is quite possibly the most absorbing game I've ever played.

4x games can live or die based on the UI, and this is by far the cleanest I have encountered. But the simplicity of the UI belies the incredible complexity that lies beneath without ever becoming overwhelming. I can't possibly overstate how much I love this game, a feeling which only grows in stark contrast to the changes made in the early access ES2. I can only hope that amplitude will listen to criticism and turn back to the righteous path they set out in Disharmony.

If you like 4x games I CAN NOT possible recommed Endless Space strongly enough.. has castlevania Bloodlines, 10V10

Okay, no, but for real, this is a good collection of some great games but as a collection I think it is sorely missing some features like control mapping, sound test, options menu, and the ability to go back to the main menu and select a different game if you want.

Also, some of the games has some sound issues, like in castlevania 1 I will sometimes hear a loud, high pitch clicking instead of a heart collect/Venemy hit sound, and the controls are reversed for my controller, and I really think that this game needs a button mapping menu.

It's good if you want to play the classics but it is lacking some basic features a collection needs. Avoid Castlevania 2.

Also add in the ability to change CV3's damage to the Japanese version's damage, thank you.. >Plays Hakumen  
"Ha, ya like damage?"

Play CF. Supporting the developer! 10V10. :). Avernum games are awesome! Hardcore rpg fans should buy these games, ASAP.. In ZRoll you play as a Ball and your goal is to collect 50 objects, called totems, in every level to reach the next. The game has 6 levels, and your goal is the same every time.

And 6 levels is said to much already. The game basically has 1 Level that was copied and pasted another 5 time, with different filters. Not even the objects are in different places.

I can only recommend the game, if you're looking for 300 new Steam Achievements. Otherwise, stay away from it.

. It seems a real shame with this game I thought it was impossible to get worse at making games but you have quite obviously proved me very wrong. I admit I am a Emergency services phanatic and this was painful to play through, I think you need to really take this back to the drawing board and actually ask your target audience what they would like to play and what makes a game great for them. What is even worse is the fact that this game is £13.49 On Offer how is that any discount at all? People work for their money and they should be treated with the love and the care they deserve not some half finished I can't be bothered game. Come on people use some common sense.

As you are unable to ask your audience any thing they dislike/like I have compiled a list for you

What I Dislike:

- Vehicle Handling
- Dispatcher
- No Freeplay
- Laggy water animations
- Walking for NPC's
- Lighting on one spot
- Controls
- No English Fire option

What I like:

- Missions
- Chance to work as a group
- Range of Vehicles
- Detail
- Choose What you want to play as German/American. When writing this i have completed about half the game.



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The game plays really well, But its almost an exact replica of ZUMA the game, The only real difference in this game is that you get to select various powerups for play through the game.

However saying this you can collect all powerups during play if your good enough to do so.

This relies on multiplier of how you knock the combos of the game.

The indie dev is working hard to earn a living but i believe he is under contract and is relying on that,

Game play is very much ZUMA but with powerups that you can collect during gameplay.

If you want a similar experience to ZUMA then by all means its a stable game, Almost a ripoff of the game but beware.

There are a few achievements on steam that are broken that might never get fixed.

Solid game, and as a little story to go with it.. I did not entirely dislike this, but cannot recommend people pay \$4.99 for a game it takes only 8 minutes to play.

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