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Cyber Chicken is a 3rd person, physics based, sandbox game, set in a futuristic, vertical society. The game is set in New Brooklyn and features a unique mix of characters and hundreds of items to be found. Not only does the game allow you to build and design any structure that you can imagine, but the amount of play-based activities that are available is unparalleled. There are thousands of items that you can use to create your own designs in the game. From wall climbing to digging, shooting at enemies from above or from underground, to placing platforms and bots, to finishing all missions, there is so much to do in this futuristic city. There is something for everyone! Features: Build thousands of items to make your city as unique as you want it to be Build and design multiple structures including skyscrapers, stadiums, campuses, and more Work together with other players in PVP environments Explore, defend, and survive against other players in a global online leaderboard Automatic updates will be released on a regular basis so that you will always have the latest versions System Requirements: Minimum: OS: Windows 7, Windows 8, Windows 8.1, Windows 10 Processor: Intel Core 2 Duo or AMD Athlon II X2 Memory: 3 GB RAM Graphics: DirectX 10 compatible with Shader Model 3.0 Hard Drive: 80 MB Recommended: OS: Windows 7, Windows 8, Windows 8.1, Windows 10 Processor: Intel Core 2 Quad Memory: 4 GB RAM Graphics: DirectX 11 compatible with Shader Model 4.0 Hard Drive: 80 MB About WHOA!: WHOA! from Groupees Entertainment, is a unique physics based puzzler with a focus on creativity and humor. Based around a 2-player cooperative gameplay experience, it features 130 unique puzzles spread across 5 unique worlds. It will feature a humorous approach to physics with objects behaving in unexpected ways, with the physics guiding the gameplay. Every world is absolutely massive, and with careful design and thoughtful use of the physics system, coupled with a satisfying endgame achievement system, players will have to use the rules and physics of the game to their advantage! System Requirements: Minimum: OS: Windows 7, Windows 8, Windows 8.1, Windows 10 Processor: Intel Core 2 Duo or AMD Athlon II X2 Memory: 3 GB RAM Graphics: DirectX 10 compatible with Shader Model 3.0 Hard

Features Key:

Difficulty level: Easy

3 game modes: *World of Towers*, *Towering Heights* and King of the Towers

More than 30 stages including 15 tutorial levels

Keep track of progress by saving your gameplay

Super fun, strategic gameplay, as well as splendid graphics, music and sounds.

More than 100 units and buildings to collect

Over 30 amazing powerups including Bombs, Maces, Sabers, Cannons, Forcefields and... Doors!

Advanced battle mechanics including upgrades, energy, placement, range and height of defences as well as synergies to take into account

Game Categories

- Tower Defence (*SDG*)
- Real Time strategy (*RTS*)

Game Modes

- Tower Defence: World of Towers, Towering Heights
- Real Time Strategy (RTS): King of the Towers

Game Controls

- Move up & down between towers: Swipe or tap
- Tap to build an attack tower: GYRO
- Tap to swap units: BUTTONS
- Tap units and tap a unit to select them: BUTTONS
- Tap to place defence towers: BUTTONS
- Tap to remove a defence tower: BUTTONS
- Tap to place a build area for an attack tower: BUTTONS
- Tap to remove build areas: BUTTONS
- Tap to build an attack tower: BUTTONS
- Tap to sort units: BUTTONS
- Tap to create attack units: BUTTONS
- Tap to use a powerup: BUTTONS
- Tap to use a fuel
- Tap to create Transport Unit: BUTTONS
- Tilt the device to control the camera angle: TILT

Notes