
Slime Rancher V0 2 1

Slime Rancher v0 2 1 Slime Rancher is a free-to-play 3D sandbox construction and management game created by The Behemoth and published by The Behemoth. Download it from Google Play. BANDON YOUR MIRROR MIRROR: EPISODE 1! Download Slime Rancher: The Pool Party and get ready to get in on the action! As more and more people are joining the ranks of Slime Rancher, we decided to do something about it. Come see what we've been up to! Download Slime Rancher now to see why we made this video. Want to see your work on Slime Rancher? Check out the submissions page for more details!

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Release date: 05/11/2018 (v0 2 1 Ittahild)
Steam: ihttahild ddlssaa.com: ps4, An announcement trailer for the game was released in May 2016, and a livestreamed alpha was held in October 2016. Reception
Slime Rancher has received "mixed or average reviews" on all platforms except Windows PC, according to review aggregator Metacritic. Slime Rancher debuted as a runner-up for Game of the Year on Xbox One in August 2016. GameSpot's Filip Miucin rated the game 7/10 and said "Slime Rancher"'s simple premise can easily get mired in repetitiveness, but its art and level design keep it fresh." Game Informer's Michael Ferraro gave the game a score of 5/10. Game Informer said the game's puzzles

"cater to [its] most rabid fans," and its presentation "resembles a Nickelodeon game show." The magazine said the game "actually plays like a true comedy," and that players "might miss [its] original style when it comes to truly emphasizing the squishy puzzles." GameSpot's Chris Carter criticized its visual presentation and "frequent moments of unintentional, hammy comedy" but said "its gameplay shows the kind of whimsy and ingenuity that set it apart from other, more blatantly silly games." In its review, IGN said that the game is "incredibly hard to put down" and that it "never stops being fun." The review, however, criticized the lack of variety in the game's art style, saying it "makes it difficult to get through the most

basic puzzles," and said the game's "production values look like the video game version of something you'd find on a giant inflatable slide in a carnival's backlot." GameSpot called it a "true hybrid of platformer and adventure game," and said it has "a solid dose of silly humor and visual style." The game was nominated for "Best Adventure Game" at the 12th Annual D.I.C.E. Awards, and for "Adventure Game of the Year" at the 2016 SXSW Gaming Awards. [References](#) [External links](#)

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