Creeper World 2: Anniversary Edition Full Version Free

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About This Game

Yes, this is your grandfather's Creeper World 2. Now on Steam and with two new and amazing soundtracks from Finn M-K, the composer who did the OST scores for Creeper World 3 and Particle Fleet!

Deceptively simple... amazingly deep.
Creeper World 2 thrusts you into the 14th millennium fighting and enemy that flows and oozes through the terrain. Employ advanced weapons,gravity manipulating repulsors, wormhole like rifts, and your own wit against this never yielding enemy. Excavate terrain, unearth techs, crystals, remnants and other artifacts. Face a new mechanical enemy that employs gravity manipulation against you. Join the fight to save humanity now!

Title: Creeper World 2: Anniversary Edition
Genre: Indie, Simulation, Strategy
Developer:
Knuckle Cracker
Publisher:
Knuckle Cracker
Release Date: 16 Nov, 2016

b4d347fde0

Minimum:

OS: Windows 7 or later

Processor: Dual Core 2Ghz

Memory: 1 GB RAM

Graphics: Any

DirectX: Version 9.0c

Storage: 500 MB available space

English

Energy:
6/20
Ore:
0/20
Technytes:
0
Incoming Phantoms
6
2:10
Score: 10563
Time : 0:49
SYSTEMS
WEAPONS
REACTOR
COST: 5
ORE RIG
COST: 10
BEACON
COST: 15
TECH DOME
COST: 10
SHIELD
COST: 5
MICRO RIFT
COST: 50
SPEED
Techs
GRAVITY
BUILD DIR
Creeper Density: 115 K
OPTIONS
HELP
GAME

Code Missions
Time: 13:17
Score: 11086
RESUBMIT
Return
View Online Scores
Enter any code words and click 'Launch' to initiate mission
Today's Mission
Random Mission
Launch
Previous Maps
yellow box put
go top look
away put table
toy top door
it help where
grass night once
5201
big said play
once tree put
go bread box
night chair way
Common sense is not so common.
the away find
Size
Small
Medium
Large
Complexity
Low
Medium
High
Preview
Stats
Gravity Direction: Down
Gravity Strength: 1 G
Build Directions: Up
Fields: No
Experimentals: No
Emitter Count: 4
Avg. Emitter Strength: 0.9 Million
Max Emitter Strength: 1.3 Million
Gateway Count: 2
Drone Count: 44
Avg. Drone Strength: 4
Phantom Count: 0

Return
Custom Missions
My Maps
Find Maps Online
Load Map From File
2691 Custom Maps
Map ID: 2799
Not Played
Title: Mean Badgers' hole in the ground
Author: ejona
Comments: 2 [View Comments]
Scores: 28 [View Scores]
Height: 75
Downloads: 388
Best Time: 28 min 9 sec
Avg Time: 94 min 8 sec
Desc: I finally made a map of my own! - Not too difficult but a few tricky parts(?) :-)
DOWNLOAD
23 / 5
Map ID: 2798
Not Played
Title: Dig For Light
Author: Echo1970
Comments: 1 [View Comments]
Scores: 52 [View Scores]
Height: 35
Downloads: 294
Best Time: 12 min 45 sec
Avg Time: 29 min 45 sec
Desc: My first map
DOWNLOAD
24 / 2
Map ID: 2797
Not Played
Title: Day 10 Double-Down
Author: Matt
Comments: Post First Comment!
Scores: 65 [View Scores]
Height: 46
Downloads: 437
Best Time: 3 min 45 sec
Avg Time: 21 min 57 sec
Desc: This may or may not be easier, but I certainly tried to balance this a bit more.
DOWNLOAD
28 / 0
Map ID: 2796
Not Played
Title: Day 8 Double-Down
Author: Matt
Comments: 1 [View Comments]
Scores: 63 [View Scores]
Height: 40
Downloads: 352
Best Time: 1 min 25 sec
Avg Time: 12 min 8 sec
Desc: Well, Day 4 mustve been easy.. How about this map?
DOWNLOAD
27 / 2
Map ID: 2795
Not Played
Title: Day 4 Double Down
Author: Matt
Comments: 2 [View Comments]
Scores: 53 [View Scores]
Height: 40
Downloads: 307
Best Time: 3 min 3 sec
Avg Time: 12 min 28 sec
Desc: This map is indeed intended to look like Day 4, because it is Day 4! The trick, though, is that the emitters' creeper production amounts are double what they
DOWNLOAD
23 / 1
Map ID: 2794
Not Played
Title: Flash's Cubic
Author: Matt
Comments: Post First Comment!
Scores: 110 [View Scores]
Height: 31
Downloads: 684
Best Time: 5 min 42 sec
Avg Time: 27 min 54 sec
Desc: Welcome to Flash's Cubic! Lots is going on in this map, so be ready!
DOWNLOAD
47 / 0
Map ID: 2793
Not Played
Title: Drones-only
Author: Matt
Comments: Post First Comment!
Scores: 72 [View Scores]
Height: 50
Downloads: 551
Best Time: 2 min 25 sec
Avg Time: 12 min 16 sec
Desc: Think Before You Download
Map ID: 2792
Not Played
Title: Slip-Fields
Author: Matt
Comments: 2 [View Comments]
Scores: 64 [View Scores]
Height: 35
Downloads: 423
Best Time: 3 min 58 sec
Avg Time: 16 min 17 sec
Desc: A sorta varient of Slip emitters from
Map ID: 2791
Not Played
Title: Drones A-plenty!
Author: Flash1225
Comments: 1 [View Comments]
Scores: 60 [View Scores]
Height: 44
Downloads: 509
Best Time: 6 min 27 sec
Avg Time: 46 min 54 sec
Desc: Lots of drones here! A bit less field

creeper world 2 anniversary edition cheat engine. creeper world 2 anniversary edition

Creeper World 2 is really fun to play. As a kid Creeper World 1 and 2 was my childhood games. Even though I am older it is still really fun to play. I really recommend this game.. It's a different approach and different gameplay comparing to cw1 and cw3 but its still good and refreshing. Also it can get challenging sometimes and forces you to think and come up with different solutions which is fun. Another good game overall just like other CW games.. Another classic I played many times on Kongregate.com. This takes the concept from the first game and gives you a sideview perspective rather than a top down, and it also adds new toys to destroy Creeper with. The missions get progressively harder as you go on and you aren't always allowed the luxury of consolidating your power before going on the offensive. It's a tactical and strategic masterpiece of a game wherein it seems simple on the surface but becomes very complex as the game goes on. Furthermore you learn to anticipate the unexpected and make ready for it. You also learn to restrain your desire to build everything at once and maximize your energy usage to build more efficiently to deal with rampages, particularly the drones that spawn on the later maps. Probably one of the best additions to the game that wasn't present in the original was the inclusion of conversion bombs, which allow you to turn pools of creeper into your own anti-creeper lakes. This can come in extraordinarily handy at times, though the missions that this wonderful tool exists are counted on the fingers of one hand. Still, the thing that really made this game different from the first other than the perspective was the inclusion of the Nullifier weapon which lets you destroy the Creeper Emitters and spawn-gates for the drones and phantoms. No longer do you just have to perform lockdown, now you can actually destroy the sources directly.

All in all, it is a fun game that will eat up a ton of your free time and not leave you feeling like you didn't do anything, unlike some games. It's not a job, it's not a chore, it's a challenge. A challenge of your skill and adaptivity. It definitely doesn't disappoint and I highly recommend it to anyone looking for something fun and frustrating at the same time. You'll be glad you bought this little gem. The soundtrack is also very fitting and driving like the first game, but even more so.

It's rare to find a game that has very few flaws. Well-balanced, well thought out, and more than meets the eye best describes it. There's even a code mode which lets you run random maps after you finish the story and the bonus missions, so on top of the hours you'll sink into conquering the Creeper you'll have more to do if you're interested in continuing with this experience. This has always been one of my favorites that I kept going back to, and with the Anniversay Edition you're getting the full story for the campaign, better writing, and a great game for a reasonable price. Buy it!. A great game. I once owned it from another store and bought it again on Steam because it is so good. Tense in parts, yet also strangely relaxing as your networks grow over time. One of the most original RTS games I have played.

For this second game the action switches from overhead to side-on, and it works just as well, bringing new ideas into play. Like DigDug or Boulderdash with laser guns.. I remember playing original creeper world as a flash game. When the whole series went on sale I grabbed it and I was not dissapointed.

The game is great. Every single volume.

I liked building my anti creeper fortifications, blocking the emmiters with blasters, building so much reactors I never went out of energy and so on.

The music is great in all three games. While second game looks like sort of detour from series with its vertical aproach, CW 1 and 3 are top down and great.

I really loved the story aswell. It is not for everyone, as the lore is told only in playin text, sort of conversation between protagonist, but I loved it. Prepare to read a lot though.

CS series can surprise players every time, as some simple missions are always preparing some twist of events. All scripted and probably surprise you only first time, but its great first time.

I have ltierally nothing bad to say about these games. I didnt encounter a single bug during whole my plays. I spend hours and hours clearing creeper, and now that its over I feel exhausted nad happy. This is how good games should be. Captivating. Easy to learn, hard to master. Addictive. Immerse you and never let go until you finish it.

Creeper world is such a game.. I guess the Zelda 2 of the series, since the main difference from the original is that it's a side-

scroller perspective instead of top-down. Starts off easier than the original, but there are some ramps in difficulty later that are on-the-whole welcome. Most of the difficulty is around time. Second-to-last level of the story took me forever to complete, which isn't a bad thing, and the last level introduces some new mechanics that are interesting.

The story's suprisingly good. It follows on from the previous game, and I felt somewhat invested in the fate of the characters and humanity as a whole.

Negatives...it loses the height gimmick of the previous game, instead now creeper has density, which is effectively the same thing but a bit contrived. It did seem quite easy until it wasn't, and most of the gameplay is around spamming up reactors and blasters. As with the first game, gameplay is repetitive, and multiplayer is non-existent which harms an RTS's longevity.

All-in-all I had fun playing through the story, and I'm glad this wasn't just a copy of its predecessor.. Creeper World is made by one of my most favorite game developers- Knuckle Cracker. Creeper World 2 is quite different from 1 and 3, and features a variety of levels for you to wrap your OCD brain around. I played the free version on Kongregate for more then enough time that it deserved, but this game is so good I had to keep playing, and I bought this, and it's like a continuation of those maps. Creeper World is not for you if you don't like turtling, but it's more theraputic in the way the game is designed. Give it a whirl, you'll most likely know if you'd want to keep it after an half hour or two.. I love this series, and CW2 is a fine variation on the kill-the-slime theme,
with rich content added by Custom and Code missions
However, it’s all brought down by the abysmal design of mission 13, which
reminds me more of a platformer a la Manic Miner than a strategy game.
Creeper World for me is all about quickly assessing a situation and developing
an approach that might work, and then proceeding to slowly erode the enemy’s
strength while hunting for that vulnerability that will lead me to victory.
At no point do I enjoy having to follow a strict sequence of events to be
performed in a barely sufficient amount of time.
That’s called Work and I have enough of it already.

In addition to having a different viewpoint and mechanics to the first game, this game is also a lot harder. The story missions ratchet up in difficulty after level 16, to the point where the Bonus missions are actually easier than the final few story missions. The Bonus missions also don't increase linearly in difficulty -- some of the later ones are more about showing interesting mechanics than being hard, which I was thankful for. I did like the tactics necessary in Barbarian Hordes and Shields Up!, though.

I liked how some missions forced you into certain strategies -- 13 had to be rushed, while 18 had to be turtled. I didn't like you pretty much had to restart to see how some missions were going to go down -- where the creeper went (18: The Tide) or how strong and numerous the drones were (Barbarian Hordes).

Overall though, it was a lot of fun, and cheap for the time. There are also lots of user-created maps, but I couldn't find a way to sort by ranking. Most are also very well-rated, so it might be hard to find the better ones in there..
https://www.youtube.com/watch?v=bJFV1gUqQFs
This video shows everything I love about Knucklecracker. He doesn't reinvent the wheel. He adds on some cool all-terrain tires. Not everyone wants all-terrain tires, but some people out there REALLY do.. Loved Creeper World 3 so I bought 1 and 2 to get the whole backstory. Unfortunately I will not be getting the backstory as the second last level is either broken or far beyond my capability to complete. At 4 minutes and 13 seconds in an NPC bunker is destroyed every time; thereby ending my playthrough. I'm unable to find any videos where someone has managed to save that bunker in 4 minutes 13 seconds or less, so I can only assume that the game is broken.. such a fun game. makes you think and conquer.. awesome game cant wait for number 4!!!.
Creeper World 2 changes from the first game with a foreward perspective instead of a top down. While the gameplay is similar to the first in the series, there are obvious differences, such as lack of a large spiderlike network and the ability to dig into the rock. Many new gimmicks are introduced into this game, notably the ability to destroy emitters, which carried over to the 3rd game. At first some of the concepts such as the shapes the creeper made were hard to understand, but with time it became clear. Unfortunately, for me it feels like the gimmicks were not used to their full potential, though they were dug into during the bonus missions, and this could be solved with more bonus missions. Specifically, the units given to you during the final level are only available on the last missions of the story and bonus campaigns, and it would have been interesting for them to have seen more use.
In short CW2 is a great addition to the series, and although it has some differences from the other games in the series, any Knuckle Cracker fan should enjoy it for its gameplay and low price.

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