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About This Game

Tribe Of Pok is a tribal survival strategy game featuring a deeply simulated environment. You manage a tribe of hunter-gatherers, helping them survive and thrive in a savage world. As you become more prosperous, rival tribes will take notice. At first they will judge you based on appearances, but you can change their opinion based on the actions you take.

Simulated Natural Environment

The natural environment is heavily simulated. Water flow, ground saturation, evaporation, fertility, temperature and humidity all contribute to shaping world. Cut down all the trees and eventually they will stop regrowing. Use up all the water in a pond and it will be dry until the rains return.

Day/Night and Seasonal cycle

Temperature and humidity are affected by the time of day and season. Winters can be harsh with below-freezing temperatures, so keep the camp fires going to prevent hypothermia.

The Circle of Life

Plants and animals adhere to the circle of life. Plants absorb organics from the soil as they grow, produce fruit during maturity and return organics upon death. Animals travel in herds around the map trying to fulfill their own needs. For predators, this means hunting other animals when hungry. For prey, this means running away from anything that views them as dinner.

Nature is the Ultimate Provider

Almost everything you need will come from nature. Plants are harvested for their produce, animal carcasses are butchered for materials and rocks are broken down to make tools.

Procedural World

Each time you start a new game, the world is procedurally generated. You can select which biome you want to embark on, which will affect yearly temperature and rainfall patterns, animals and plant species, and the ground layers that make up the world.

Craft the Tools of Survival

Craft spears to defend against wildlife and other tribes, axes to cut down trees and awls to make clothing. Some tools are even capable of performing several tasks. The stone knife speeds up fire creation, but can also be used as a weapon in a pinch.

Stop the Decay

Food left in the open decays very quickly. Build pits to slow down this process. Don't place it too close to camp, or the warmth from a campfire will speed up decay. If the pit gets wet, any food inside won't last very long either. It's all part of the deep simulation that drives Tribe Of Pok.

Build Monuments

Guide your tribe to prosperity by building monuments of the Stone Age. Arrange individual stones however you like, we provide the pieces for your designs!

Take Charge in Combat

When danger approaches, quickly take control of Pokian Warriors in Combat Mode to deal with the threat. In Combat Mode, you can select and order Pokians around just like in a real time strategy game.

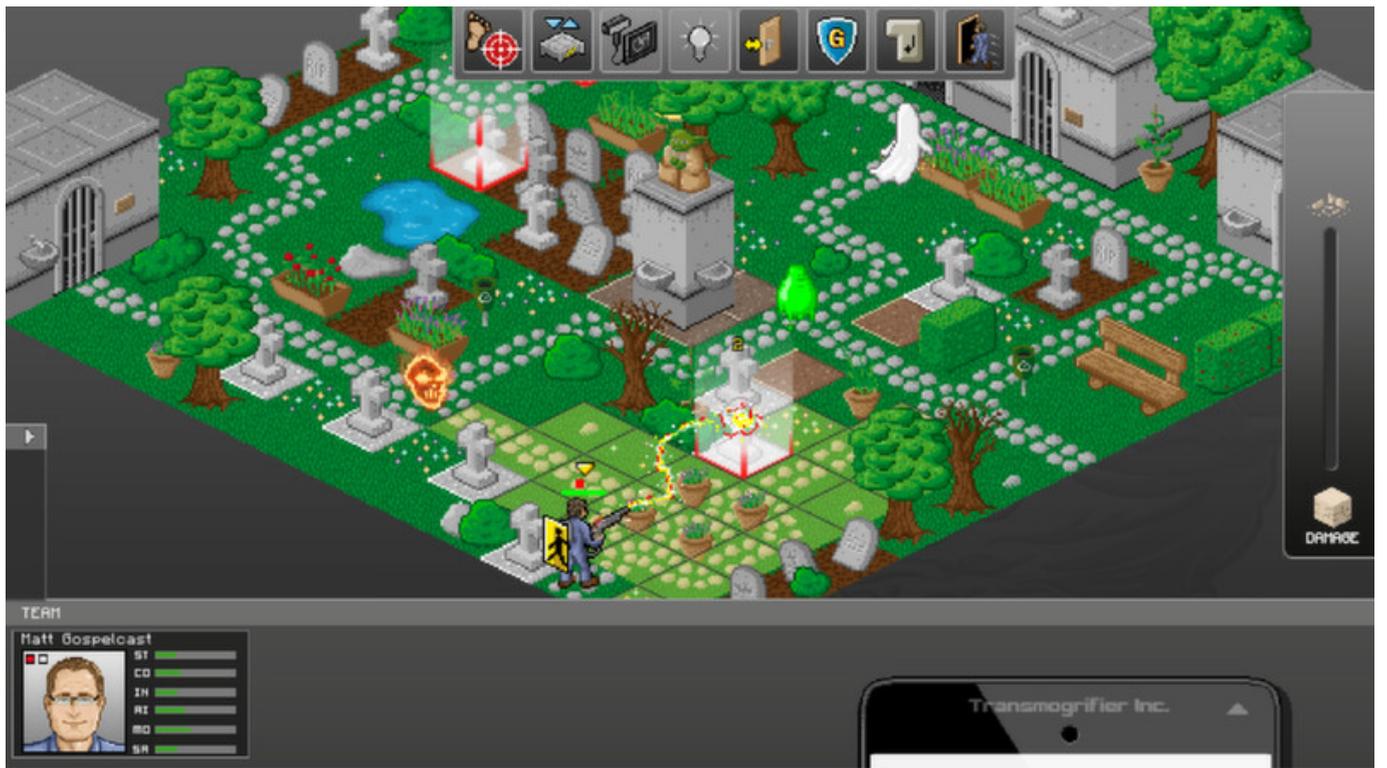
Diplomacy & Discovery

A unique diplomacy system where foreign tribes will initially judge you based on appearances. As they learn more about you, other factors will come into play that influence your relations. If your actions annoy them too much, watch out for raiding parties that will come to destroy you.

Title: Tribe Of Pok
Genre: Indie, Simulation, Strategy
Developer:
Poking Water Games
Publisher:
Poking Water Games
Release Date: 23 Aug, 2016

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English







Season pass with not much content surely if Capcom announce it pre launch to assure peoples that purchase it. The positives are this game has a nice protagonist and nice girls to date. Unlike many of these vn's he is not a fool. There is no♥♥♥♥♥♥or violence or bullying so that is a positive. The only real negative is the mosaic. I don't support censorship and would not have bought it if I had realized. On a minor note the magic element was a bit silly. Remember "True Blood" the television show where eventually the normal humans were a minority? I was getting the same feeling here. And people can steal magic when it is good for the plot but apparently not later when it could avert a disaster? So without being a spoiler I would say the magic didn't work for me.. Just started the game, RELAXING VERY RELAXING! Ty A+

<https://www.youtube.com/watch?v=g73BVFb9wpU>. Fantastic game if you're a fan of xcom or any other turn-based strategy games. It is very hardcore and has a very cool late 1800s, early 1900s steampunk vibe to it. It has an awesome arsenal from your standard smgs, rifles, lmg's, all the way up to mortars, atomic death rays, and artillery strikes from an array of unique factions. Many who dislike this game don't enjoy it for what it is. It's hard but in a fun way, like dark souls it's all about the challenge. You can have some very cool epic tactically driven moments, ones where you are pinned down by machine gun or mortar fire and need one of your squads to flank the enemy position, or where you need to run in a medic to save a teammate before he bleeds out and need to cover him with supporting fire. My only complaint is that the graphics are somewhat meh, but it honestly won't take much from an experience like this. But otherwise for an indie game I am very impressed and am really glad I picked it up.

8/10. If a crap took a crap then that crap took a crap and then that crap got lost in a field of craps and decided to take a crap while watching someone play this crap it's still not enough craps to display how crap I found this game. Still look on the bright side I got my 75 cents worth in this review.. I loved this game. I found it delightful and interesting. As the synopsis suggests, you are Amber, and having grown up in the woods being raised by your adoptive mother, you're sent to the big city to become an apprentice alchemist. You spend the first portion of the game at this stage, where you get to know your new love-interests/friends, and make decisions that shape how your personality develops (i.e. do you want a light or dark alignment, are you selfish or selfless, etc). Later you progress to the adult stage (complete with a change of appearance for you and the other characters), having (hopefully) passed your exams you start your own business, a magic shop. It's slightly weird that none of this game seems to focus on actually RUNNING the titular magic shop. You gain jobs elsewhere (and occasionally a customer will come in with a special order), craft the required objects and gain money/xp/loot/reputation (depending on what reward you wanted). You can upgrade your shop to give yourself various bonuses, like more daily cash (never enough to do much with, but it's something), or allows crafting more advanced items. The alignment system is a tad weird, sometimes the choices you make that gain you light or dark points don't really seem to fit (an important decision that nets you a whopping 5 light points requires you to publicly humiliate yourself for someone else's benefit, something he never really appreciates or apologises for). The crafting system I really enjoyed (though you can skip it entirely with the visual novel mode), even if the one ingredient I needed most was NEVER in stock. It was a nice change of pace, instead of a combat system, you gain xp by crafting. The main story is nicely engaging, and most of the love-interest specific stories are interesting too. I was delighted to see yuri and poly options for romance, the game also features a gay character and a trans character (yay!). Interestingly there is no jealousy mechanic, Amber just openly dates multiple people, periodically breaking up with them until she's only dating one. I like this, but it can lead to some weird moments such as the character who's arch largely revolves around him becoming paranoid and self-centred, seems perfectly fine with you dating other people at the same time (though will assume the worst if/when you break up with him). The worst I can say is that some of the love-interest stories seem a bit shallow and could have done with more fleshing out. Essentially my key criticism of the game is I want MORE. More detail, more story, more places to visit and things to craft, More little side-stories. I of course understand there's only so much a developer can feasibly fit in a game, and honestly if the worst I can say about a game is it left me wanting more then I dare say that makes it a pretty decent game. It took me about 30 hours to get ALL achievements and see everything, so I'm happy it was money well spent. If you ONLY played it through on visual novel mode, you might feel otherwise, I don't know. Well I abandon... bought this game and it never worked, can't even freaking INSTALL the game... come on guys.... It's generally not a good sign when you see the words "Made with Unity" come on-screen before anything else, but at least this is one effort which was clearly made with a bit of love. Which isn't to say that it's "good", exactly - it's not - but at least someone cared enough to spend longer than four-and-a-half hours putting their "experimental" masterpiece (read: tech demo) together, and had enough respect to make the resultant "game" free for all bar those who choose to make a donation. A donation, one presumes, mostly intended to show support towards whatever project the dev decides to undertake next.

My own assessment of the developer's potential? Yeah, there's definitely potential here. The graphics are spiffy - even if you feel a bit like a dwarf running through a forest at times, despite no clear indication that your character is anything of the sort - and the sound is generally well-realised (though some differentiation between paved footpaths and the surrounding grass would have been nice). The sounds of the legion of weeping female voices following you in the caves is especially effective, if a tiny bit shoddily mixed. The atmosphere, on the whole, is really quite applaudable.

The gameplay, unfortunately, is not. Wander about semi-aimlessly, stumble upon a map to some caves you're supposed to visit, find what you're looking for in said caves, die several times trying to escape said caves, then die several more times running around in circles once you're outside again. I didn't see the very ending due to my impatience with this latter part of the game - you really do get thrown back quite a ways when you die, just to end up getting lost all over again - but I have a strong suspicion I saw virtually everything on offer anyway, in well under thirty minutes. Other reviews claiming to have finished the game certainly seem to back me up in this assumption.

So why the recommendation, you ask, for a short game I couldn't even be arsed completing? Well, it's free, and given that Steam only gives me two thumbs to choose from, it doesn't really seem fair to choose the downward-pointing one. I've certainly PAID MONEY for far, far worse, especially on Steam. Take this product for what it is - a brief, atmospheric experience predominantly designed to show off an aspiring game-maker's potential - and it's not "bad" by any stretch of the imagination.

Would I go so far as to call it a fully-fledged "game"? That's a bit of stretch. It is what it is, really, and I would at least be interested to see what the dev gets up to in the future. He's already half-way there - only the mapping leaves a LOT to be desired - and if people insist on inflicting their half-baked learning experiences on the general public, the least they can do is not charge people for it.

Recommended, if only barely, and only for the genuinely curious and/or financially destitute.

Verdict: 5/10.. This sucks! IT wont let you play at all whats happening is just satsing "Negoliating" and Sven its finisher i crashes rejoin and crashes. ENG;

Pretty fun & nice bussiness simulator game, referral! :3

FIN:

Todella hauska ja hyv\u00e4 bisness simulaattori peli, suositteluni! :3

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