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## About This Content

Webster's dictionary defines friendship as the emotion you feel when you've successfully purchased, downloaded, and played a volume of *Hiveswap Friendsim*. Luckily for you, round 12 is here to fulfill that weirdly narrow definition for you. Enjoy the sweet, sweet feeling of having burrowed your way into these two hearts. You deserve it.

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You just crash-landed on Alternia, and you're DESPERATE for friendship! Anyone will do...wait, who are those two trolls approaching you?

The *Hiveswap Friendsim* is a quick, loosely-canonical visual novel adventure following the efforts of the unnamed protagonist (that's you!) to survive and maybe even thrive on the harsh surface of **ALTERNIA**. Set in the time of *Hiveswap: Act 1*, this episodic visual novel's opening volume, written by *Homestuck* creator **Andrew Hussie**, is sure to satisfy *Homestuck* and *Hiveswap* fans who are eager for a darker stroll across the Alternian landscape.

Future episodes will arrive regularly as DLC.

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Title: Hiveswap Friendsim - Volume Twelve  
Genre: Adventure, Casual, Indie, RPG, Simulation  
Developer:  
What Pumpkin Games, Inc.  
Publisher:  
What Pumpkin Games, Inc.  
Release Date: 14 Sep, 2018

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**Minimum:**

**OS:** Windows XP or later

**Processor:** 1.66 GHz

**Memory:** 1 GB RAM

**Graphics:** Any DirectX-compatible card

**DirectX:** Version 9.0

**Storage:** 200 MB available space

English



Mission

Mission #001	1960-1-1
Mission #003	1960-1-1
Mission #005	1962-1-6
Mission #011	1964-1-1
Mission #014	1961-13-6
Mission #017	1960-1-1
Mission #034	1965-9-3
Mission #035	1965-9-3
Mission #036	1965-9-3

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## Mission #005

1962-1-6

### Operatin Anadyr

The USSR begins to show suspicious activity in Cuba. The US is asking us to conduct an independent investigation. Everything indicates that the Soviet Union is deploying military infrastructure on the island for a potential strike against the United States.

Target: France; Buyer: Israel

#### Sell category data:

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- Military industrial complex: 0 шт





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this is fun!

an on-the-rails shooter with gun and shield

still needs some fine tuning, but for 4\$ its well worth it id say! :). I've no words to describe how impressive and breathtaking this last two chapters were.

Really worth the money!. Splitted into 4 or 5 chapters or so. The first one or two Interestingly break with some conventions and purposefully ask the player to ignore rules seemingly set up previously. The following chapters switch perspectives between various "charactes" (which are personified in similar ways as done in "Thomas Was Alone") and tell their interweaving relationships. It's about (flawed, unfulfilled) love, loss, misunderstanding and about some fates ending and others beginning. It's even more minimalistic than Thomas Was Alone. There is only one music track, no narration/voice acting, and barely any other audio. The game is offering less varied visuals than Thomas Was Alone. It was an interesting play, but a short one. Steam tells me I have 1 hour on it, should be about right, and I'm done with it already. Not sure if I would recommend it to buy at it's current full price for it's shortness and lack of challenge. It's very easy to play, mostly relaxing, except for the last chapter which has more difficult platforming parts, they are becoming some detailed jump work and spacebar hitting towards the end. Some of them may be close to frustrating, one or two for the wrong reasons perhaps, like your "character" clipping through boxes he jumps on into pits of fire. More chapters seem to be planned. The story could be seen as finished mostly, though the last chapter leaves some questions open regarding the perspective of one character and so I'm curious to see some more chapters added.. Excellent game still to this day. I bought age of wonders 3 and tried to like it but it seems kind of boring. Not as immersive. Fired up shadow magic last night and thought...yes...this is better.. so short but touching

reminds me of my childhood

kids zaman now wont understand how happy we were without gadgets

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I like the different skin for Aurora and the oculi helps to upgrade your gear faster.. Trippy little quest that can be finished in 10 or 15 minutes with point-and-click gameplay that reminds of works of Amanita Design. Unlike "Samorost" or "Machinarium", "The Magical Silence" is deprived of any logic (even its ending with unexpected twist appears completely out of nowhere) - that's why it can be hard to play without a walkthrough. It seems like a nice game for 0.09\$ on Steam sale, but I doubt that even for 0.99\$ (its original full price) this project will please the buyer - there is just not enough content for it. On the other hand, as a surreal work of art this game is deserves to be played at least once.. I am not recommending this game at this time. Not because of anything I experienced in game. I am not recommending this game because after two months of owning it I am still unable to rebind the keys to be able to play the game properly. I have reached out to the devs on a few occasions (directly on discord) about the key binding issue but nothing has been addressed. In my opinion the rebinding of keys should be handled at the rudimentary stages of a game's development well before EA access funding. Assuming this gets addressed in the future I will make the appropriate changes to the review.

\*edit\*

Well its been two months since the review and nothing has changed with the key binding issue. Enjoy my money Warhorn I only wish I got to enjoy your game.. STAY AWAY

Funny idea, completely ruined by bugs, crappy game design, some horrible support and did I mention it's incomplete? I do not understand why this game is still being sold, let alone for a base price of 20 euros; the devs\publisher should be VERY ashamed.

- The game is plain boring
- The game is buggy as all hell

What more do you need to know? That it's repetitive? Gamemodes are not finished? That coop just doesn't work? That 9 out of 10 jokes are a heavy metal reference which even gets boring for fans of the genre? That you can only play with 50% of the so called "vast array of minions?" That the DLC is useless?

I repeat: STAY AWAY!. Unpolished nightmare, with plenny of bugs. Best map to use to power lvl and to mana farm in the game as long as you know the right build for it and know the multiplers for extra XP.

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