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About This Game

A joyful, casual puzzle game that will tease both your wits and your memory!

You've always dreamt of flying. Roaming high in the clouds, free from all worries. Just gliding through air like a bird. Unfortunately, you were born as a millipede, and your best chance of launching to the sky is probably in some crows mouth... or is it?

Rumor has it that the local Aviation School is accepting new recruits for a pilot course. Seeing an opportunity to make your dreams come true, you seize the moment and embark on a journey of your life. Your path is full of dangers, mazes and obstructions, but the end goal is more than worth it!

So rise on your feet, all 100 of them, and get going!

Control a millipede, roaming through over 90 diverse levels. Solve the elaborate mazes laying on your way. Gather and use multitude of power-ups that will help you with your struggles. Enjoy three types of immersing mini games. Grow bigger and bigger; and remember: try not to eat your tail.

- Almost a hundred challenging and diverse levels
- 3 totally different environments.
- Tons of power-ups and helpers
- Varied and colorful levels
- Immersing mini-games

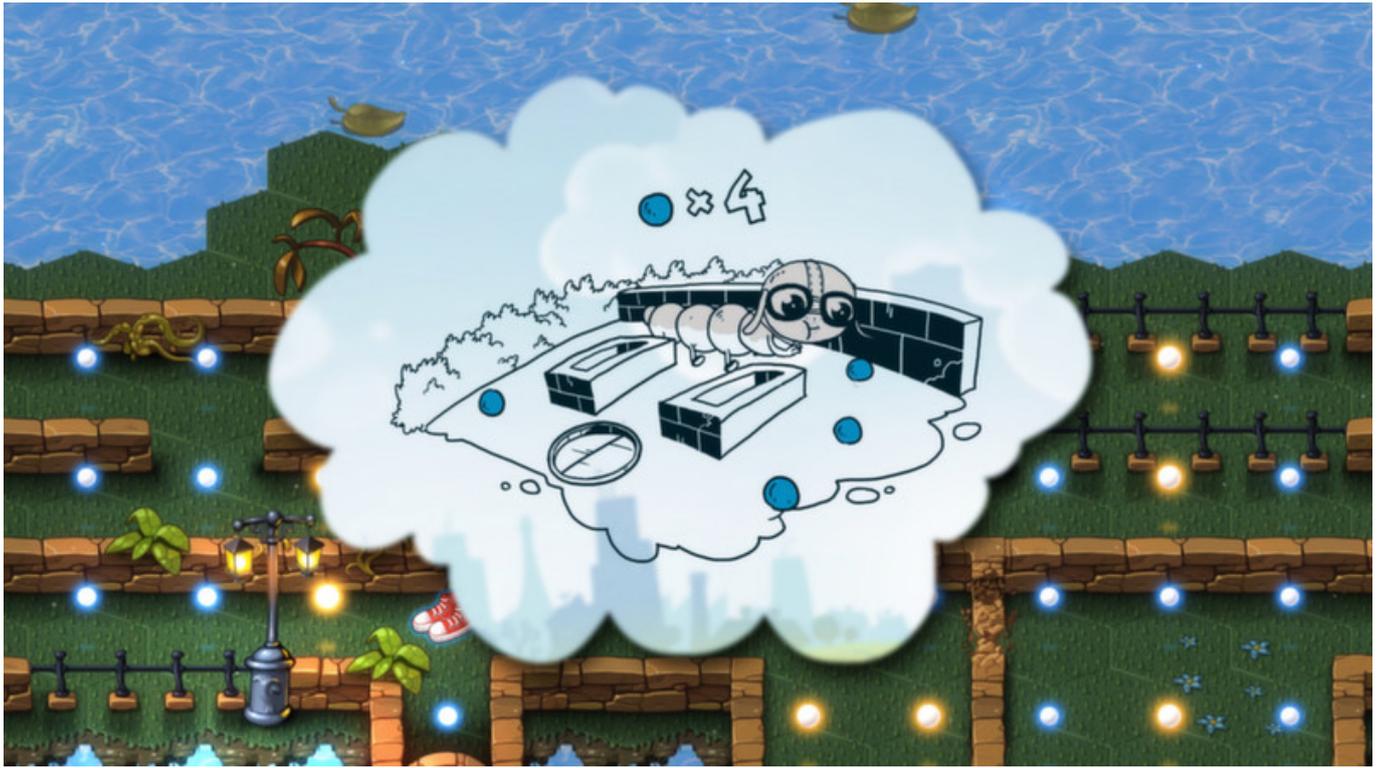
- Really enjoyable, casual gameplay

Title: Millie
Genre: Action, Casual, Indie
Developer:
Forever Entertainment S. A.
Publisher:
Forever Entertainment S. A.
Release Date: 3 Apr, 2014

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English,French,Italian,German,Japanese,Polish,Russian,Simplified Chinese







Very cool, relaxing "snake/pacman"-like game!. Good game for kids.. This is more a mixed review than a negative one.

The gameplay is basically Snake, but in Pac-Man-styled levels. Navigate mazes filled with corridors, collect all the pellets, and reach the exit, all without running into your own body, which elongates as you eat pellets. Familiar with Rattlesnake from Windows Entertainment Pack, which I recall had easier levels, I wanted to see how this compared.

It was fun for me in the beginning, but this was because the levels started out small enough that you could see the entire playing field on screen at once. By the time you access world 2 of 3, they become so big that even the zoom button won't show you the whole thing. This is important, because as you progress the levels become trickier, with more bottlenecks that you have to identify and clear early before emptying the rest of the stage. So, there's an increasingly heavy trial-and-error aspect that I don't really like. In addition, Millie's body becomes so long in these larger levels that, in order to eat those last few pellets you're missing, you have to take the long way around the whole area multiple times, just to avoid running into yourself. I've gone from taking 1 or 2 minutes to clear a stage, to taking multiple 5-minute attempts to clear just one, and I'm not even halfway done with the game as of this writing.

The zoom button pauses gameplay, and because the default camera is often zoomed in too close to anticipate bottlenecks and such, you'll have to zoom out constantly to make sure you aren't going down the wrong path. Not only does this make the pacing tedious, it suggests the developers wanted to enforce a memory aspect, which again is something I don't really like.

There are powerups, like hammers that break cracked walls and sirens that let you go both ways on one-way streets. I was hoping these would add variety to the levels, since there are nearly 100 of them, but they never seemed to make enough of a difference in the gameplay. They activate instantly upon pickup and last less than 30 seconds, so you have to know where to use them first, but again, since the levels become so large, you often have to make a preliminary attempt just to discover all the noteworthy areas. I feel the levels become challenging less by creative use of different mechanics, and more by increasing level size and number of bottleneck areas.

If the premise interests you, and the above points don't bother you, go ahead and give it a try. Otherwise, be warned that it becomes much more difficult than the mood of its trailer suggests.. Not much to say, it's pretty much as-advertised. Snake meets Pac-Man. Nothing to write home about, but it's a nice little arcadey diversion.. This is a nice game to pass some time and relax. A little addictive though :). It is a combination of old and well known snake with little puzzle solving and nice music. You have to earn enough boots that will unlock you next levels. Most of all I love bridges and complex paths in each level. I certainly recommend it to those who like to solve puzzles and have a pleasant time. :). Rarely do I not enjoy a puzzle game, but Millie was a disappointment.

Essentially just a new take on Centipede, it is annoying more than anything else and when it gets difficult it feels like a matter of trial and error rather than actual puzzle solving or forward thinking.

For what it is trying to be, Millie fails miserably, and doesn't succeed in any other category to boot.

3V10. "But millipedes can't fly", I can already hear you scoff. "Nonsense", Millie declares, the anthropomorphic arthropod protagonist of the maze navigating puzzle game of the same name. She's a girl full of dreams, which makes it rather a dreadful shame that my hopes for Millie were all but completely dashed in the end, leaving me sad and wondering what went wrong.

The developers describe Millie as a puzzle game, but it's easier to think of it as Snake meets Pac-Man. Running through mazes your goal is to devour a set number of pellets and make it back to start without running into your bum, which grows longer with each pellet you eat, creating a train of legs which follow your pattern and threaten to cut off your path if you don't plan in advance. As a huge fan of both the games it takes inspiration from this sounded fantastic, but Millie screws up in a handful of ways which managed to all but completely destroy the experience for me.

A bigger issue than anything, controlling Millie is an absolute nightmare. She's clunky to turn at the best of times, but more often than not fails to turn at all or does so too early, almost always forcing you to restart a level as you find yourself trapped in a maze of yourself. Adding onto this frustration is the deliberately inflated difficulty of limited power ups (most notably the one that lets you rewind time briefly to undo your mistakes), which I can only imagine are a carryover from a mobile F2P model

given the inclusion of an in game store (though everything is purchasable with stars you earn from playing the game). It doesn't seem like it would be an issue at first, but despite the kid friendly aesthetic Millie is an astonishingly challenging game. I found myself having to meticulously plan my every move just to be able to finish levels, which requires a level of memorization and precision that felt far above what should be expected from this sort of game.

I had high (perhaps admittedly too high) hopes for what Millie could be, but after only a little more than an hour I couldn't take anymore of it. The unnecessarily high difficulty, poor balance of power ups, and astonishingly bad controls sucked away whatever fun could have been, which not even the extremely cute art direction could hope to salvage. I can only speculate at how much content the entirety of Millie contains, not having the stamina to finish it myself, but for all the levels it contains and the appendages of its lead, Millie doesn't have a leg to stand on.. Don't buy it. It is sooo difficult. You can't see the whole map and you are constantly moving, so you have no time to look ahead and see what is happening. Then you can't get three stars on the levels if you don't play in difficult mode. I can't even get many of these levels using a walkthrough. I thought I would just play to completion instead of worrying about getting achievements, but I got so frustrated with each level, that I just decided to give the whole game a miss. Too bad because it had great potential.. It's a really relaxing and sweet puzzle! I don't regret buying it since it brings such a fresh flavour to these kind of games. I recommend it sincerely if you like colourful things and want to play something that doesn't include zombies, survival or open world horror. I sure do.. Its like PAC-Man x Centipede x Nokia Snakes combined.

Dont let the cutey cutey graphics put you PubG-CoD freaks off this title.

Strip away the Telly Tubby artwork and there is a very innovative, challenging and highly enjoyable game underneath.

Im actually surprised how much I like this game. I like it a lot.

Snake meets Pac-Man! Game is a beauty! For .39 cents i def got my moneys worth. Im glad there are still developers that go for a family type of game.

Pros

nice graphics

Logic

trading cards

soundtrack

Great if you have kids or littles kids (that you dont want them playing bloody games)

Cons. mlg gaming all night long. Millie is a game that resembles the Snake game found on old school TI-82 calculators, QBASIC, or cell phones. However, instead of an open screen, you are stuck in a maze picking up a bunch of dots like Pacman, minus the ghosts. You're given a few tools in your toolkit to help you along you way and you must finish the level by collecting a certain number of dots and a certain number of shoes. The game itself is perfect. It plays very well, the artstyle fits the genre of the game and makes it perfect for kids. The game towards the end takes a long time per level, which can make it frustrating when you are stuck or die and have to start all over. However, the story line is very mediocre. It's a story of a milipede that dreams to fly. So that means that every third level you find yourself in a flying game. The flying games are not well done and can be frustrating if you're looking to get a good score on them. Overall, the game is fun and I highly recommend it if you enjoy a casual snake like game.. Millie is a blast to play, for the first couple of hours and if you need some time without having to think. It's a kind of remake on a large scale of the well-known snake-games, where you have to eat your way through labyrinth-like levels of increasing difficulty and complexity. While Millie eats her heart out, she grows longer and longer, and so there is an ever-increasing chance of eating ... your own tail. Happily, there are several means provided to make life a bit easier: there are clocks to rewind the time, hammers to smash through walls and even scissors ... to cut a bit off your own tail. Ouch. By going through tons of levels, one can obtain stars (needed to buy the extra items), and shoes. With these shoes, one unlocks new levels. Quite simple, well-trying, and still effective. Graphics are nice and colourful, sounds are pretty good - I love the sound of Millie eating ;-).

But it takes hours and hours to really progress through the levels, as some are really very difficult, and only the most stubborn will reach the end of it I suppose. I got bored after a couple of hours, but my daughter isn't yet ;-). The game has full controller support, which is nice, but the controls seems to be rather sluggish and get some time to get used too. All in all, a good game to kill some hours, but nothing more than that.

Gameplay: 18V30

Graphics: 14V20

Sound: 9V10

Longevity: 14V20 (no multiplayer, but more levels than you'd probably ever swallow)

Technical: 7V10 (some points deducted for the controller sluggishness)

Personal appreciation: 5V10

Overall: 67V100. Addictive little game. Like the classic "snake", you eat dots that makes you grow and must not eat your tail or body, in puzzle levels that require a little bit of thinking to make it through without leaving a dot being and thus getting full score. There are a few constrains making it original, like one-way paths and ice patches on which you can't change direction, forcing more thinking.

Also, I encounter an issue and the developers correct it within 2 days, which is really great!. One of the cutest games I ever seen on Steam. The soundtrack reminds me the point and click games I used to play as a kid and I never get tired of it. It's an addicting puzzle, and as everyone wrote in other reviews, it's Pac Man + Snake. Nice and beautiful artwork. Bought on a sale, but the price is fair, because the effort about the creation of this game is visible.. It's like the clasic Snake game, but with better graphics and a bit more interesting.. The concept seems fun and the game is surprisingly challenging, but there is one thing I just can't get past. You permanently lose items (scissors to shorten you, clock to reverse time, etc.) you used in a level even if you failed and restarted it.

Sure, you can buy them, but you'll probably run out of stars eventually when you hit a difficult level.

I don't recommend this game unless you're a pro at snake, have very good memory or just want to torture yourself.. Cool game i like it.

It is a mixture of pacman and snake with some features.

For the price in sale (0,49\u20ac) i would buy it again.. The game \u201eMillie\u201c reminds me of the same basic concept as

the classic game \u201cSnake\u201c has. With eating \u2606 collecting pellets your body grows and you have to take care that you don\u2019t collide with yourself.

In Millie you play a cute colorful millipede which is detailed designed. Also the music and comic influences are in a cute childish style.

The aim in Millie is to get all pellets (+ maybe upgrades) and to get her to aviation school so that she can become a pilot. But the story does not match the gameplay. It\u2019s more something additionally.

The upgrades in the game can help you in different ways, for example making the body of Millie shorter again or destroying walls. So you should better collect them.

With finishing levels you also unlock minigames which are really challenging if you want to get good playing times and always full rewards.

But in general I think this game is just something for boring times in between. I don\u2019t regret that I bought this classic game for such a cheap price and I think I will play it from time to time.

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