

---

## CatAnod Download For Windows PC



Download ->>->>->> <http://bit.ly/2QPP3Ru>

### About This Game

Once upon a time there lived... no, catAnod hasn't got a prominent plot or cute characters. But this simple puzzle will be a nice activity for your brain. Pleasant music and interface will make the process more enjoyable. Connect positive and negative elements to get a whole chain. Be careful and avoid a short circuit. The game is a good choice for both adults and children.

There's always a way to spend some quality time and one of them is to buy catAnod.

Features:

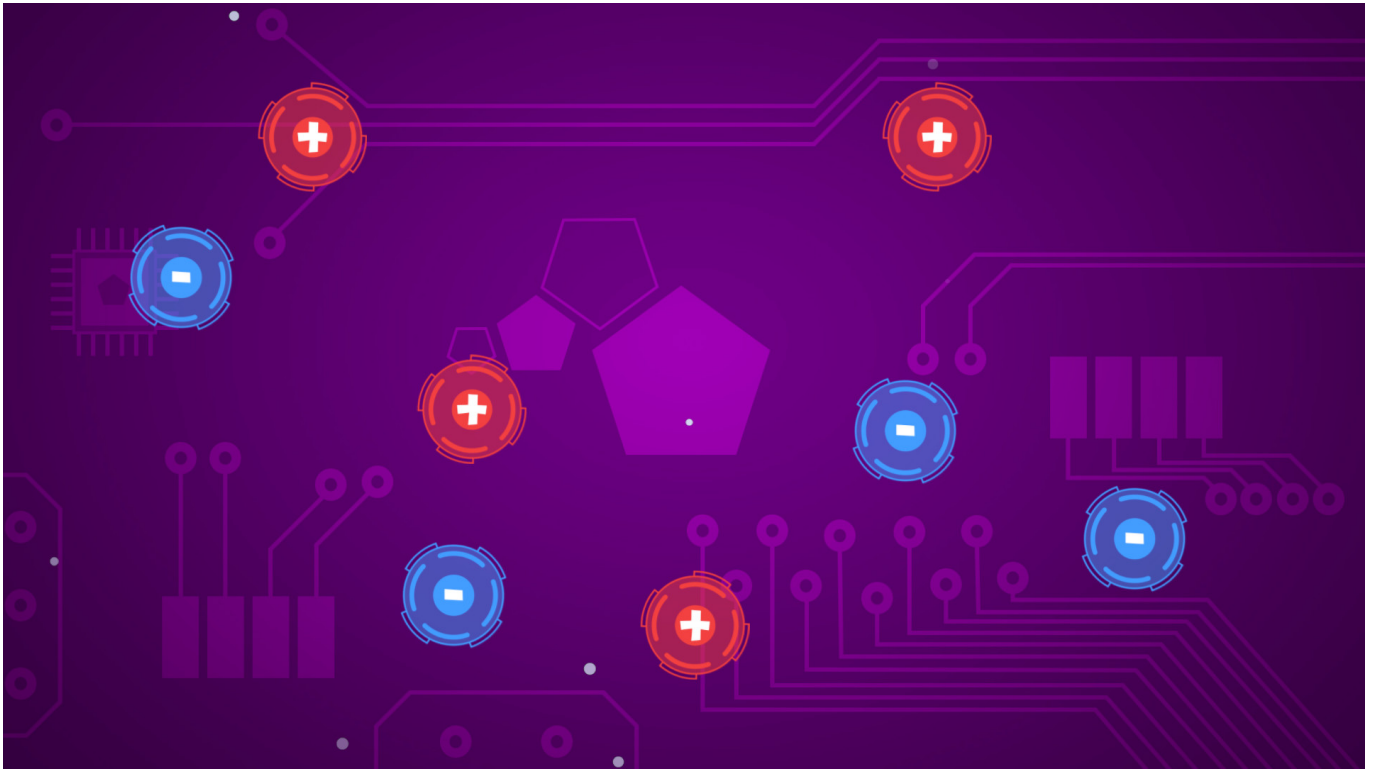
- Achievements;
- 30+ levels;
- Nice music

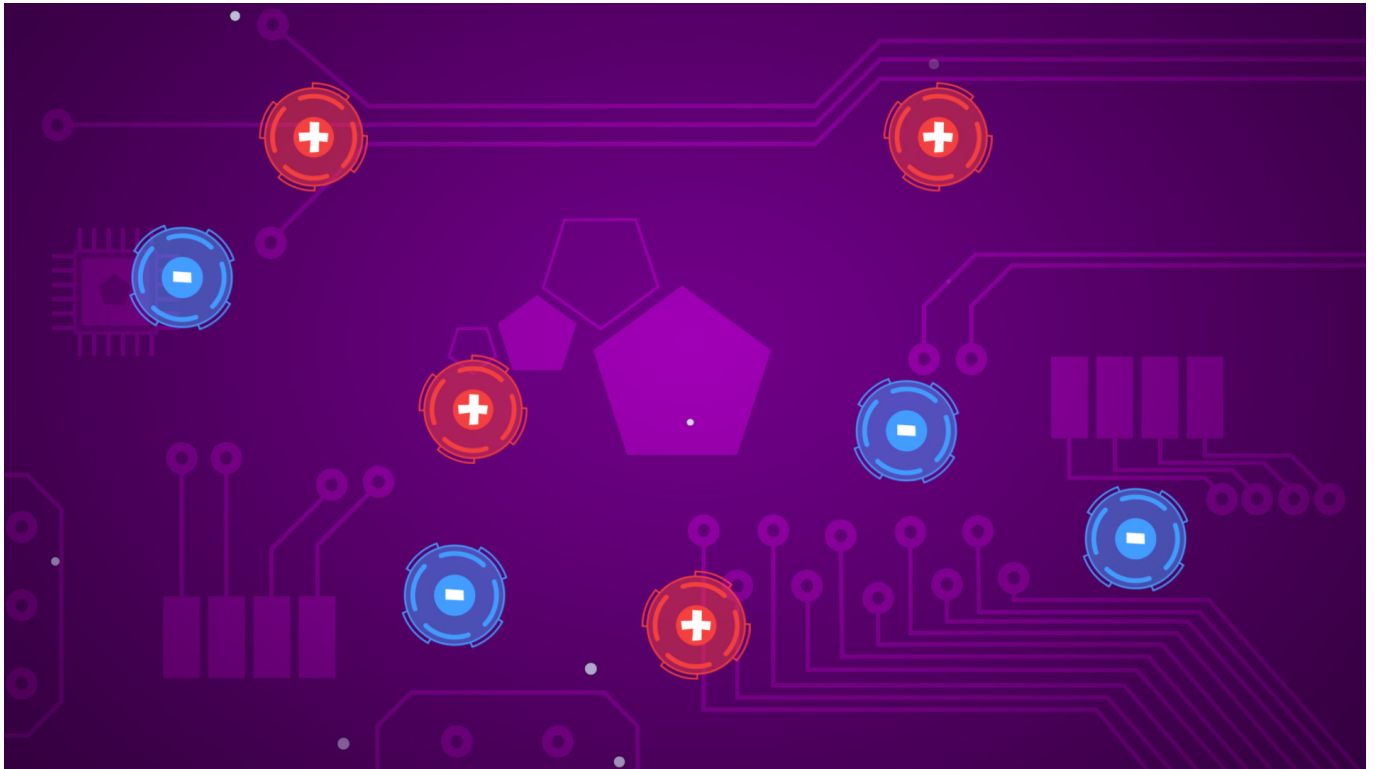
---

Title: catAnod  
Genre: Indie  
Developer:  
Ocze  
Publisher:  
Simple Game  
Release Date: 23 Apr, 2018

7ad7b8b382

English







---

\u2b50\u2b50\u2b50\u2b50. took me 17minutes.. \u2764 Audience \u2764

\u2611 Beginner

\u2610 Casual Gamer

\u2610 Normal Gamer

\u2610 Expert

\u263c Graphics \u263c

\u2610 Bad

\u2610 Alright

\u2611 Good

\u2610 Beautiful

\u2610 Fantastic

\u266c Music \u266c

\u2610 Bad

\u2610 Alright

\u2611 Good

\u2610 Beautiful

\u2610 Fantastic

\u2620 Difficulty \u2620

\u2611 Easy

\u2610 Average

\u2610 Easy to learn V Hard to master

\u2610 Hard

\u2610 Unfair

\u00a7 Bugs \u00a7

\u2610 Bugs destroy the game

\u2610 Lots of bugs

\u2610 Few Bugs

\u2610 You can use them for speedrun

\u2611 Nothing encountered

\u262f Story \u262f

\u2611 There is none

\u2610 Bad

\u2610 Alright

\u2610 Good

\u2610 Fantastic

\u2694 Gameplay \u2694

\u2610 Frustrating

\u2610 Sleepy

\u2611 Boring

\u2610 Fun

\u2610 Challenging

\u06de Game time V Length \u06de

\u2611 Really short (0 - 3 hours)

\u2610 Short (4 - 8 hours)

\u2610 Few hours (10 - 20 hours) [if you focus on the main story]

\u2610 Long (40-60 hours) [if you complete everything]

---

\u2610 Very Long (61-100 hours)  
\u2610 Extremely Long (101+ hours)

\$ Price \u2610 Quality \$  
\u2610 Full price  
\u2611 Wait for Sale  
\u2611 Don't buy  
\u2610 Refund it if you can  
\u2610 Free. \u2764 Audience \u2764  
\u2611 Beginner  
\u2610 Casual Gamer  
\u2610 Normal Gamer  
\u2610 Expert

\u263c Graphics \u263c  
\u2610 Bad  
\u2610 Alright  
\u2611 Good  
\u2610 Beautiful  
\u2610 Fantastic

\u266c Music \u266c  
\u2610 Bad  
\u2610 Alright  
\u2611 Good  
\u2610 Beautiful  
\u2610 Fantastic

\u2620 Difficulty \u2620  
\u2611 Easy  
\u2610 Average  
\u2610 Easy to learn \u2610 Hard to master  
\u2610 Hard  
\u2610 Unfair

\u00a7 Bugs \u00a7  
\u2610 Bugs destroy the game  
\u2610 Lots of bugs  
\u2610 Few Bugs  
\u2610 You can use them for speedrun  
\u2611 Nothing encountered

\u262f Story \u262f  
\u2611 There is none  
\u2610 Bad  
\u2610 Alright  
\u2610 Good  
\u2610 Fantastic

\u2694 Gameplay \u2694  
\u2610 Frustrating  
\u2610 Sleepy  
\u2611 Boring  
\u2610 Fun  
\u2610 Challenging

---

\u06de Game time \u06de Length \u06de

\u2611 Really short (0 - 3 hours)

\u2610 Short (4 - 8 hours)

\u2610 Few hours (10 - 20 hours) [if you focus on the main story]

\u2610 Long (40-60 hours) [if you complete everything]

\u2610 Very Long (61-100 hours)

\u2610 Extremely Long (101+ hours)

\$ Price \u06de Quality \$

\u2610 Full price

\u2611 Wait for Sale

\u2611 Don't buy

\u2610 Refund it if you can

\u2610 Free. Nice game concept with some fun if not easy and predictable elements. Purchased on a steam sale for 61 Canadian ruble-cents. I think it kept me occupied for 37 minutes before I'd completed it twice.

I guess for 61 cents I shouldn't be asking for much but for some reason I'm disappointed. I really want to recommend this game but I dunno. Tell you what, I'm going to recommend it because I didn't see any bugs that were obvious.

@Ocze this is a great game concept. There's no indication as to your progress in the game - colour code the levels that you've completed within the game perhaps? When you've finished the game, you are returned to the main menu without an acknowledgement that the game is complete. I'd assumed that I'd gone through a training mode to get back to the main menu, rather than having completed the game. I'd also suggest that there be an obvious way of cancelling your last move in the game rather than having to start from scratch.

I'd love to see more of this game in a sequel that is more difficult and more polished.. took me 17minutes..

\u2b50\u2b50\u2b50\u2b50. way too simple, the game never evolves enough to challenge you.. This is a short, simple, enjoyable game. It won't make you think too hard (it's quite easy), but it's a fun, stress-free way to pass a little time (I completed the 40 levels in 15-20 minutes. If you're getting burned out or too stressed from a challenging game and need a break, this may provide the needed relief.

Given the short playtime, I can't say I find it worth full-price, but definitely worth a sale price. If there were more levels and/or a level editor, I would be more inclined to accept full price.



---

This is a short, simple, enjoyable game. It won't make you think too hard (it's quite easy), but it's a fun, stress-free way to pass a little time (I completed the 40 levels in 15-20 minutes. If you're getting burned out or too stressed from a challenging game and need a break, this may provide the needed relief.

Given the short playtime, I can't say I find it worth full-price, but definitely worth a sale price. If there were more levels and/or a level editor, I would be more inclined to accept full price.. way too simple, the game never evolves enough to challenge you.. Nice game concept with some fun if not easy and predictable elements. Purchased on a steam sale for 61 Canadian ruble-cents. I think it kept me occupied for 37 minutes before I'd completed it twice.

I guess for 61 cents I shouldn't be asking for much but for some reason I'm disappointed. I really want to recommend this game but I dunno. Tell you what, I'm going to recommend it because I didn't see any bugs that were obvious.

@Ocze this is a great game concept. There's no indication as to your progress in the game - colour code the levels that you've completed within the game perhaps? When you've finished the game, you are returned to the main menu without an acknowledgement that the game is complete. I'd assumed that I'd gone through a training mode to get back to the main menu, rather than having completed the game. I'd also suggest that there be an obvious way of cancelling your last move in the game rather than having to start from scratch.

I'd love to see more of this game in a sequel that is more difficult and more polished.

---

[Emergency Robot Simulator Activation Code \[FULL\]](#)  
[Dishonored Activation Code](#)  
[Hue \[Ativador\]](#)  
[Final Warrior Quest Torrent Download \[PC\]](#)  
[Super Seducer 2 - Bonus Video 3: Girlfriend Guaranteed download epic games](#)  
[Amnesia Demo \[Torrent\]](#)  
[Trick Shot Activation Code \[portable\]](#)  
[kuso crack exe](#)  
[ARCADE GAME SERIES 3-in-1 Pack download for pc \[portable\]](#)  
[Beat Saber - Game + Monstercat Music Pack Vol. 1 Torrent Download \[hack\]](#)