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## About This Game

Perhaps one day you will find yourself in a strange land, alone and helpless. And in this world, your name is, Ayni.

There is only one kind of tool in each world and you even need to use this 1 tool to break through any challenge. In the bubble world, there are bubble generating agencies that you can use to float in the sky to complete all the challenges. In the hot world, there is a fire column switch, which is used to control the movement of walls and land, control the layout of the entire scene to pass through the levels. Different challenges reflect different principles, which inspire people to think about real life. As you constantly explore, the world will become interesting beyond imagination. Of course, there are dangerous and exciting challenges, Lords of element is difficult to deal with!

Every level looks small, but it takes you to activate your brain. If you are temporarily unable to pass through the level, you can open the tips in the game and you may be inspired. In a floating world, bubble generating devices can slow down the descent speed and protect themselves. the core challenge in the whole chapter is to design through bubbles. The core challenge of the flame world is how to use the switch. having fire can turn the switch on or off.

Various roles can be purchased in the store. ninja,bear man,eggshell gentlemen,future No.1,miku,and so on.

### Key Features:

- Short but intricately designed levels.
- Unpredictable ways of passing the levels.
- You can do almost anything with one kind of trap, of course, it requires some imagination.
- Read in the level, learn how to do things in the challenge like.

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- About roles, the types you like may be here.
  - Play easy and wonderful music at random.

Ready and go!

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Title: Ayni Fairyland  
Genre: Action, Adventure, Indie, RPG, Strategy  
Developer:  
CapPlay  
Publisher:  
CapPlay  
Release Date: 21 Jan, 2019

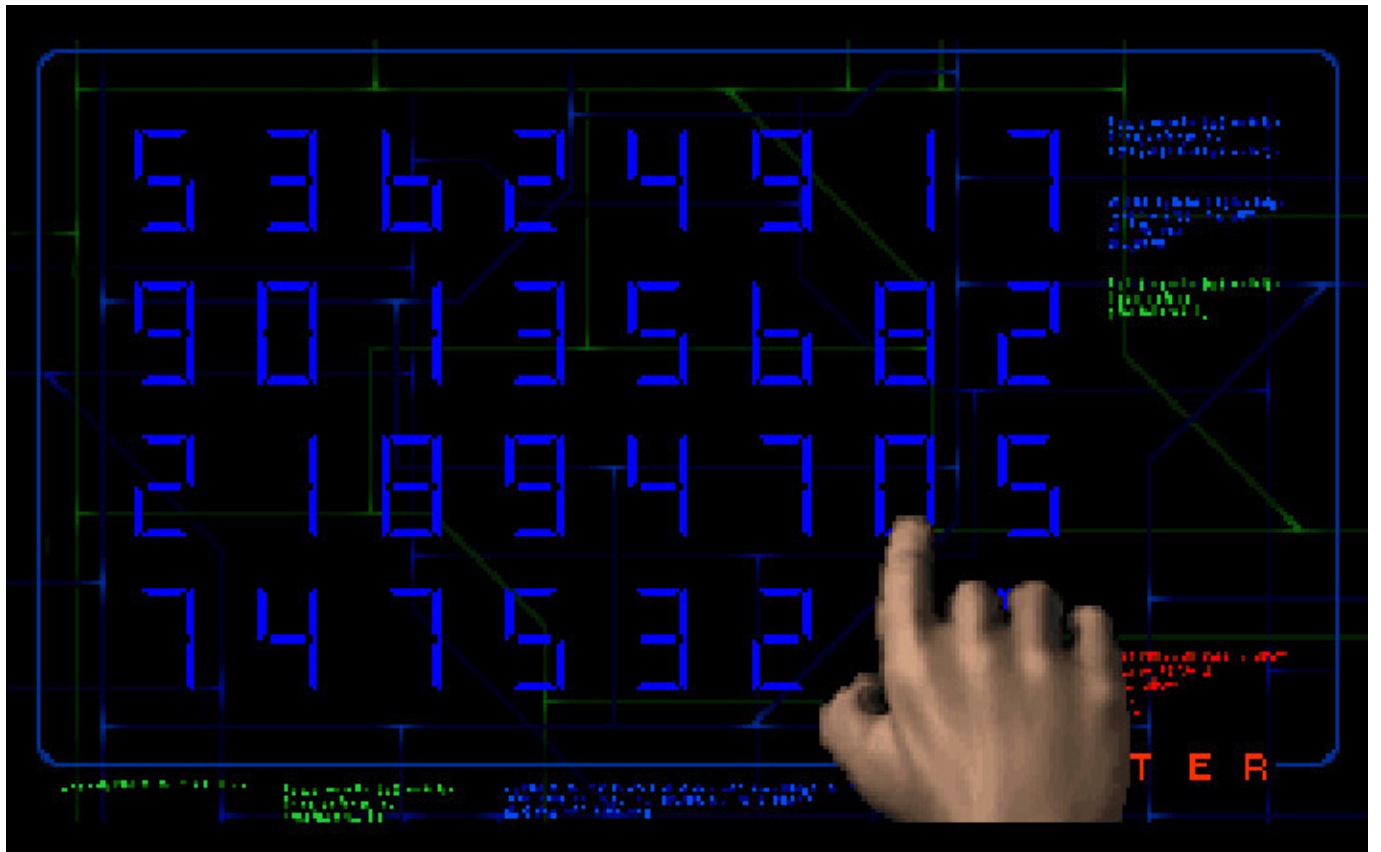
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English,French,Italian,German,Russian,Turkish,Japanese,Simplified Chinese,Traditional Chinese,Portuguese,Korean

11.9 ms (84 fps)

Objective:  
Reach the top of the mountain







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[EDIT]

Now, with the complete collection, the Grey Goo Soundtrack never sounded so amazing. Previously, I was greeted with low quality files and an incomplete package, but now I am satisfied. Though I have gotten the Soundtrack for free at launch, this is a worthy investment for anyone who enjoys the Soundtrack composed by Frank Klepacki.

The thing about the folks at GreyBox and Petroglyph is that they listen to the fans. They add new content for free, update existing DLCs and add-ons like this Soundtrack Collection, and interact with the community like no other.

To finish, any fan of RTS should get GreyGoo and it's Soundtrack. It is a fantastic RTS made by fantastic people, for the fans of good old RTS.

-- The previous statements are made prior to the Soundtrack update, and prior to GreyGoo's release of a story DLC (for free!) --

[OLD]

I would absolutely recommend the game, but the soundtrack by itself? Not really.

Don't get me wrong, the compositions by Frank Klepacki were beautiful, and is one of the best OSTs for games I have ever heard.

The problem is in the packaging. 192kbps turns down most audio appreciators, and it is literally a "Best of Grey Goo" album, meaning 10 of the best songs in the game packaged into a small album. If only they provided all the songs that we can pick and choose in the game, as well as provide an option for 320kbps or FLAC, there isn't really much to talk about whether it is worth it or not.

I bought the game at launch and I got it for free, but honestly speaking it is unfair for them to charge it at this price now, especially for a measly sum of 10 songs from an awesome game with over 20 unique soundtracks.

Do I recommend buying the game? Absolutely, but I definitely do not recommend buying this soundtrack package.. It is a miracle this port exists, UMVC3 is great!. Cries pretty hard from Dark souls without any of the impetus for fighting.

Killing mobs gets you nothing but an opportunity to change weapons.

Expansive world that somehow feels pointless.

The story is mostly delivered through npc text boxes and is very generic.

Sound cues happen simultaneously and overlap each other.

This could be good with a bunch of work..

<https://youtu.be/TVNwJuQNUi0>. 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.. Nice gear/costume pack. The FR-27 Sanction Flechette rifle is awesome!](#)

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It's pretty okay dlc. A bit anticlimactic, but it does provide a fair challenge (i game over'd a couple times on some levels). It adds a bit more replayability to the game and becomes a bit more fun after you've completed it.. Nice little game - i love that stuff ;). Actual generic music, won't make your ears bleed. Thank you.. not as beautiful as preview images. I really don't like this game. I wanted to. I love tower defense. I don't like this. This is the mad-clicky sort of tower defense, and it doesn't even feel slightly strategic. The only positive I can offer is that the game is pretty difficult in the later stages.. This is one of the harder type of time management games if you're looking to get a perfect score in each level. This game felt relaxing and challenging at the same time.



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