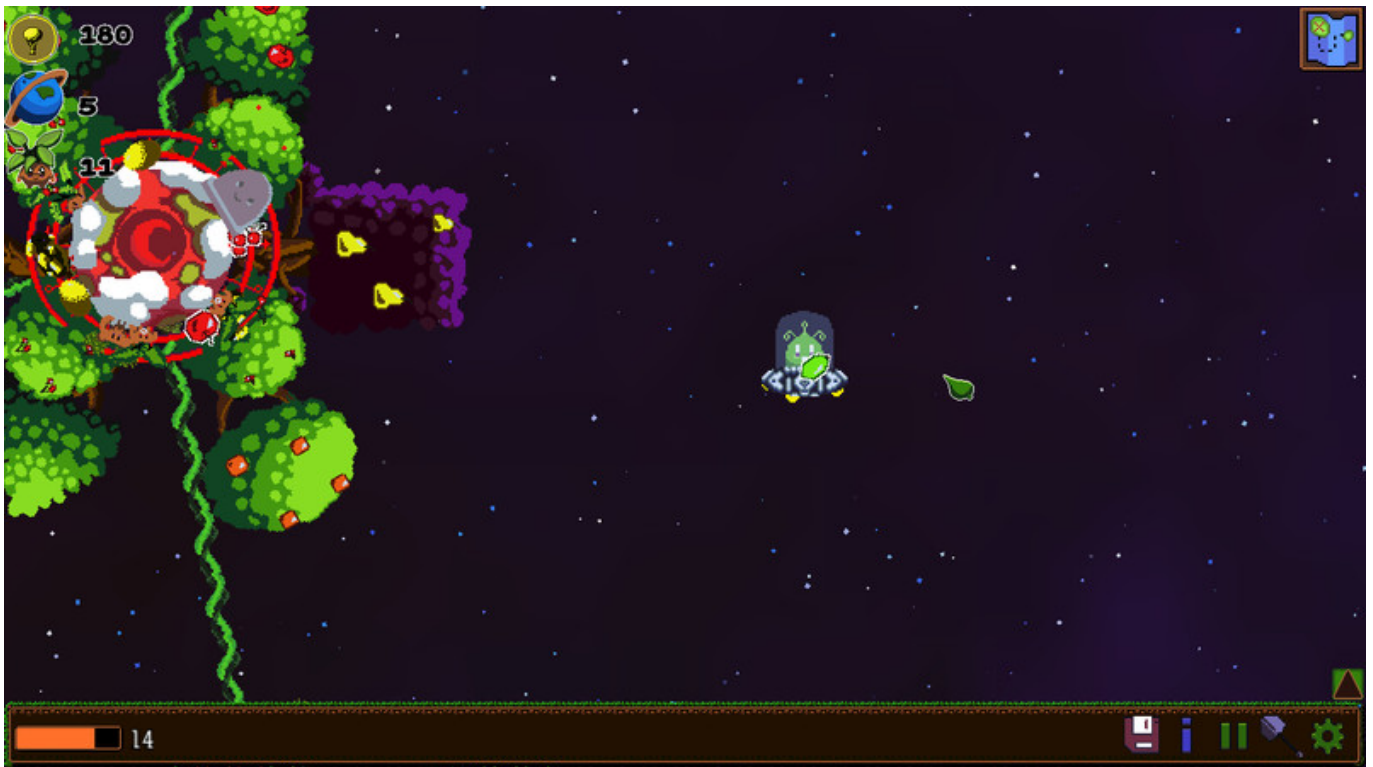

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About This Game

In "The Space Garden" you can build your own garden across the Universe!
Discover, acquire and grow your plants with love as you watch them evolve.

Collect fruits by yourself or request help from your "helpers", a race of mini friends who come from nature.

Discover new options and get more experience to unlock new in-game features.

But take care! The space is a huge and dangerous thing. Your garden might need protection from aliens and other hazards which will steal/destroy your fruits.

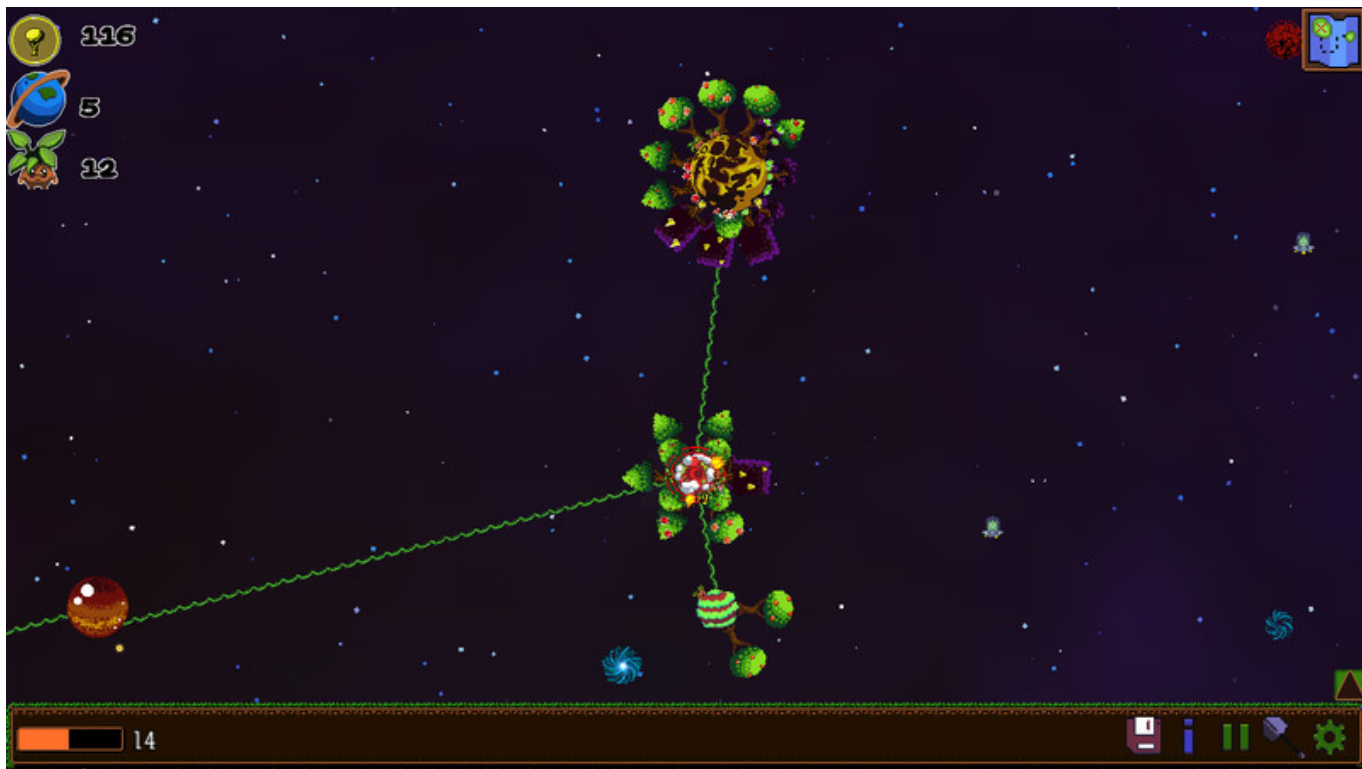
Unlock items, increase your experience as a farmer and enjoy special events across the game all the time!

Make it grow, give it love and expand the garden to the infinite.

Title: The Space Garden
Genre: Casual, Indie
Developer:
Max
Publisher:
Max Indie Games
Release Date: 3 Oct, 2016

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English







the garden event space. the garden ecological paradigms of space history and community. which state is called by the space garden of india. outer space garden shop. the learning space westfield garden city. outer space garden design. the rocket garden at kennedy space center. outer space garden design wilmington nc. a garden space llc. outer space garden design cardiff. outer space garden furniture. outer space garden company. the space roof garden. outer space garden centre leicester. the storage space garden ca 90248. space for garden vegetables. how to maximize the space in garden. the space gardens. the small space gardening. outer space garden leicester. the reflexology space covent garden. space museum garden of the gods

Enjoyable, non violent game that young ones can enjoy.

Getting coins can seem slow in the beginning. It gets better after a little bit.. It was a pretty good game at start but once you save, log out and try to log in the next day the save file will have completely glitched out and you will not be able to play the game ever again after the first play. Not worth the money.. Not bad for a game by a single person. It's pretty solid mechanics wise. Very simple which is good as it doesn't explain anything in the game except in pictures like helper + apple = money. Everything has little i's on them so you can click that for simplistic help.

It's actually fairly enjoyable. Very much a cookie clicker\clicker heroes meats gardens in space. Plant plants, get fruit, fruit gives coins, coins by better plants. Rinse and repeat basically. At first it doesn't seem obvious how to expand from your 1st planet to another. You get a skill\buy option at lvl 9 I think it was. Every level up if you unlock something it will show a card version of it on screen for you. You get an unlock about every 2 levels until lvl 20. After that it seems to space out more and more. achievements are easy to get. I would say the pacing of the game is a little off but otherwise it's pretty good.

If you want a casual time waster like cookie clicker\clicker heroes then this is perfect. The hardest thing you will do is try to manage to click all the fruit once you get more than one planet.

Also the graphics are quite pretty. Really nicely done.. ** UPDATE **

The latest update (1.1.0) removed the main, huge bugs. I'm leaving the original review at the bottom.

The developer is very active and fixes the bugs quickly.

This game is a cross between a farming game, Euforia and Cookie Clicker. It's a fun way to pass the time!

** Original Review **

As much as I think this game has potential, and regardless of the fact that I actually like this game, (It kind of reminds me of Euforia) it has TONS of bugs. The bugs really detract from the fun, and I had to stop playing. This should be an EA game, and it's definitely BETA.

I'm not going to request a refund, as I hope the developers will fix it, but I cannot recommend this game until the MANY bugs are fixed.. It was a pretty good game at start but once you save, log out and try to log in the next day the save file will have completely glitched out and you will not be able to play the game ever again after the first play. Not worth the money.. The Space Plantera. The interface is awful and the game itself isn't very intuitive. Has potential, but that's it.. Absolute Unity trash Cant even idle it out of focus

No comparison at all to other idle farmers, like Plantera

Bought for 80 cents and refunded, its that bad. Fun and relaxing farming game. Except for the damm aliens stealing my crops !! Need anti spacecraft guns asap XD.

No real tutorial, options, or story. It feels more like a free to play mobile game, and the fact you're only given some pictures with no actual explaining how to do anything is really frustrating.. No real tutorial, options, or story. It feels more like a free to play mobile game, and the fact you're only given some pictures with no actual explaining how to do anything is really frustrating.. While pretty much a stolen concept rolled into balls... ie planet things... neither game really got the formula right.

Its super short in that you can get most of the achievements within an hour. This is why I bought it, so im happy there.

I'm not going to recommend it tho because the game progression is needlessly slow so I felt that I was doing almost nothing. It's not exactly an idle game because your "helpers" barely do anything. Need to rework the flow so I can max out a planet and then not worry about it IMO. Giving it more of an incremental feel instead of just not being able to afford anything from 10 mins in. . Addictive, cute, a good way to waste some time.. Cookie Clicker-esque. It's not hard on the computer but neither is it entirely gripping, at least for me. Graphics are somewhat decent, though I spent most of my time too zoomed out to really appreciate all the details. Some of the planet effects were unclear to me at first and it took a bit of trial and error to play. The one thing that was really the dealbreaker for me was the achievements. Once you hit level 26, you've pretty much done all but one achievement, and that means waiting until you reach level 40-something - something I really didn't want to spend even more time on seeing as the game is only active if it's the window at the forefront. Exp scaling past level 30 is abysmally slow and that's what really turned me off the game. Nice try though!. Addictive, cute, a good way to waste some time.. a ok game at first but it gets boring fast.. What an adorable pixel clicker game.

I love it!. First of all: This game could be fun. It definitely has the potential.

Unlike other people I've had no problem with loading a saved game, but that might be due to the limited number of planets in it. But there's still some things I found that just ruin the fun.

- There is no offline progression. Arguably a design choice. It would still be nice if you'd even get a little amount, even if it's capped like in Plantera.
- The most critical thing for a clicker/idle game: Once the window loses focus, the game stops completely. That point alone makes me not want to play it
- If you leave the game running and just go away and do something else, your helpers will die rather soon. And while you can revive them manually, it won't happen automatically. So when you get back you'll get the income of a few minutes and need to start over with your helpers.

I could overlook the odds in the building system (which looks suspiciously like Plantera), fuzzy controls and the other annoying things, but unless it can run in the background I'll only turn it on until I get the remaining cards and then move on to the next game.

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