
Clock Simulator Download] [FULL]



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About This Game

Clock Simulator is a minimalistic rhythm game. It puts the player in the role of the clock itself to explore the concept of time in a whole new way and offer challenge, relaxation, or plain and simple fun. All that a clock needs to do is to advance precisely once every second. Second, after second, after second, after second... Sounds simple enough? But could YOU take over and do it? Calm down. Relax. Focus on your inner rhythm. Click once a second. Every second. You are the clock.

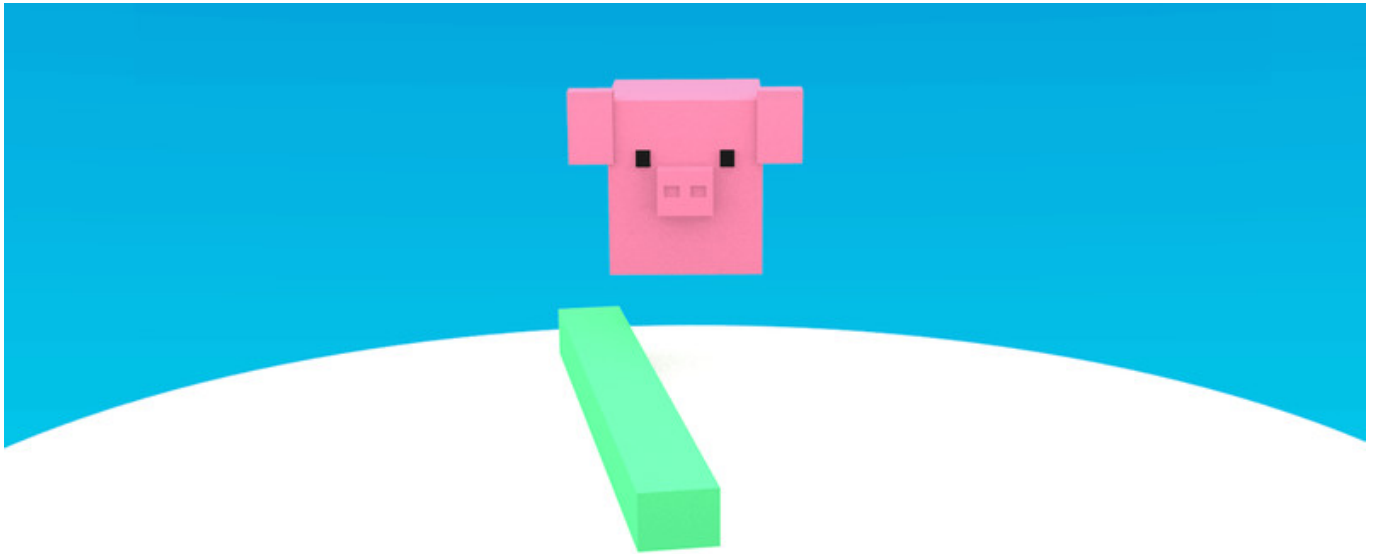
Clock Simulator offers:

- A unique concept of a clock-based rhythm game: you are the clock
 - Controls so simple you could play with your eyes closed
- A variety of play modes and themes ranging from meditative to arcade
- Option to unlock modes and themes you enjoy to play them at your own leisure

Title: Clock Simulator
Genre: Indie
Developer:
Kool2Play
Publisher:
Kool2Play
Release Date: 20 Jul, 2016

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English,Polish,Russian,French



A variety of play modes and themes ranging from meditative to arcade

Clock simulator

UPDATED: New play mode!





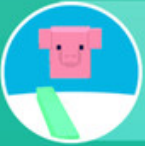
A game of shadows



The Spirits of Time



From dawn til dusk



Pig got the rhythm

clock simulator. chess clock simulator. wealth clock bee simulator. pc building simulator clock. pc building simulator clock watchdog timeout. doomsday clock simulator. alarm clock sunlight simulator. prague clock simulator. mechanical clock simulator. ticking clock simulator. clock simulator steam. world clock simulator. on the clock draft simulator. shot clock simulator. alarm clock simulator app. clock simulator switch. atomic clock simulator. alarm clock sunrise simulator. rubik's clock simulator. pc building simulator clock interrupt. clock simulator nintendo. grandfather clock simulator. alarm clock sunlight simulator app. alarm clock dawn simulator. clock gear simulator. simulator io clock. virtual clock simulator. digital clock simulator. analog clock simulator. clock simulator game. clock simulator online. sand clock simulator. clock simulator free download. clock divider simulation vhdl. nixie clock simulator. clock cube simulator. simulation clock models. clock simulator c++. clock watchdog timeout pc simulator. vetinari clock simulator. clock circuit simulator. clock simulator achievements. time clock simulator. alarm clock light simulator. clock cycle simulator. clock simulator python. ptp clock simulator. interactive clock simulator. astronomical clock simulator. avr simulator clock speed. pc simulator clock watchdog timeout. clock simulator review. rubik's clock simulator download. simulation clock generator. clock simulator nintendo switch

It is not accurate, It is 0.03 seconds off a real second.

Penkura Patch 0.1.0.9.1:

For more information about the updates, progress and known bugs please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

Patch 0.1.0.9.1

FIXED BUGS:

- The player cannot jump or crouch while Dialog with NPC is activated.
- Show FPS, V-Sync didn't update Main Menu icons, after reset.
- Split slider in Inventory didn't update.

IMPROVEMENTS:

- Unnecessary Cameras removed from the game, a minor increase in performance.
- Escape won't open the main menu from Inventory/Log/Character View screen but just close inventory screen.
- Leave Button removed from Storage window. Escape Input is now used to leave Storage.
- Leave Button removed from MMC (Crafting Screen) Escape Input is now used to leave MMC.
- Leave Button removed from all computers screen. Escape Input is now used to leave their screen.
- Leave Button removed from CCC. Escape Input is now used to leave their screen.
- Camera placement adjusted for CCC, MMC and all interactive computers.
- CCC, MMC and all computers will now remember player Field of View when used.
- The bot can now use Escape Input to close Storage/Inventory/Log/Character View window.
- If a player has access, buildings windows can now be open.
- Text log will now inform player if his inventory is full while trying to pick up an item.
- Visual adjustments to Loading system.
- Empty Inventory slot now requires only one click to have an effect rather than two.
- RTS system will now support Edge Scrolling.
- RTS Camera center point is now visible to help with camera orientation.
- Added Player Camera X and Y Invert Options to the Main Menu Controls.

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- Added RTS Camera X and Y Invert Options to the Main Menu Controls.
 - Highlight and Interact function share same system, (Interact button will now always trigger)
 - Calculation optimization for Nutrition, Energy, Health, Shield, Integrity (minor performance boost)
 - Join Discord message added to the Game Menu.

----- **Penkura Patch 0.1.0.7.1:**

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LINK ----> <https://discord.gg/2ukYHQm>

Patch 0.1.0.7.1

FIXED BUGS:

- Left mouse button didn't register with tools and weapons.

IMPROVEMENTS:

- Visual updates to Tunnels type I, T, X, T Windowed, I Windowed, I Short.
- Improvements to Lions Material System. (small performance boost)
- Level of details added to Tunnels type I, T, T Windowed, I Short.
- Updated Light and Shadow in Tunnels type I, T, X, I Windowed.
- Improved collision in Tunnels type T, X, I Windowed, I Short.
- Improved oxygen transfer between player and all buildings.
- Improved lighting in the first level.
- Optimization to all Glass Materials.
- Optimization to all high Metallic Materials.
- System improvements for Health, Oxygen, Energy, Integrity and Nutrition.
(statistics won't freeze when they are affected by outside sources)

----- **Penkura Patch 0.1.0.3:**

For more information about the updates, progress and known bugs please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

FIXED BUGS:

- Neurocore losses its collision.
- Fixed typos in First Level Dialogs.
- Items additional options menu stays on screen if the main menu is open while in inventory/storage.
- Split/Drop Interface stays on screen if the main menu is open while in inventory/storage.
- Bots storage didn't show correct name on the interface.
- Bots storage didn't show correct information when hovering over or interacted with.
- Sometimes Interaction button is required to be pressed twice to have an effect.
- Create all button in the Molecular Matter Converter freezes the machine if there are no items in the M.M.C Storage.
- Cancel Construction Button didn't trigger.
- Items disappear in the inventory if the player attempts to merge an item with an item that makes full stack item. (A + B = Full stack (destroys A, B stays the same)

IMPROVEMENTS:

- Font size adjustments on the user interface to make it more readable.
- Occlusion adjustments to all types of rocks, boulders, flowers, trees, particular effects.
- Level of details adjustments to the entire landscape.
- Improved level of details to all types of rocks and boulders.
- Range Interaction adjustments to both Golden Malok and Subincar.
- Item Icons now show Amount and Max Stack.
- Added Max stack size on item hover.
- Blueprints for Molecular Matter Converter are now able to create stacks of items.
- New Items added Gracheri and Solid Construction Component
- Blueprint recipe adjusted.
- Graphical Adjustments to Molecular Matter Converter UI
- New Buildings added, Hydrogel Tank and Solar Panels
- Change Log added to the Main Menu.

----- **Penkura Patch 0.1.1.2.1:**
Dev-Com.

Patch 0.1.1.2.2 introduces another stability fixes for the save system, save created from this patch forward should not require any more game restart after a major patch made to the project.

And as always, for more information about the updates, progress and known bugs please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

Patch 0.1.1.2.1

BUG FIXES:

- New Game function didn't load levels properly if there are any Save already in the game.
- Buildings duplicate their furniture when Loaded from a save slot.
- (On rare occasion) RTS System can't find proper storage if the game is loaded from save slot.
- (On rare occasion) Items disappear from main storage if the game is loaded from save slot.

----- **Penkura Patch 0.1.1.2:**

Dev-Com.

Patch 0.1.1.2 introduces a new way of calculating light and shadows in Penkura, increasing optimization to allow players with weaker machines to get a little bit more performance, without affecting in any way overall visual aspect of the game.

Besides minor changes to damage calculation and graphical improvements to Medbay, we added a new buildable structure to the game and a massive update to the "Ancients".

New content added to the "Ancients" is a preparation for missions, new items and new gameplay elements that will be soon added to the game not only increasing the depth of the game but extending overall storyline waiting to be uncovered by the player.

Please keep in mind that we are still changing and improving our save system, to make sure it won't require reset whenever the content patch is added to the project. Till than saves have a risk of being corrupted.

(we are hoping of dealing with these issues before patch 0.1.2)

And as always, for more information about the updates, progress and known bugs please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

Patch 0.1.1.2

BUG FIXES:

- Medbay didn't provide oxygen to the player if spawned in the corners of the room.
- Power plant didn't spawn correctly object after creation.
- Power plant didn't dematerialize itself properly leaving some of the items floating in the air.

IMPROVEMENTS/CHANGES/ADDITIONS:

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- RTS system now understands that some buildings should not be destroyed.
 - UI improvements to RTS system (on building select)
 - Penner-07 now fires a projectile that calculates their own damage, speed, range and penetration power based on the triggering function effect.
(Bullet knows what they are based on what shoot them out, fixing all issues with damage, range, speed, and armor effects)
 - Bot calculates its state on each change rather than on each call (fix for bot not having an effect when shooting at)
 - New content added to the "Ancients"
 - Audio Balance to footsteps.
 - Graphical Improvements to Medbay
 - Graphical Improvements to Lazarus Bed
 - Added Animation, Sound Effect and Light Effect on Open/Close Lazarus Bed
 - Graphical Improvements to Rejuvenator Bed
 - Improvements to object camera rendering relation (minor performance improvement)
 - Every shadow from lights in every build-able building was programmed to change its quality base on distance from the player (performance boost)
 - Lights from every door were unable to check for player location after the first trigger, resulting in them always casting shadows. (minor performance boost)
 - Building - Hydrogel Facility (Hydrogel Purificator)
 - New Building Blueprint Added (Hydrogel Purificator)
 - Minor Improvements to RTS UI. (Long names go beyond text box)

----- Godot Engine Penkura **Penkura Patch 0.1.2.2:**

Dev-Com.

Patch 0.1.2.2 released a little bit earlier than we planned. Introduces much-needed update to the "Overseer" (RTS System) part of the game.

Overseer system which is one of the main gameplay element of Penkura had few major changes in its way of materializing and dematerializing objects, from now on, every bot directly connected to "Overseer" system will be able to directly send messages to it about its status or activity. This should not only make using the "Overseer" system a bit easier but will also make every activity or errors made by bot more clear.

Another big update, after a lot of work we are able to implement our own navigation system to the game called "Lion's Path". This system allows us to control every AI in the game in all three dimensions, size of the AI, it's speed, turn rate and even its deduction speed can all be changed within this system which greatly speeds up AI development for future updates. For now, the entire system is used by C.A.T, which is used as our AI test in this scenario.

Also, we are starting to place new dialog triggers, missions triggers and event triggers around the entire playable landscape, those triggers will be soon used to implement much-needed gameplay elements, storyline progress, and NPC AI.

And as always, for more information regarding the latest technical support, patches, and updates please join our Discord Community.

LINK ----> <https://discord.gg/2ukYHQm>

For more information about the patch please visit our Patch Notes Archive.

LINK ----> <http://penkura.com/patch-notes/>

Patch 0.1.2.2

BUG FIXES:

- C.A.T won't speed up above its maximum allowed speed.
- Unconstructed buildings will be added to the build request list after loading the game.
- C.A.T animations will properly play when dematerializing buildings.
- Gate at cave entrance will now register player use key.
- Tunnel I Windowed, Tunnel T, Tunnel T Windowed, Tunnel I, and Hydrogel Purificator won't affect items physics.
- Oxygen Tanks didn't trigger physics activation on the drop.
- Dialog Cues won't be ignored if we activate them with a possessed bot.

IMPROVEMENTS/CHANGES/ADDITIONS:

- Added in-house 3d navigation system "Lion's Path" v 1.0.
- Overseer Screen (RTS mode) have an additional button "Log".
- Overseer Screen will now showcase a base message board used by C.A.T.
- Overseer Screen "Leave" button is moved to the right to give space for the message board.
- C.A.T now uses "Lion's Path" system to set path to the requested building.
- C.A.T will now smoothly rotate towards the correct building when flying to it.
- C.A.T now understands its maximum speed, max rotation speed and corresponding systems allowing it to smoothly change its location.
- C.A.T provides information about its status by sound and Text as a form of in base communication (audio can be heard by everyone in the base, text only in the Overseer system).
- C.A.T will now print proper log information to Overseer Screen (RTS mode) adjusted by reason, affected building/object, and base status.
- C.A.T will now use a new sound effect to inform about an error.
- Two new sounds added to C.A.T behavior.

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- C.A.T is calculating position and requests of every building in the base by itself rather than requesting information per instance from the base dome. (minor performance boost)
 - C.A.T AI will now decide by itself the proper procedure of every action depending on location in the base, amount of resources, amount of energy, and priority of action/request.
 - C.A.T materialization ray now produces 2000 radiation and heat damage in the affected area, which will disintegrate all organic matter.
 - Added safety Holoposters to Command Center to inform the player about the Materialization Ray.
 - RTS system is merged with the base system to save performance when checking data for construction purposes.
 - C.A.T added new dematerialization systems for buildings that will match materialization.
 - Redesign of the M.M.C user interface to keep all interactive parts of the interface in the close proximity of each other, while providing more space for important parts of the UI.
 - M.M.C storage lowered from 30 to 12.
 - 29 Material optimization (minor reduction in ram uses)
 - Shadows and lights visual update and minor performance boost.
 - Minor adjustments to C.C.C bot and building presentation.
 - Added sound effect for storage and inventory when moving items between slots.
 - Added sound effect for Storage "Take All" button.
 - Small update to Karenos Landscape. (Additional foliage, minor fixes to terrain, and new normal maps to grass and sand)
 - Wall Gates now use the same operating system as every other door in the game.
 - Footsteps sound (Metal) volume increase by 80 %.
 - Visual update to Polan Crystal.
 - Visual update to Oxygen Station.
 - New Dialog triggers added to Karenos.
 - Missions activators, and event triggers set in preparation for the next patch.
 - Optimization of 33 materials (lowers Memory requirement, and stables its workflow when fully loaded).
 - Minor Text corrections.
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