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## Planet Stronghold - Deluxe DLC Hack Patch [Latest-2022]



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Grotto is a multiplayer action/arcade roguelike game where you play as three tiny people exploring a computer with a mind of its own. Play online or locally, using controller, keyboard and mouse, or your very own keyboard and mouse. Go for high score, or become a faceless AI controlled machine.

Explore rooms, solve puzzles and fight for the truth! Features

Controller/mouse/keyboard control (4-player local and online) Innovative real-time control system Custom keyboard/mouse mapping

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Story beat challenge mode Beautiful visuals and animations Truly dynamic game engine with realistic physics and lighting Full Steam support Local and Online multiplayer modes (4 players) Buy Grotto The Moon's in the Dark by Anders & Jonas "It has me hooked from start to finish. what it has to say about the limitations of language and the meaning of words will stick with you long after you reach the end credits" Rock Paper Shotgun "A truly unique game. impeccably designed both visually and narratively" Vandal "A wild concept. you'll struggle to find another game like this" Movie Games and Tech About The Game Grotto: Grotto is a multiplayer action/arcade roguelike game where you play as three tiny people exploring a computer with a mind of it's own. Play online or locally, using controller, keyboard and mouse, or your very own keyboard and mouse. Go for high score, or become a faceless AI controlled machine. Explore rooms, solve puzzles and fight for the truth! Features Controller/mouse/keyboard control

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### **Features Key:**

HQ mode

- Significant speedup
  - Initial HQ+APM
  - Fast-forward replay
  - Gain camp bonus

## **Objectives**

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Survey your deployment, think about a few possible attack paths. Try to take quick credit for one or two fields.

## Objectives

- **Try and clear the first objective quickly (if possible)**

Take this as a first line of thinking and a learning opportunity.

My earlier question can be now be answered: the initial deployment has an inferior tech level as the objective has too small size.

Let's hop it is not a problem cause it is in the middle of the game and we could use this as a tactical mistake for the attacker.

Should we try to take the objective now? Let's try and accelerate a little more.

This seems more like a good probe of the defender.

NOTE: you do not have to deploy on the most distant or most key technologies yourself, but you do have to expect the initial defenders deployment.

First we should look at the map and see what is on the other flank. How about a vegetation that can offer a reinforcement path. How about a medium/tank that can block such a gap? Should we deploy on the right flank to reinforce that area? What level of offense should be on the left part of the map to gain space in the central part of the map?

Already taking some actions, I slowly move the tanks to the right.

So far only few actions are taken, but now the probe has run trough the slightly defended left front. Surely it should be enough to attack down the medium/tank and wedge it in the main field for a quick reinforcement.

Let's increase the speed.

Hmmm. I have this feeling the initial defenses are going to take the objective. Should I accelerate and attack? Probably not. Even if I succeed now to take the front push the attack would be in disadvantage. While the initial deployment is inferior, they will build a primary line and focus their primary strike on the main line.