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About This Game

Version 1.2 Out Now!



- **Strategy mode is now available on the plant selection screen**

This mode uses a set number of turns with no time limit. Plants will automatically collect resources between turns. Keep your plant balanced and try to maximize your resources on every turn to fruit each flower before winter comes!

- **Players can now grow the prickly pear cactus**

Cacti like the prickly pear have no leaves. Photosynthesis takes place in enlarged stems, requiring a slightly different approach to growing.

- **Bees!**

We've added bees to replace the current pollen system. Creating nectar will now spawn a bee. Players must click and drag the bee onto a female flower to pollinate.

Description

Behind all those leaves, roots, and petals is an intelligent bio-machine of starch, nutrients, and water. Take over a flower's seedling to help it grow and reproduce before winter approaches. Carefully gather and manage three key resources needed to create flowers and fruits. You'll never look at these organisms the same way again!

Key Features

- Learn about plant anatomy and function by controlling a plant's lifecycle for a year
- Make strategic choices from limited resources and evaluate how it affects your plant
- Maintain your plant's health against external influences such as winter weather
- Create up to four different types of plants, each with unique attributes and challenges
- Earn upgrades to enhance your garden, such as preying mantids to control pests

Title: Reach for the Sun
Genre: Casual, Indie, Simulation, Strategy
Developer:
Filament Games
Release Date: 6 May, 2013

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Minimum:

OS: Windows

Processor: Modern Intel Core series or AMD Athlon processor

Memory: 512 MB RAM

Storage: 150 MB available space

English

6

options



Toad Lily

The Toad Lily is so named because of the amphibious markings on its petals. They tend to bloom in the fall. You'll have to work hard to grow all the flowers.

Overall difficulty **NORMAL**
Seed yield **AVERAGE**
Hardiness **HIGH**

this plant costs

5

seeds

BUY



6

options



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reach for the sky herald sun. just follow the day and reach for the sun. reach for the sun the dangerous summer lyrics. reach out for the sun. follow the day and reach for the sun meaning. just follow the day and reach for the sun scrubs. wow the battle for the sun's reach armory. reach for the sun game free. light day reach for the sun. just follow the day and reach for the sun wonder. reach for the sun chords. follow the day and reach for the sun scrubs. follow the day and reach for the sun youtube. scrubs song reach for the sun. lyrics of reach for the sun. reach for the sun steam. how long for the sun's rays to reach earth. so reach for the sun. i can't reach the sun for you. light and day reach for the sun. reach for the sun the hope arsenal lyrics. sun salutation reach for the sun. as the trees reach for the sun above. light and day reach for the sun mp3. and reach for the sun. reach for the sun the hope arsenal. fandango reach for the sun. how long for the sun's heat to reach earth. reach for the sun lyrics hope arsenal. light & day reach for the sun lyrics. fictionjunction i reach for the sun. follow the day reach for the sun. donovan reach for the sun. reach for the top and the sun is gonna shine. reach for the sun polyphonic spree. reach for the sun lyrics. i reach for the sun lyrics. reach for the sun wallpaper. how long for parker to reach the sun. reach for the sun bukowski. i reach for the sun [?]. reach for the sun quotes. night and day reach for the sun. follow your heart and reach for the sun. let's reach for the sun. the sun reach for the flies. reach for the sun backstage. how long for probe to reach the sun. reach for the sun charles bukowski. reach for the sun. reach for the sun dangerous summer. reach for the sun scrubs. reach for the sun wonder. reach for the sun yoga. reach for the sun quotes. reach for the sun scrubs. reach for the sun lyrics hope arsenal. just follow the day and reach for the sun precept. reach for the sun vinyl. all of the day and reach for the sun. sunflowers reach for the sun. reach for the sun song. reach for the sun meaning. reach for the sun filament. reach for the sun game download. reach for the sun the dangerous summer lyrics. reach for the sun game. reach for the sun video. the battle for the sun's reach armory. just follow the day and reach for the sun meaning. the polyphonic spree reach for the sun. dangerous summer reach for the sun vinyl. rpwl reach for the sun. i reach for the sun yuki kajiura lyrics. anni saikku reach out for the sun. the dangerous summer reach for the sun zip. light and day reach for the sun rupert lang. the dangerous summer reach for the sun download. reach for the sun game free. reach for the sun images. reach for the sun pictures. reach for the sun zip. the dangerous summer reach for the sun rar. follow the day and reach for the sun movie. i reach for the sun. i reach for the sun [?]. reach for the sun game. light and day reach for the sun lyrics. the hope arsenal reach for the sun

I am a gardener so of course I love this game. Nice and easy going with pretty graphics and you learn something! It has the rts element for regular game mode and then the added turn based strategy mode which is a nice change up. Not a super long game, but pretty and fun for the time being. Definitely recommended, and they lowered the price, heck wait for a sale and it will be even cheaper and then definitely try it.. This game does a decent job, on an extremely basic level, at showing how plants function. The goal is to grow the plant to its complete size and harvest all of the seeds before the growing season is over.

Overall, the plants are very similar in that they have predefined growth points. Sometimes you get the option to grow a flower instead of a node, but not often. The only thing that really differs between the plants other than the looks, seed production, and some other basic things is that each one generates and requires varying amount of resources to create more roots, nodes, leaves, flowers, and fruit.

What is not very obvious at first is that this is less about learning about the plants and more of a resource-harvesting clicker game. In order to gain any of the resources to keep growing your plants, you have to click on each part that glows. If you don't click as soon as the glow appears, the amount you can gather goes down and will eventually be lost. As your plant gets larger, the clicking turns into a frenzy. Meanwhile, you're also trying to grow more by clicking on the growth points.

Once you have a flower, not only do you have to tell the flower to create pollen, but you have to manually drag a bee to the flower. This wastes valuable time that can be used to click for more resources. Before the garden is fully upgraded, you also have to worry about clicking on pests, pulling off blighted leaves, and warming up frost-bitten leaves.

Even with all of the clicking requirements, I was able to obtain all of the achievements and fully grow the prickly pear within 2 hours. I haven't played it in Strategy mode, but the growth model is the same. I can't really see any replay value. There is plenty of room for improvement, such as more types of plants, freeform growth instead of pre-defined points, sandbox mode (no season timer, etc), and more realism.

I'm recommending it because it was a pleasant little game that is a bit different from the few in its class. Due to the lack of replay and the really short playtime, my recommendation is only if it's on sale. I bought this as part of a weeklong deal at 75% off (\$1.24). My general rule for no-replay casual games is \$1Vhr. The sale puts it in that realm.

For more... [My Reviews || My casual gaming... Group | Curator Page](#). As a botanist and a gamer, [Reach for the Sun](#) makes me feel both sad and embarrassed. It's not a fun game; it's not a good learning tool; and the lessons that it does teach are often wrong. Yet, somehow, this game has won multiple awards, and the fact of those awards really does make me sad. To give this game an award is to suggest that this is the best we can do. That suggestion is disrespectful to science, because science has huge potential for fun (e.g. Kerbal Space Program). It's also disrespectful to gamers, and to our proven ability to create great games.

The most obvious problem is that the gameplay is all about clicking - even in strategy mode, it's all about the clicking.

A much bigger problem is that, as a player, you have very little agency. You can't just grow your plant in whatever way you like. Instead, each plant has a predetermined fully-grown shape, a shape that was fixed by the developers at compile time. When you add new parts to a plant, you're really just unlocking bits of that predetermined shape. This means that the game is much more about memorization than it is about botany or tactics. To be successful, you need to learn the shape of the fully-grown plant, and then figure out the series of choices that will allow you to most quickly unlock all of the parts of your plant.

As a botanist, I teach that plants must adapt themselves to their environment by making choices about how they will grow. If a seed lands in an unfortunate place, it can't simply pick itself up and go somewhere else, but must instead grow where it lies. For example, a bush on a rocky cliff may grow short and squat to protect itself from cold and wind; while a bush in a shady glade may grow tall and slim to try and reach above its neighbors, and grab a bigger share of sunlight. Thus, the idea that each species of plant has a fixed shape (an idea implicitly taught by this game) is false and misleading.

Another big flaw in the game is the lack of differentiation among species. While there are several different species in this game, from a gameplay standpoint, they're pretty much the same. As a gamer, I find this boring. As a botanist, I find it offensive. The joy and beauty in life and biology come from the huge variety of shapes, colors, and behaviors that are present in nature. To teach otherwise, as this game does, is a terrible lie.

If you're looking for a bit of variety in your procrastination, something to give you a break from Peggle or Candy Crush, then you may find a bit of enjoyment in this game. If you're looking for something with replay value or educational value, you should look elsewhere.. Looked like a decent game, but it's too "click here" . To pass levels you have to click various places.. not so great.. Behind all those leaves, roots, and petals is an intelligent bio-machine of starch, nutrients, and water. Take over a flower's seedling to help it grow and reproduce before winter approaches. Carefully gather and manage three key resources needed to create flowers and fruits.

u2500It's really cute, really funny. I really love it. :D. Enjoyable little time killer and easy 100%. Very relaxing, especially in strategy mode. I think I got it for US\$2 and played almost 3 hours, so beats my \$1/h threshold.

Did I learn anything about biology? It's a game, not a science book, but you do get the things needed for plant growth at a very basic level so play it with a younger grade schooler perhaps, or just have fun with it as a game. 6/10. Interesting game. The concept is what got me interested but at the end of the day, it felt like a click fest with no discernable goal or end game to achieve.

Why am I trying to grow individual flowers? Is it for the seeds? So that next season I can plant one more flower?

If they added some scale to this game, like, every year you have a few more flowers to take care of simultaneously, and then eventually you're tending a garden or something, it might have held my interest.

Beyond that, all I did was click click click click click click click click click to get a flower grown and harvest my seeds. Kind of one dimensional I guess...

Cool concept, needs more end game. Thanks for teaching me about plants.. On surface level the concept seems very interesting. For once, instead of killing monsters and shooting people, you get to grow a flower and spread new life! With multiple different flowers and an upgrade system you're bound to have many hours of fun here, right?

Well, sadly no. There doesn't seem to be any way to really strategize the growing of your flowers, since there's actually only one right way to grow all the flowers, which there are four visually different ones, but which play identically. Reach for the Sun

really feels like a simple flash game made as a proof-of-concept or something similar. Play time is somewhere under an hour after which you have gained everything and done everything.

A shame really. With extended gameplay and more interesting mechanics the game could potentially be a unique little flower, but currently it is just over-priced run-of-the-mill flash game you could find on any website.

Reach for the sun is a fairly short but fairly relaxing game. It is not the sort you play to get psyched, excited, to feel the rush of blood one would get from winning in PvP or getting a head shot; it is the sort of game you would enjoy at a zen garden, during a short break, or just before going to bed to wind down.

If I have to criticize, I would say that "Reach for the Sun" lacks development. The game has potentials but the developers failed to bring out its shine; there are five different kinds of plant and that's all there is to it, and the gameplay is the same for all five of them. The game might benefit a bit more interesting and longlasting if there are a dozen or more plants, which is where the developers should spend their time on; but instead, the developers spend a sizeable chunk of their time on the in-game Almanac and putting a voiceover like it's an audio book. Which is the one feature that I literally never use because the game already has a comprehensive tutorial.

However, for those who enjoy relaxing, light puzzle games, I'd still recommend giving this game a shot. This game could have gone further but for five dollars it's definitely money well spent.

Score: 7/10. The recent update including the strategy mode cuts down on the "clickiness" by a lot; which leaves this game as a 4/5 for somehow being fun and educational. The update also had the unseen benefit of cutting down on graphical issues, since it can go as a turn-based, not real-time.. A cute little simulation game. I wouldn't pay the full price (\$10), but I believe I made an okay deal when I got it for \$5 on sale. The game doesn't offer too much gameplay time (aka replay value is pretty low, at least until they release more types of plants and maybe more extra stuff, if they ever do), but again - for \$5 it's pretty much a fair deal. It's definitely not worth any more than that, though.. I enjoy plant games but there isn't a lot of replayability with this one. The game is short, there's a LOT of clicking involved, there's no storyline or anything. Even the achievements only took a couple hours to get.

I wouldn't buy it unless you have some sort of need to have every plant game available on Steam.. Really cute but no replay value in the main mode. Obviously catered towards a younger audience. Buy on sale, it's not worth the full price.. Behind all those leaves, roots, and petals is an intelligent bio-machine of starch, nutrients, and water. Take over a flower's seedling to help it grow and reproduce before winter approaches. Carefully gather and manage three key resources needed to create flowers and fruits.

It's really cute, really funny. I really love it. :D. Great little game!

It's got 2 game modes - classic & strategy. Classic is a race against time. Strategy is slower paced (turn based), but actually much harder because your resources are scarce & your turns are limited.

The game is short - I've played each plant a few times - but not all experiences need to last for hours. I hope the devs come up with something else soon.. It's fun and looks nice.

Took me about an hour and a half to complete so I'd say buy in a sale or something and it's a good length for the price. Very relaxing and I like plants ;)

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