**задача**: гиперэмоциональный контент для блога игры "Creatur.io"
работы: 15+ постов (англ.) с картинками и сео, комьюнити-менеджмент, тестировка
год создания: 2018
времязатраты: 60+ часов

A half-million creaturs! Q_Q

Wow, just WOW, guys… It's only 2 months since we had released **Creatur.io**. And already our very first project has 500k unique players from all over the world! Sometimes we even think it's just too epic to be the truth))) Still, it's true, so… xD

Btw, here is some proof of our **io game** achievement ;E
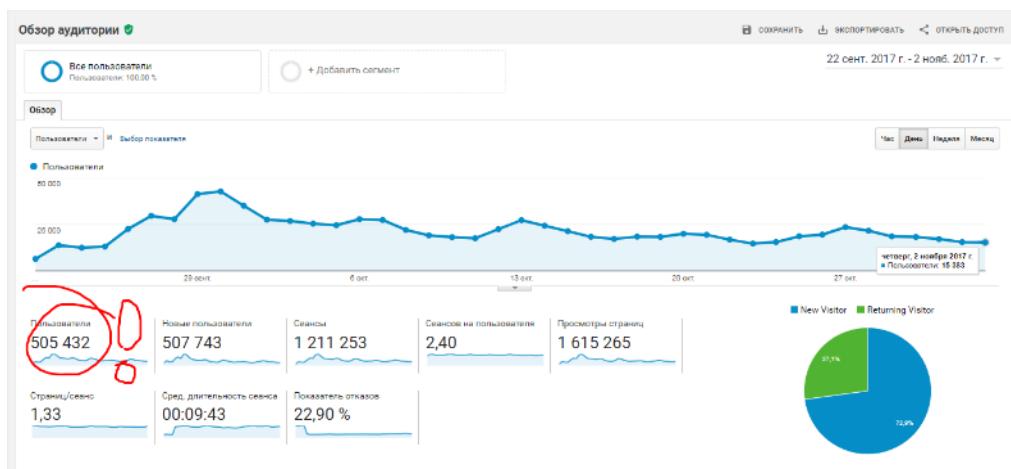
Huge thanks to our players, gamers, creaturs!!! YARR :3 Guys, you are just amazing and awesome! Know it! You are making Glazeek team so much happy and overexcited ;D We love you! <3

New **Creatur.io** patch is here! Yay!

Raaawr! We have a new **Creatur.io** update alive for you, guys! And it is really ROARSOME ;O

Upgrades, rebalance, Swallow and more... Check out what amazing coders of our addictive **io game** came up with!

Ok, here is the list of changes in **Creatur.io**:

1. Upgrades for abilities!

There are not many popular **io games** with both abilities and upgrades. Guess what, we are doing it!

Right now, for each 1st-level ability, we added 3 (THREE) cool upgrades. Just evolve until level 4 and use them. For what? Eating others faster, of course ^_____^

In this patch you can upgrade Sprint, Lunge, Agility and Spit. But next patch, we will bring even more new gameplay mechanics!

2. Spit rebalanced — not so slow now!

We had been analyzing your feedback and some data. Yes, spitting on others was too imbalanced, often leaving no chances at all. Especially, new inexperienced io players suffered much, being slowed by the puddle.

So we decreased for a little the rotation speed debuff of a puddle. Let's see how this goes.

3. Herbivore ability rebalanced — even more fruits now!

We added the Herbivore ability just recently, but already so many of you have loved it! So let's have more from fruits in **Creatur.io**, shall we? ;)

We increased bonus-mass from Herbivore on low levels. Usual for almost every **io game** strategy of farming fruits now become as viable as more aggressive strategies.

But be aware! We also decreased bonus-mass on high-levels, because amounts of fruits big creatures can swallow are too massive. Sorry, less omnomnom for top players! ;E

Oh, and if you're using the Herbivore in your main build, please throw us somewhere feedback on updated ability. Thanks in advance!

4. Charge fixed!

Yeah, you're all familiar with the fun bug, making a creature to turn after the Charge activated. But despite some of us liked it, the unscripted turning also made players not being able to rely on Charge.

So now this game mechanics work as intended. Rush forth directly and unstoppably! >;D

But! If you think **Creatur.io** can use some of that circular-charge-like-stuff, you are welcome to suggest this idea in our Discord channel. Many good ideas are already there, as well as hundreds of our beloved fans.

5. Immunity after hatching!

Some creatures used to hunt small ones by timing their hatching from eggs. And then — BAM — eat them instantly :E

Well, like many other developers of **io games** we care much for new players and small creatures. And cats too!

That's why we added 2 seconds of immunity after hatching from an egg. Be safe, small ones!

6. The Swallow — new meta is here!

Guys, many of you asked us (and we mean, lots of times) to make the gameplay of high-level creatures easier. Then we saw how top-players were often overwhelmed by hordes of small rugrats while fighting for the leaderboard's top.

Ok, forget all your pain and meet the Swallow! It's a new passive possibility for very big creatures to one-shot the smallest ones.

Now they are really scared of you, aren't they? Just grow huge and then swallow all tiny, who dare to challenge your supremacy Q_Q

Also, keep in mind:
- If you are big and can Swallow someone, then your nickname will be red for them;
- If you are small and someone can Swallow you, then your nickname will be green for them.

It's easy as jumping over an egg!

7. Feet customization!

Soon we are planning to bring much more customization into the **Creatur.io**. It's really essential for many **io games** to provide players with uniqueness. Also, many of you asked us about it…

Of course, we begin implementing a customization step by step.

For now, your feet will change according to the 1st-level ability taken. And soon more — stay tuned!

PS. Our team is very grateful for your support, guys. It is really awesome to make such a fun and dynamic **io game** for you! And it keeps getting better and better ;D

Feel free to join our Discord, to comment on the patch here, or visit our social groups. We chase all your thoughts and ideas, we eat them, and we evolve, coming up with new upgrades! xD

Fady — the art of emotional **creaturing**

We want to give a special huge thanks to our dear video-blogger Fady.

This emotional and funny guy is helping our **Creatur.io game** since the release. His gameplay videos are so great - thousands of people love them, and so do we. His friendly commentaries and emotional reaction are awesome! And besides making a new video with each patch, Fady is being very helpful with beta-testing of upcoming patches!

Thanks, man. It's so cool you bumped into **Creatur.io** and stuck with us xD It would have been much less fun without you!

Cheers! And GL on your [200k youtube-channel](#) on gaming! YARRR!

Vivid impressions about **Creatur.io** from TheWillerex!

[TheWillerex](#), wow! Many thanks for your [letsplay of **Creatur.io**](#) on the popular channel! Even though we can't understand the language… :E Still so cool to watch your reactions and play style!
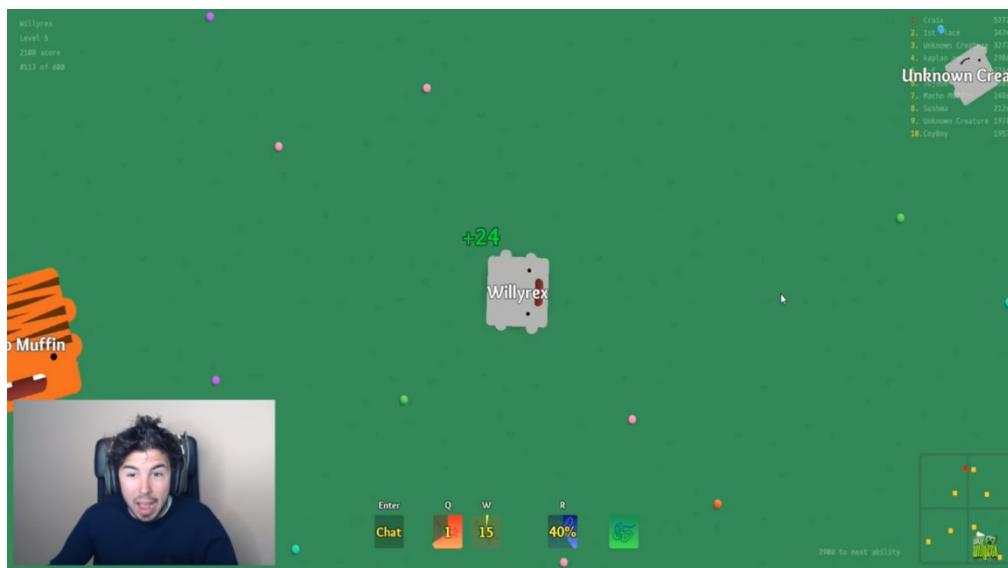
And you brought our servers to a neat test, by the way))) After your review we had several days of working "on the edge". Awesome!

Oh, and check this out, after only a month TheWillerex's [review of **Creatur.io**](#) has 700.000 views and 40.000 likes! YARRR!

OMG! YOU ARE MILLIONS! WUT!

Guys, it's really happened! You did it! We did it! YARRR!! Today, our **Creatur.io game** have reached 1 million unique users! Thaaaaaank youuuuuu!! OMG! xD

Let's be honest, a million players — is not big metrics in popular **io games** ^_____^ Yet, we are so much excited!!!)))

Creatur.io is our first **io game**. And together with our friends, families, and fans (together with you, guys!) we made the game known by hundreds of thousands of players.

Wow, that's so huge achievement for our small indie-studio "Glazeek" and for our first **io game** development project!! We deeply in our hearts appreciated for all your support <3
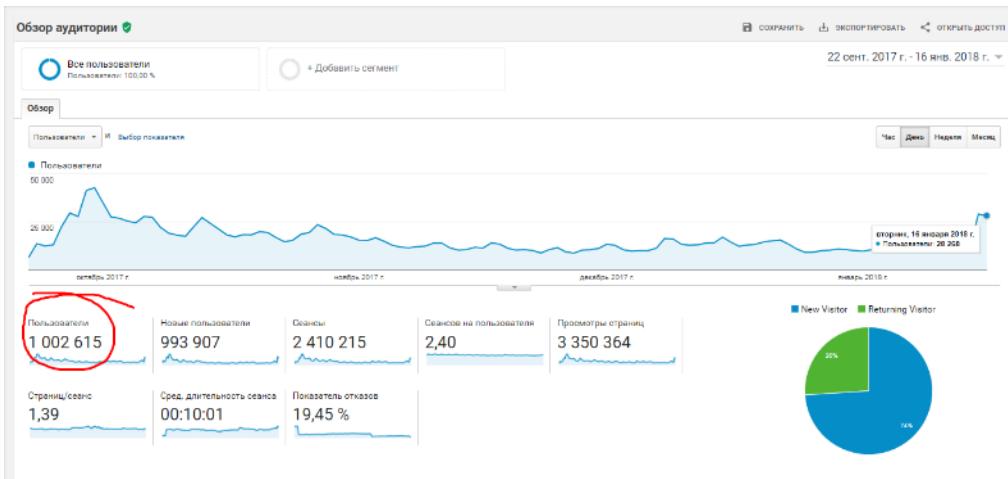
PS. Oh, and we are having so much fun! So are you, we just feel it! ;D And so you know, we will be making **Creatur.io** even greater playing experience! Soon there will be major changes, so be ready and sharpen your teeth))))

YARRR TO ALL YOU AWESOME CREATURS OUT THERE!

Creatur.io succesfully cloned — meet **mobile Creatures.io Growing Rusher**

We want to mention and thank our mobile clones)) It's very exciting to see how Creatur.io is spreading by others! This also provides us with ideas on the upcoming mobile version of our **io game** ;E

Overall, we glad we helped Theta Games and App Up to make some money xD But still **Creatures.io** lacks a lot of cool features comparing to its browser io predecessor **Creatur.io**.

Thoughts on first clone — **Creatures.io Growing Rusher**

Our [clone from Theta Games](#) has more than 100k downloads 8) That's drawing a lot of our attention ;)))

First of all, we don't get why characters in **Creatures.io** don't have legs Q_Q They are just moving boxes with heads… It's really not much of programming, but giving players a lot more adequate visual correspondence. Well, maybe Theta Games just wanted to make a difference :E

We love skins though! Many of them weren't even stolen from Creatur.io xD Maybe when implementing skins to our **io game** we'll even steal some of them back xD

We love getting coins on bites too))) That looks so much more rewarding!) Nevertheless the coin-feature doesn't fit into the setting, still it's kinda awesome :P

And there is no one-shotting in **Creatures.io Growing Rusher**! Woot! ;E Creaturs just omnomnoming each other from any side! To be honest, we spend some time overthinking such gameplay feature even in the **Creatur.io**… Still haven't come with a strict conclusion, but definitely eating from any side is fun and needs more consideration! >.>

Well, we can also point to the blood in **Creatur.io mobile** clone. Nope. We don't like blood in **io-games** like this. We want kids to play it too, actually.

Opinion on second clone — **Creature.io**

The little clone of our **Creatur.io** has been made by App Up. It's called [Creature.io](#). Glazeek team doesn't want to offend others, but from our point of view this mobile game is… ehm… kinda weak :<

Of course, we understand a typical roadmap of such small clone-projects ;)) Grab a successful arts and title, put it on existing engine, make an endless level, get 10k downloads, be happy, get to another clone within a week ;)) Still this game is a bit frustrating to us...

Well, at least we like the idea of shooting other creaturs xD This might be even considered in later patches of **Creatur.io**!

Overall, we advise anyone not to download this thing from the App Up developer ;E Awkwardly, despite **Creature.io**'s 3+ there are lots of blood >.< Not much of gameplay. And no multiplayer :E

This clone has a tiny bit of Glazeek's appreciation, though. Only for showing how popular our original **io game** is, if cloned by others. And for constant ranged attacks idea too. TY >_>

Great performance from great Blitz

By the holy zebra, isn't it a well-known [youtuber with over 1kk subscribers](#)? o_O

Blitz, oh, uh, ehm… Hai :O And thanks too!... Wow, such an amount of attention we didn't quite expect so soon after release xD

Most epic thanks for [your letsplay of **Creatur.io**](#)! And nice gaming skills btw! ;E

Hoping for more vids ;)) GLHF! ;))

Intense **Creatur.io** gameplay with cool sounds — inspirational video from CookieGuy!

CookieGuy, lulz!! You know, [this video of yours](#) now inspires Glazeek team in creative gamedev-adventures. We like you :P And much grateful for excellent video-content on [your youtube-channe!](#) ;E

Keep up the good work, our fellow creatur!

Gief MOAR! :E

Imbalanced youtuber Slith got top-3 on first try of **Creatur.io**

Haha! xD Famous youtube-blogger Slith [published video](#) about **Creatur.io** on his [cool youtube-channel](#)! Weeeee! xD

Thanks, mate! Your russian community is awesome! And also very appealing to our Glazeek team, since we all are russian speaking here)))

We're very happy with you having fun in **Creatur.io**! Thanks for playing and commenting, guys! <3 And thanks for lots of likes <3 <3 Cya around! Have fun)) Oh and stay tuned, cuz more features are coming up soon! ^_^