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About This Content

A hero's journey is filled with many great challenges. Like saving the townfolk from a mysterious invading army from another dimension, that's headed up by a hooded figure who's actually being manipulated by an otherworldly dragon who'll morph into a demon when close to being defeated. It's all in a day's work for Bravely Scoop in Bravely Scoop IV: Eternal Fantasy!

This DLC contains a custom skin for the Scoop of Justice in Awesomenauts. You need to have the Scoop of Justice available as a playable character in order to access the skin in-game. Owning this skin will also unlock the special portrait for use in-game.

This skin contains a fully customized voice set!

Title: Awesomenauts - Bravely Scoop IV: Eternal Fantasy Skin

Genre: Action, Indie, Strategy

Developer:

Ronimo Games

Release Date: 6 Jul, 2016

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Minimum:

OS: Windows 7, Windows 8, or Windows 10

Processor: Any processor with 2 Cores

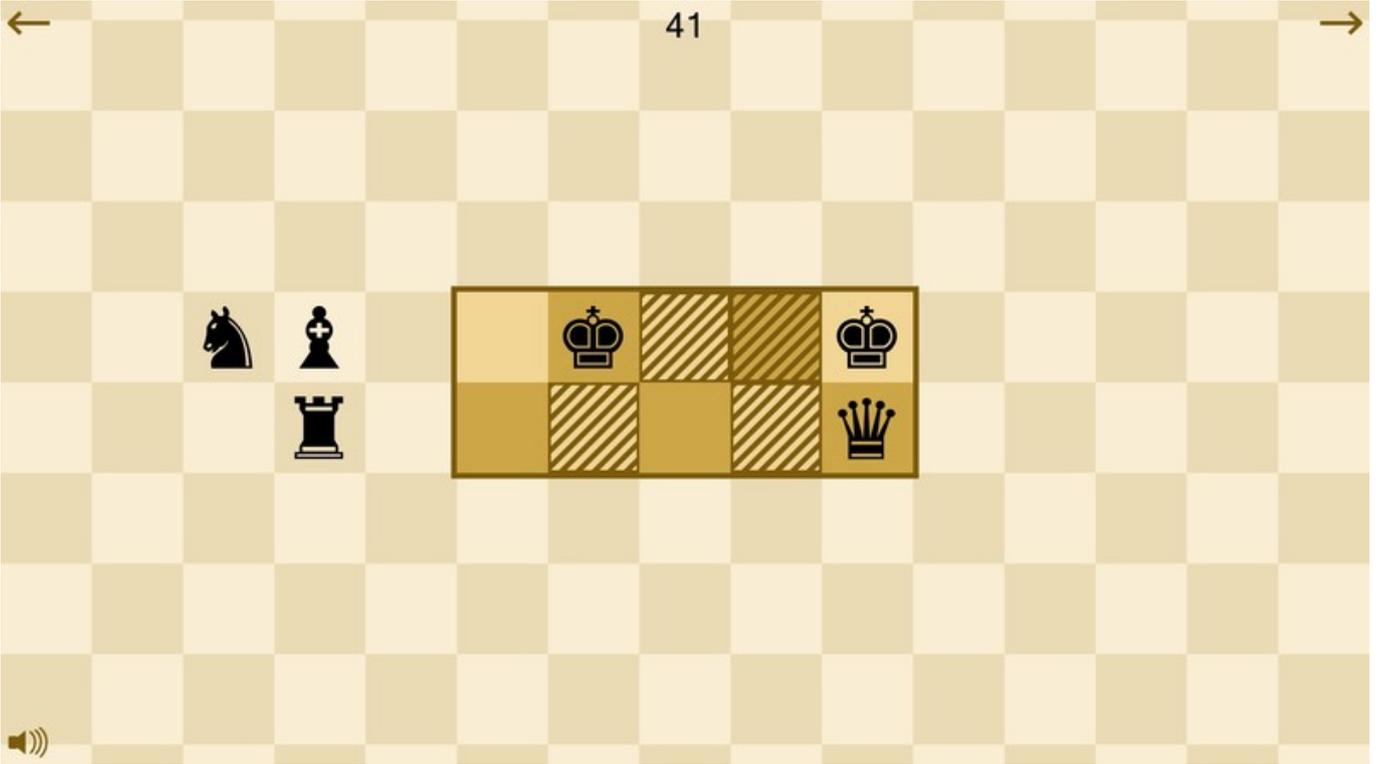
Memory: 2 GB RAM

Graphics: AMD or NVIDIA videocard with at least 512MB, or Intel HD Graphics

Hard Drive: 3.5 GB HD space

Other Requirements: Broadband Internet connection

English, German, French, Italian, Dutch, Russian, Simplified Chinese







Velocibox feels like a combination of meditation and juggling. I keep coming back to it for this reason. I recommend it with the music off.. Worms 4 mayhem.7/10 баллов

. The only complaint is that there were only 50 levels. Well worth the little money.. Would be fun if not for the Qwerty Azerty key crap again

Can't believe that these days this still seems to be a problem for many games

ah well it was free

(oh and euh no steam trading cards). Any people please tell me how many chapter this game have?

I finished chapter 2 And I don't know how to do the next mission to go through the Pass of Olphara no way to come....

. Played a few matches and it was fun. I will probably keep it on hold for now until multiplayer comes out, because playing against AI doesn't feel rewarding. It is definitely a game I could get into once there are more features though.. The author mentions that this game is the last in the series of the parody dating sims they created. So, If you have a spare time, try the other ones too! The first in the series, is Other Age which is free to play, the second one is Other Age Second Encounter which is available also available in steam and in their main store. The only relation of the game on the previous series, is that they are all parody dating sims, nothing more, nothing less. So you don't need to play the other games to in order to catch up in the story. Relationship-wise, this game has actually a little connection in the "Present" in Area-X. Hint: School Uniforms!

As of now, I complete the whole game and I enjoy the experience

Ratings: from highest to lowest.

Characters (9/10)

There is not a single character that I hate in this game, I love them all! But to be honest, I prefer the some characters over Manly, the protagonist. However, Manly's character traits blends well with everyone. To put it simply, Manly makes the other character shines more when she is around with them. After unlocking, the extra, I read on the character's profile, then eventually laugh hard when I found out God's interest is censored*. Well, it is hinted on the game what his interest is, it is indirectly revealed in some hidden events. Be sure to check it out. Based on my gameplay this is how rate them. God >>> Rian > Johnny > Muki > Jaki > Manly> Maki >> Doki > Myu-Myu. Most of the charcters has the tendency to be a stalker.lol

Story (9/10)

The mixture of the most cliche and most impossible things to happen is a perfect touch to create a new storyline, the only thing to complain is how short game's story is, but compare to their other games, this is actually longer.

Difficulty (8/10)

In order to achieve an ending you need to meet a certain stat and amount of affection in your chosen character. There are hidden events that only appear when you reach a certain amount of affection. Compare to the previous series, this is easier , but still hard. There are a few minigames that torture my brain. (I'm talking to you Crossword and Sudoku. The most painful part of this, is that I don't know how to use skills in this mini games, because I discovered it so late). I am really proud that I finish all of the levels in the minigames, it was so worth it!

Concept (7/10)

Stat-raising is not new to me anymore but adding minigame with it, is great and increase the challenge of the game.

Saving Slots 6/10

Saving slots is a Big Yes! I have play their previous game and most of it has no saving system, so I was glad to have them, but I still need more saving slots. Saving is really crucial in this game, so I recommend adding more in the future, if it is not in this game, put it on your future Projects.

Art 5/10

The art is cute, but as I progress, and finally get an ending I was disappointed that even the ending CG art is still a chibi. Don't get me wrong, I'm not against chibi art but I prefer their usual arts rather than chibi. I don't know If it is just me, but I feel that they insert lesser effort for the event CGs in this game compared to their previous ones. Other than that, character designs is unique and beautiful while the backgrounds are gorgeous, I personally like the design of heaven realm.

Lastly, I recommend this game to someone who is patient, enjoys challenging minigames and for the ones who enjoys their previous games.. Easy to pick up and fun VR game!. the game loaded but crashed within the first scene. I tried threee times to advance into the game but it threw me out completely.. So addictive, with a stunning soundtrack!

The 2 "new" challenge maps were in the main game. It is still cool to come back to the maps and try new things out. You can also play as Deathstroke. He saves the DLC. So... if you think that Deathstroke is cool you can go ahead and buy it.. Very fun game. Ticket to earth is a charming sci-fi romp with relatively light turn-based gameplay and a respectable length. The package as a whole is very engaging; being well balanced and paced with constant progression and bits of story between every main mission. The gameplay is not massively difficult so one doesn't need years of experience in the genre to have a good time with Ticket to Earth; but it does keep ramping up well and very few mission are actual push-overs. The story as well starts slow but did grow on me at least, partially thanks to the sheer length(took me 20ish hours to basically 90% 3/4 episodes with one not yet released). At this point I can't wait to see the story to it's conclusion.

Ticket to Earth is clearly a relatively small game, but it is one where the devs have put their time in all the right places and everything is pretty polished and as said lengthy. It doesn't actually feel constrained or limited due to outside factors, and as such was quite a blast to play through.. You think you know, but you have no idea.

Join us.. While the game does have promise, it needs a lot of work.

The interface is very awkward. You cannot Mouse Look with the cursor. You will have to toggle between cursor and moving/turning. You can only place items/build with the cursor, but if you need to turn the camera, you have to toggle out of cursor mode, turn, toggle back to cursor and begin again. The toggle is the space bar.....which for every other game should be to jump. If, like me, you attempt to jump, you may lose your ability to turn...until you try to jump again. And you cannot select anything in your environment if you have your turn/move mode on. You cannot scroll along your inventory bar. Scroll only zooms.

The instructions, while written in English, are written by someone who does not speak English very well (at all? *cough Google Translate*). Very confusing. And a lot is left for you to figure out. Not necessarily a bad thing, although if you are already frustrated.....

Starting a new game while exiting out of an old game will give you the same inventory in the new game as in the old. Will also give you the same health and oxygen.....bad if you are running out of both as you will not have time to do anything about it.. Game... -9/10 -_- . Watch This! Is basically a first person maze navigator with a very cool presentation and a heavy inspiration from Lovecraft for its monsters. The game is rather short but it's also very low priced for the quality.

You're thrown in a sort of industrial/game show maze where you need to find three keys and a "heart" object, as well as be expected to purchase gifts for your family. There are pretty crazy traps all around and you mostly die from one hit from them, with few exceptions as well as some monsters who simply injure you. You get money from pretty much everywhere and get to pick two random powers that range between "meh" to really, really useful.

Graphics are very polished and smooth, controls are responsive and most of the enemy encounters are about playing sneak on the monsters. There are some voices more or less constantly berating you, it's not pro work and you can tell whoever recorded it wasn't a native english speaker but it does a decent job.

The monsters are pretty creepy, there's a sort of Star Spawn with a TV instead of a face, cultists worshipping a TV and a♥♥♥♥♥♥♥♥♥♥off Deep One lurking around. The rest are all about traps of all kind. There's a good attention to details and no two room feel identical, so navigating isn't much of an issue after a few deaths.

It's cheap, it's fun and the devs really listen to the feedback, so I'd say go ahead and get this if you want something really original.. This game is only hard because the physics are awful. why does it run so goddamn fast?

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