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About This Content

The **Arena Mode Expansion** for Caveblazers introduces a ridiculous new game mode. Fight your way through waves of deadly monsters in a variety of fully destructible stages! Collect packs of cards as you level up in the arena - complete with a fancy pack opening animation!

Different Every Time!

Everything will be randomly selected each time you dive in to the arena. After each wave of enemies, you'll be thrown in to a new stage and be given a choice of upgrades. As you grow stronger, the arena will ramp up the difficulty, throwing bigger and badder monsters in your general direction.

Card Collecting!

Levelling up in the arena will grant you a pack of cards and some tokens. Build a deck of cards before entering the arena to give yourself crazy upgrades, and use your tokens to buy starting equipment and more cards! Everyone loves cards, right?!

New Enemies!

As well as the existing enemies from Caveblazers, we've introduced a whole bunch of new monsters that are unique to the arena, many of them more deadly than ever before, you'll want to build yourself a sweet deck of cards before facing off with some of these fellas.

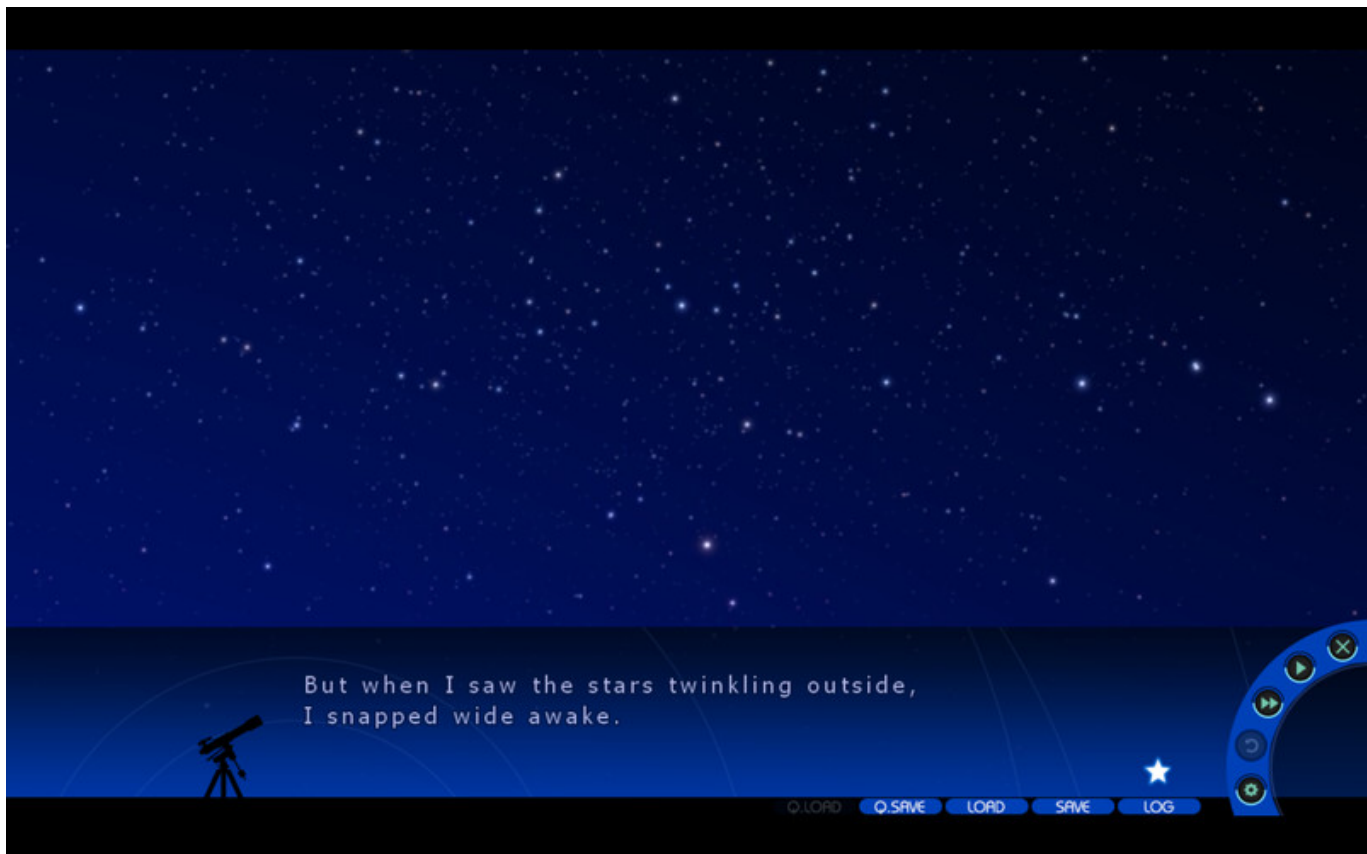
Co-op Compatible

Play through the arena alone, or with a loving companion in Local Co-op!

Title: Caveblazers - Arena Mode
Genre: Action, Adventure, Indie
Developer:
Deadpan Games
Publisher:
The Yogscast
Release Date: 15 Dec, 2017

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English



100

747723

18382 6669

Character

HP: 723 CRT: 13%

ATK: 392-593 Dodge: 4%

DEF: 109(60%)MSP: 507

ATK SPD: 122%

1 2 3 4 Q E M

SPOILERS

This movie is so unbelievably rushed.

The first half is about a game jam with 12 participating teams. Because you only have about 25 minutes to introduce them it feels rushed and you only get a glimpse of their games.

Then, instead of showing judges talk about what they liked and disliked about the games, you get a text saying how difficult it was for them to pick the winner. Removing all the interesting inner conflicts this could've provided. The conversation about the different use of mechanics, art and faithfulness to the theme would at least give more gravity to their choice.

Afterwards, it's another 25 minutes of the winning team sleeping in a nice looking house somewhere and pitching their game to Sony, Cartoon Network and Oculus (they were only allowed to show the meeting with Cartoon Network representative).

I really wanted to like this movie, but there is nothing to learn from it. You're told about struggles people have to undergo during a game jam (almost no sleep and everything breaks all the time), but it's just skimmed over and there are no repercussions because it immediately cuts to a different team. I didn't remember a single person. The concept of complete strangers working on a single project for 2 days is so compelling, but it's told in a really sloppy way.

Basing the movie around only the winning team or removing the later half and replacing it with another hour of the game jam footage could've made this really nice, but as it stands there is no way to recommend it.

The participants seem like nice, talented people. I wish them all the best and I feel like this movie does a disservice to their craft.

Also, great job leaving that boom mic in the shot around 45:14. At least that was entertaining.. I am at a loss for a description, just horrible. Starts with a bunch of text you have to read, come on this is not 1990 or is that when this was made? It then follows with showing you a few basic things like selecting your unit and then it leaves you on your own wondering what do I do and how do I do it? I quit after 10 minutes of walking in circles trying to figure it out, only learning on my own how to get an income. I will have to come back to it another time. Not at all what I expected... :-(. Not a bad game.

I've played enough side-scrollers to last me a lifetime, but I gotta say, the jetpack is pretty cool. It allows for a lot of movement options not really afforded by standard gameplay. The powerups coming from money which you then spend to buy stuff is an interesting choice, I dunno if I like it. And the only downside I see to running out of fuel (on which your flamethrower and your jetpack both run off) is not being able to use said flamethrower - your jetpack can continue to 'run on fumes' as it were.

I dunno, obviously you're probably not going to buy this game for this game alone, I expect you're picking it up in a bundle or something.

Mainly, this is a nostalgia game, I think.. Short, not so sweet. Had impact. Makes you realise what a VR movie could be like. Free and worth seeing.. I enjoyed this game I didn't like the first part in the house as it was far too dark but I messed around with the contrast settings in the game and my monitor and it was much better. It's an entertaining enough game not much story how X got there why X went there the ending is a bit of a let down as well.. This game just gets boring, as a simple tycoon there isn't much to do BUT rinse and repeat. A lot of useless features, plus with the game being released before it is finished doesn't bode well. It is a gamble whether or not this game will be abandoned or may get a few updates of course since it's released updates are probably stopping completely.... Not your average Yuri visual novel.

Beautiful puzzle game with some fun stuff to unlock like seasonal backgrounds and sprite customizations. Completing a level may not seem too difficult until you try for those 3 star ratings. A nice challenge and fun to play. I got this one on sale but it's definitely worth the regular price of \$4.99.. ENG:

The game is currently the best in my opinion, but also realistic version of turn-based strategy game, with involvement of the egologia, as well as the state economy. The game also will be able to play in their own State, and the impact on the game completely all potential economic and course of the war. Most similar games such as Civilization game or beyon Earth game, so this also includes similar elements such as industry or army updating with the difference that they have been implemented in this game better. How so?

Above all, I personally very much appreciate the simplicity but, versatility, and it is in this well executed, as opposed to a series of civilization, and that's why I like the game, even better than more of the same game. That's why I like this game!

Includes also quite functional map editor. I highly recommend, especially if you like to play with friends. Forced purchase startegia games lovers, referral! 3

(See also the newer version of the game)

FIN:

Kyseinen peli on mielest\u00e4ni t\u00e4ll\u00e4 hetkell\u00e4 paras mutta, my\u00f6s realistinen versio vuoropohjaisesta strategia pelist\u00e4, jossa on mukana my\u00f6s egologia sek\u00e4 valtiotalouden kehitt\u00e4misest\u00e4. Peliss\u00e4 pystyy pelaamaan my\u00f6s omalla valtiolla ja vaikuttaa peliss\u00e4 t\u00e4ysin kaikkeen mahdolliseen talous ja sodan kulkuun. Useimmat vastaavat pelit kuten Sivilisaatio peli tai Beyon Earth peli niin, t\u00e4m\u00e4 sis\u00e4lt\u00e4 my\u00f6s vastaavia elementtej\u00e4 kuten teollisuuden tai armeijan p\u00e4ivitt\u00e4mist\u00e4 sill\u00e4 erotuksella et\u00e4, ne on toteutettu t\u00e4ss\u00e4 peliss\u00e4 paremmin. Kuinka niin?

Ennen kaikkea min\u00e4 itse arvostan hyvinpaljon yksinkertaisuutta mutta, monipuolisuutta ja se on t\u00e4ss\u00e4 toteutettu hyvin, toisinkuin siviilisaatio sarjassa ja siksi pid\u00e4n peli\u00e4, jopa parempana kuin useampi vastaava peli. Siksi pid\u00e4n t\u00e4st\u00e4 pelist\u00e4!

Sis\u00e4lt\u00e4 my\u00f6s varsin toimivan karttaeditorin. Suosittelen eritoten jos tykk\u00e4\u00e4 pelata kaverien kanssa. Pakko hankinta startegia pelien yst\u00e4ville, suosittelee! :3

(Katso my\u00f6s uudempi versio pelist\u00e4). Personally, I enjoyed the game a lot, the combat does feel a tad stiff, but it tends to keep you on your toes. The game is a bit easy, but there are ways to make it harder. The added difficulty is somewhat artificial though, as it adds more enemies and makes you take more damage. They constantly reuse the same enemies, bosses, music, and even areas. If you fall into a habit of reusing the same combos, it will definitely start to feel stale. All in all, it's a good game, but does suffer from laziness, as I expected more assets and variety.. DROD RPG is probably my favorite installment of the DROD series. It is technically an RPG game but could be more appropriately thought of as a gigantic optimisation puzzle. involving intense micromanagement of the usual stats like health, attack power and defence power. If you manage to finish the main campaign, the Caravel Forum contain many more user-created levels you can download, most of which are terribly, terribly difficult. I prefer to play the game using a spreadsheet so I can calculate the optimal path as best as I can.

I can guarantee that this game will not appeal to everyone, but it is absolute crack to fans of complex puzzle-solving!

(Ignore the steam stats, I played this game for countless hours before its steam release.). I'm 11 hours in and instead of an Explorer of the Galaxy, I feel like a Manager of Inventory and a Fetcher of Quests. I hope it will change, because the premise and the atmosphere is fantastic. Maybe I should just start following the main quest more instead of building my base. But I need my base to get the blueprints to be able to get further, so it's a bit of a catch-22? For now, it's a no, but I'm intrigued enough to keep going and see if it gets better. I sure hope so!

UPDATE: It's getting heaps better! If you start, I advise you make a few system jumps to get the freighter, as that will get the hassle out of base building! The review might turn positive yet :). It says I've played this 142 hours. LOL! Definitely worth the

price! (I've played through it several times.) This is the game that brought me to Steam. I had purchased it (for more money) elsewhere, and ran into a bug. It looks like this is the only place to get a good copy. The concept is easy. Some of the levels are tricky. I played through one time on the medium setting. I prefer to not race the clock, and have used the easiest setting since then. The "save the planet" stuff is weird, but easily ignored. I had to search youtube for solutions to a couple levels the first time through. There isn't a comprehensive guide here.. <https://youtu.be/8WnbC9TxXmk>

This hidden object game add the wrapper of the illustrious world of junk sale and auction. Explore locations all over the country looking through other's garbage for hidden treasure. After filling your van with up to seven items return to your shop to sell or auction what you found with the goal of becoming the most profitable picker.

This game has the rare privilege of being both trivially easy during the item hunt games where random clicking will succeed and mind boggling confusing with how best to sell the items you bring back. Prices fluctuate constantly and feedback for what an item is worth is very limited.

There are better hidden object games to be found and the shop twist to this game net negative to this game.. I love me some detective adventure games where you got to gather clues and interrogate people. Games such as Discworld Noir and Under A Killing Moon do it really well and it's kinda sad that so few games in the genre exist. The Silver Earring is another of these games which does not rely upon "use item X with item Y" puzzles but rather on cross-examination, investigation and tying elements together.

It doesn't do it as well as the above-mentioned examples, however. In most areas the game is quite adequate but never more than that, and in some areas the game is rather poor. Here's a list of PRO's and CON's:

PRO

- The game keeps track of everything you collect & where you collected it in list-form. Same with dialogs and letters and other evidence. Very tidy and handy
- the Quiz between chapters is pretty well done and forces you to think for yourself
- the backdrops are pretty well designed
- the game has a nice attention to detail in true Sherlock Holmes fashion
- the murder mystery is actually quite engaging

CON

- the dialog is very hit & miss - some parts are simply poorly written while others are quite convincing. The voice actors are mostly average at best
- the characters you meet are not that interesting or simply break immersion by being unbelievable (the drunks outside for example)
- the interface is a bit of a chore to say the least.
- sometimes the game will let you "use" an object through dialog and sometimes you got to drag it onto a person - the game is very inconsistent like that. Since you pick up loads of items, this can be very tedious if you get stuck
- the game heavily relies on linearity - you need to find every single clue before it will continue which can be infuriating. A walkthrough is a must if you want to enjoy the game!
- the music is not very appropriate a lot of the time and harms the immersion.
- the Quiz requires every single answer to be correct and in two instances, I found that the question was confusing so I had to cheat.
- Holmes is even more of a jerk than the books make him out to be - he's plainly rude half the time.

Do I recommend this game? Just about but barely and only with a walkthrough. If you love murder mysteries, this is still a nice game if you can forgive its flaws

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