

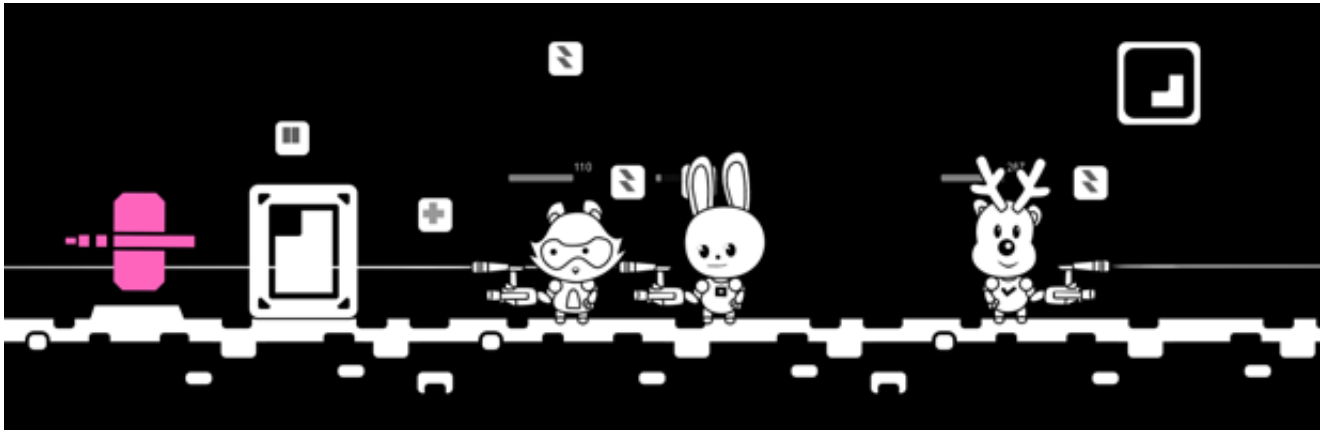


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About This Game

The game takes place in the year 3019, RRRR2 is the continuation of the game RRRR, now three super-soldiers Rabbit, Raccoon and Deer are in a dangerous world full of dangers and deadly traps. Find out the continuation of the history of RRRR, fight with alien enemies and dangerous robots. The game has more references to famous characters :)

Each character can use two types of weapons, collect ammo jump starting from the vertical parts of the platforms. In the game you have to look for hidden secrets, open doors, use various mechanisms. Robot Rabbit owns a super-attack, Robot Raccoon can deadly act on an enemy at a short distance, Reindeer can search for hidden objects.



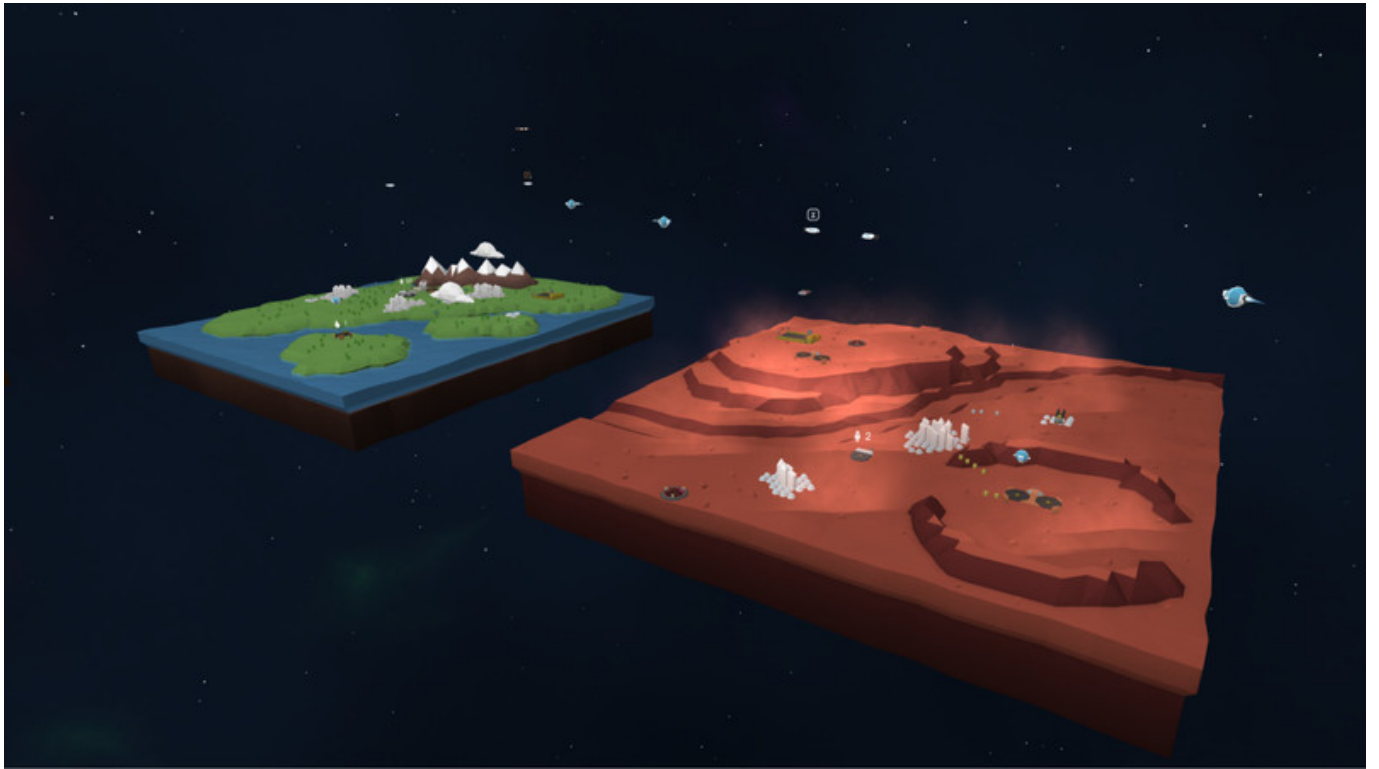
Special features

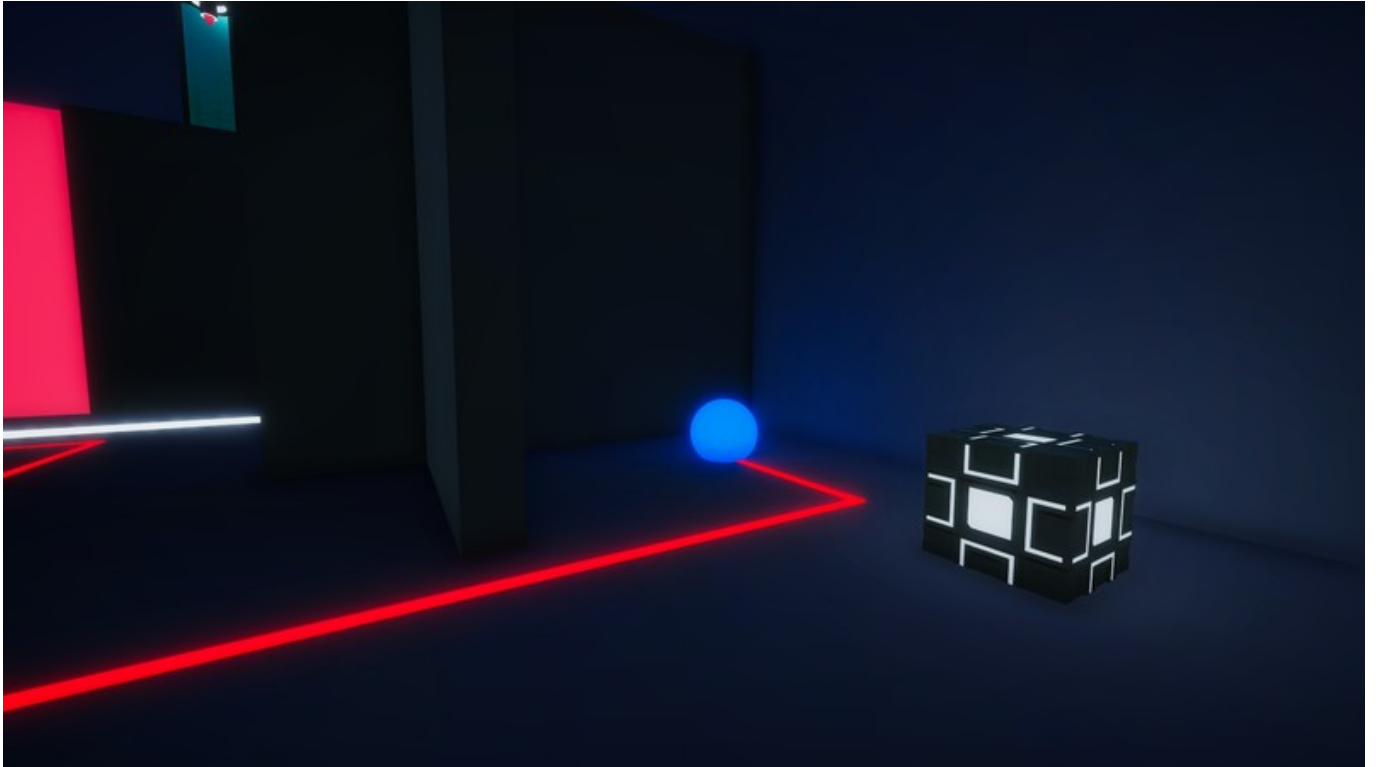
- Control three characters one by one.
- Explore locations
- Three characters to control one by one
 - Two types of weapons
 - Hidden objects

Title: RRRR2
Genre: Action, Adventure, Casual, Indie
Developer:
Dnovel
Publisher:
Dnovel
Franchise:
RRRR, RRRR
Release Date: 17 Apr, 2019

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English,French,Traditional Chinese,Korean,Russian





THE COMPLETE REMASTER

The Last Door
SEASON 2
COLLECTOR'S
EDITION

ORIGINAL GAME SOUNDTRACK BY
CARLOS VIOLA

rrr 247/rrr

It's cool little NES-style platformer. Unfortunately, it's also NES-level hard.. Amazing game!

The gameplay is intense and hilarious combined with great looking and funny characters.

Good work. Normal game, challenges you to fold yourself in many to save everyone.

Recommend if you want something nice to pass time.. RPG Maker strikes again! This is another low effort retro-pixel JRPG ripoff spamming the Steam catalog, made with the RPG Maker video game construction kit... in their own words, "Our easy to use tools are simple enough for a child."

This isn't even a good RPG Maker game. This one has a lot of bugs, a mediocre story, and a lot of grind, all of which add up to make a really terrible experience in an era where games like Skyrim and DOS:2 exist.

Gamers who want a good retro gaming experience would be better off playing the original Final Fantasy games or one of the better RPG Maker games. Gamers who want a good RPG obviously should be looking at some of the award winning entries made recently.. VOI is short and simple. If you ever played with tangram puzzles as a child, the concept should be very familiar--use the shapes provided to recreate the example shown. The interface is very minimalistic and the puzzles are not necessarily arranged according to difficulty, though I personally only found a few of them to be a challenge. One may take you five minutes and the next may take you five seconds.

The developer should have at least added a main menu as well as an end screen once the last puzzle is complete. When I finished it and the achievement popped, I stared at the screen for a few seconds before I realised that was it. I had to close the game from the taskbar because I did not see an 'exit' button anywhere.

I was finished the whole set in roughly an hour--before all of the cards had even dropped. All in all, worth the dollar. Short. Simple. Fun.. A great game seeing as though it was made by one person. That's crazy! This game is super fun! Reminds me of Goldeneye. I can see the potential this game can have down the road with future updates. I can't wait to see how the game evolves and am excited for when online is implemented. P.S. Shooting the UFO is fun too, btw.. Great game. Its not too easy or too hard.. I was looking for a modern bomberman-style game that supports multiplayer and local solo play with bots and this is the game I was looking for. The gameplay is fine and the features are impressive. There is even an editor to create your own levels. Furthermore, I love the character customization possibilities. Thank you for this great game!. Ok. I'm not going to recomend this one which is a shame. It had alot of nifty ideas about puzzles. Much more so then your average HOG. But there were too many things wrong with it. Hit location is wonky which is a problem when the entirety of your game involves clicking on things. It happens alot. The Hidden items sections sometimes have a hidden area that is not obvious. Honestly I just used the clue thinger rather then waste my time. The story is meh but not horrible. Music is ok but really started to get on my nerves. Like battle music in the middle of a HOG scene or puzzle where it didn't make alot of sense to be. Another personal beef is quite a few combination puzzles did not really make sense. Once you collected everything you might be ok but otherwise you have a pile of crap that you know should be combinded but no idea how to do it. There is no map. Annoying. But as a bit of a stopgap to you running around the entire world, it will not let you advance if you still have things in the area to find. Which in hindsight was nice but is annoying at the time. At least for me. Honestly don't pay money for this. If its free, in a bundle or a deep discount maybe play it? I mean it is fun in a frustrating sort of way. Just don't think it's worth the price of admission.

Very nice game. Well balanced and fun to level up. AKA shotguns. Very addicting .. Octahedron is another Concept Platformer, and its concept is this: what if you could hit a button to spawn a platform under your feet? It pulls hours of great vertically-scrolling platforming from that premise with constantly inventive mechanics and level design. Levels are constantly introducing fun new elements like platforms that toggle solidity each time you spawn a platform, or enemies that try to jump you from below, pushing the platform you're on to the ceiling. Each level feels distinct and is built for replay, with medals available for beating a level with all collectibles, without dying, below a par time, and below par platform spawns. Reaching the end of Octahedron is within the grasp of any platformer fan, and the medals are a wonderful extra challenge for dedicated players. Meeting platform pars is especially fun, asking you to work out the most efficient paths through each level.

My biggest complaint with Octahedron has to do with the final challenge. The lead-up to the end is a lot of fun, handing you a power-up you've been wanting since the start of the game and giving you a gauntlet of fast-paced levels to use it. But the very last level changes up the formula for the worse. Without going into spoilers, I'll just say that while it's not too difficult, I believe it's too chaotic. It's just not as interesting as all the carefully-crafted level design up to that point. But while that's a disappointment to end on, it's a small part of the game.. This game is by far the most complex Strategy game i've ever known. You are in charge of: Diplomacy, Science, Production, Logistics (Fuel, Ammo, to bases, Raw Materials from bases), Base Building, Command Structure, oh and of course fighting.

The fighting takes place on a tactical 3d-map on which you can (and should) directly control every single unit, to make sure the bombs/torps hit for maximum effect.

To be honest, this game with its complexity is really intimidating. But very rewarding as wel.

If you read other comments, you will know that this game is a bug ridden pest. BUT, there is hope. The community is really awesome and they keep updating the game which seems to be abandoned by the devs. Look in the Community hub for the Unofficial Patch 1.71. You need this to be able to have any real fun with this game. They are still working on it and 1.8 is soon to be released.

Right now it costs 70cent so there is no reson not to get it. Have fun!. Super fun! Great example of what a VR RPG can be. Controls are intuitive, and puzzles are not obvious.. A solid, puzzler with simple mechanics, but surprising depth. The only drawback is the annoying soundtrack.... Pros:

1. Graphics
2. FPS
3. UI
4. Crafting
5. Collecting Loot
6. Building
7. F5 Quick Save
8. Single and Multiplayer

Cons:

1. No animals
 2. No Server Browser. This made me think a lot about my childhood when I play PS1 game.
- I love this graphic style and music.

R2-10L update:

- Added and revised levels, now there are 10 levels in the game!
- Improved game balance.
- RRRR2 supports the ability to play up to 3 people at one computer with support for 3 keyboards or 3 gamepads.

We continue to work on the achievements and balance of the game.

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