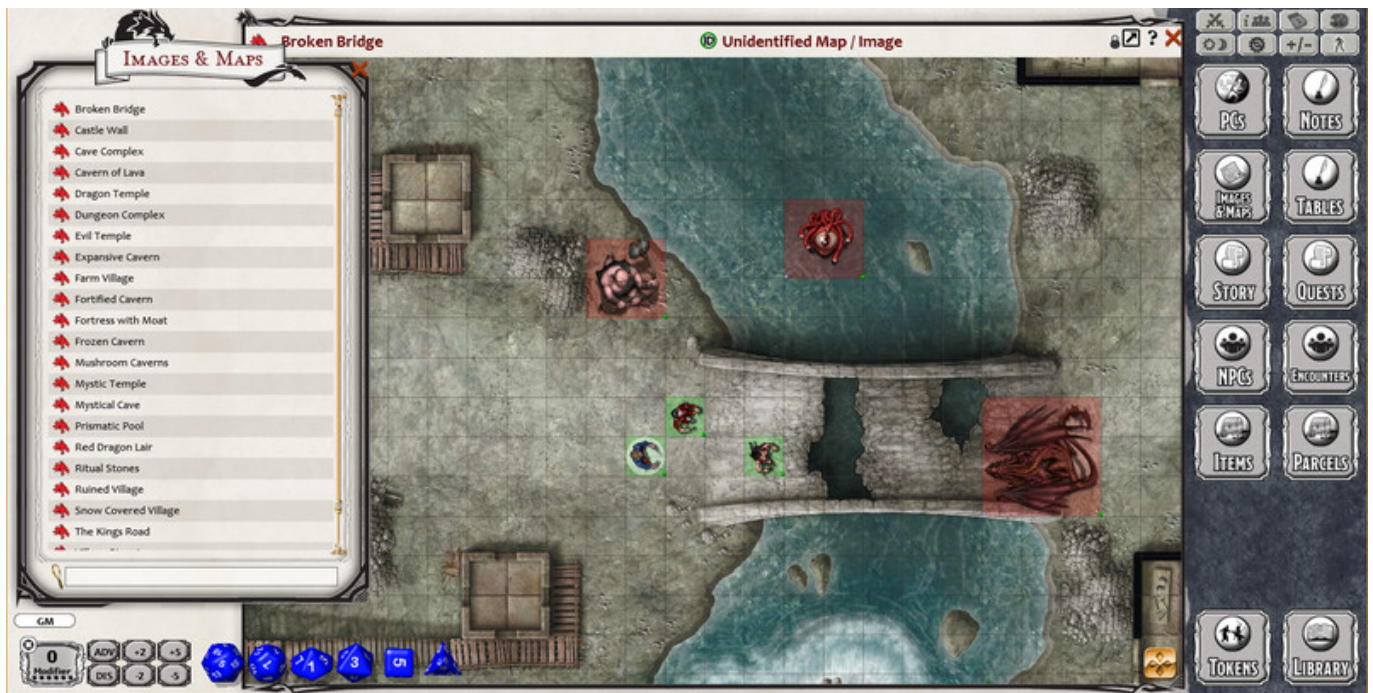


Brave Furrries Torrent Download [torrent Full]



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About This Game

The Furrries Princess along with half of Furrries Village has been kidnapped by the Evil Wizard. The remaining Furrries have launched a rescue mission. After miles of walking they discover the Wizard's castle. Not knowing what to expect they enter and find themselves in the cellar. There is a strange seal on the cellar doors and there are boxes with runes all over the place. Having no better idea about what to do, the Furrries open a box...

Help these hilariously cute creatures execute a rescue mission. You will need to explore the Evil Wizard's castle and solve his puzzles to succeed. Hours of mildly brain-teasing gameplay awaits!

- *Extremely easy gameplay rules
- *Very short puzzles
- *Cute and funny creatures
- *Mildly brain-teasing
- *Original gameplay

The Brave Furrries is a simple story about cute and funny creatures that struggle with the Evil Wizard's puzzles. Puzzles rarely take more than 60 seconds to solve and are very simple to understand but are definitely original and addictive. The game is animated with amusing high quality graphics.

Also please check out Space Scrapper (our new game in Greenlight):
<http://steamcommunity.com/sharedfiles/filedetails/?id=868920477>

Title: Brave Furies
Genre: Casual, Indie
Developer:
Crazy Goat Games
Publisher:
Crazy Goat Games
Release Date: 18 May, 2014

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Minimum:

OS: Windows XP

Processor: Any

Memory: 512 MB RAM

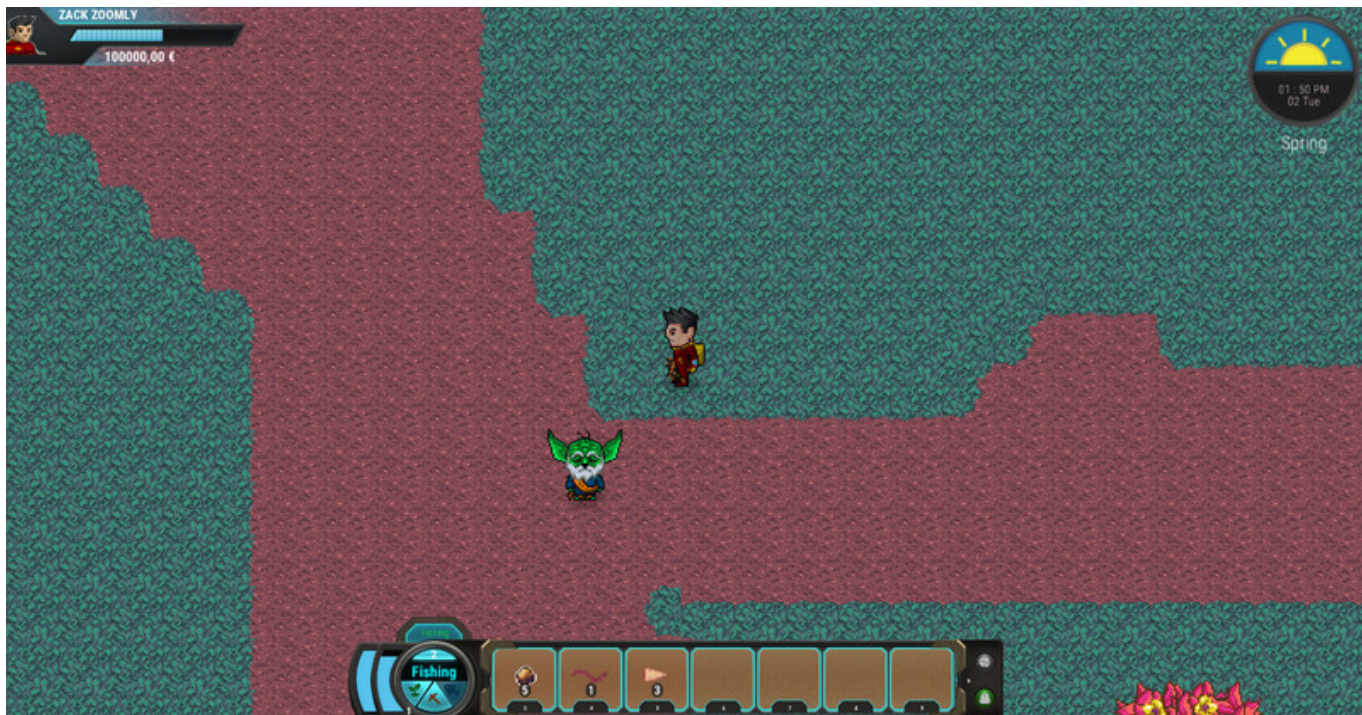
Graphics: Integrated graphic card

Storage: 200 MB available space

Sound Card: Any

English,French,Italian,German,Japanese,Korean,Polish,Portuguese,Russian,Simplified Chinese







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I was born to play this.. Pretty nice timekiller!. This is one of the most brilliant and fantastic games I have ever played. Reading all the reviews here, I can easily say 95% of the negatives are from people that didn't give the game a fair chance, to say the least. Playing for 20 minutes and saying "oh, this is different than I recall" is simply betraying this glorious wonder of a game.

Do you want a fun MMO? This is the right place.

Cons:

- Graphics are a bit outdated
- A few minor bugs
- A few translation errors

Pros:

- Tons of playable characters, each with unique stats and stances.
- Control 3 characters at once!
- Strategy involved.
- Beautiful mind blowing music.
- Politics.
- Lots of daily events.
- Newbie friendly (easily get to 'master' level with your first 3 characters, later develop your family using those).
- Lots of starting and level-up gifts, you help you get into the game.
- ♥♥♥♥♥loads of raids and high end bosses.
- Enormous amount of content (lots of end game content).
- Can leave your characters to attack while AFK, this helps a lot in training and resource gathering.
- Most "cash" items are trade-able, and thus purchase-able with in-game money from other players. Among the very few things that are not trade-able, is "premium dungeon entry tickets", which are very cheap (2\$ for a weeks worth).
- Brilliant story, I enjoy reading the conversations with most npcs (but if you don't, you can skip it easily ^^).
- Recruit your favorite NPC! a large portion of the game's NPCs can be recruited to your family, and you can use them in your adventures!
- Great PVP.
- Clan wars.
- Fun quests.
- When you need to grind, you grind happily and enjoy it!
- Another huge list of PROs that I can't think of at the moment.

I Used to play this game while it was owned by GamersFirst, and on that server I had easily 3000 hours of gameplay (a few continuous years).

My experience on this server is enough to determine that the game is indeed as fantastic as I remembered it. A lot of things have changed, and I can say that 99% of the changes were for the better.

TL:DR

I recommend this game to anyone who seeks a fun and thrilling game.

This game is the whole package - from the classic 'train and get stronger', to the complicated strategic play style.. another time killer game!!!!!!!!!!!!. This game has the potential to be something amazing gamers, rise up and conquer what shall be ours and claim this game to be our own victory royale!. https://youtu.be/V_Fh1HYraHHY

this game has got some issues. first and most importantly, the overlay images are not displayed properly. you will see double vision of your aiming reticle and the health bars. i suspect that what you see in your right eye, you are supposed to see in your left eye and vice versa. that makes it so you actually have to aim between the 2 reticles that you see. that's uncomfortable on the eyes.

secondly, this game is extremely repetative. you will fight wave after wave of exactly the same ship... on the first stage alone. this is not helped by the fact that there is so little to look at and the fact that your ship is the same ship as the enemy ships for some reason. even when you get to a different stage and you are given a different ship. guess what? the enemy ships on that stage are also your new ship.

speaking of repetative... if you watch the video for this game and turn on the sound... get used to that song. it plays non stop over and over and over again and it's only like a minute maybe a minute and a half. there are also no sound effects. despite the option to turn on/off sound in the menu.

this game does not claim to be in early access, but it sure feels like it. there are a bunch of simple things that could have been done to make this better. 1- on stages where you have to fight off waves of enemies. tell the player how many more enemies need to be killed. 2- on stages where you need to blow up a specific object. have an arrow indicate where that object is when you're not looking at it. 3- sound effects. 4- have some kind of transition between stages. something a little more interesting than 'mission complete wait 7 seconds' and 'destroy red ships' or whatever. give us stats from the previous stage. tell us why we need to blow up the freightor/enemy ships. 5- add some variation to the enemies you face in a stage. 6- don't have the enemies absorb so much damage. with the way the ships move, and the amount of time it takes to slowly destroy them this feels like space tanks. it should be like 4 laser shots or 2 torpedo shots to destroy a normal enemy ship. 6- increase the fire rate of the lasers (also make the lasers more visible) 7- give some sort visual representation of the cool down on the torpedos (eg- have the aiming reticle turn red and refill toward green as torpedos recharge). What I loved most about this DLC was that you get to hear a playful side of Tei. It's very refreshing. He constantly teases you and does have his yandere moments for those who loves it. Beomgi Hong did another amazing job voicing Tei.

The only downside was that found it difficult to follow the soundtrack with the translations booklet because I don't understand Korean. It would be nice to add the time - like this [00:00] - so it would be easier to follow through.

Overall I am happy with my purchase and I highly recommend hardcore Tei fans to buy this DLC. I can't wait for more Drama CDs ^ _ ^

. Warning: This game might be broken when you first launch it. It appeared to be running but the window was not present. I experienced this, and luckily the fixed patch provided by someone in the game's discussions was able to help my problem and I was able to play it.

That being said, I'll review the game content itself although this bug should cause some concern for people who'd buy it at full price on Steam.

It's definitely an improvement from the first title when it comes to gameplay. The difficulty went up a notch, the objects now more obscured using shadows. The puzzles were a lot more well-developed and the background had extra animations that made the environments more pleasing and entertaining. The items you find in the HO scenes are used more often to progress to the next room.

The art has changed to a higher more polished quality although the resolution itself is stuck at 800x600. This made it difficult to pick out some objects, and it required a bit of pixel hunting. Basically, if the item was a string, the clickability is limited to that thin strand which means you'd be clicking frantically at it until you perfectly hit the string. It was a major struggle to click on rings, tiny bugs, and the like.

There's a bit of gripe with repetitive objects, and mixed quality again. Some objects look real while others looked hand-drawn. I'd really prefer one or the other since it sorts of breaks the immersion and makes the game itself look messy and cheap. And I don't know how many times I'd need to seek 'sack' and 'knife/dagger' in every part of the world. There are a lot of things in the world, why limit to so many similar items? And they're not even hand-drawn.

Unfortunately, the story was a lot less interesting than Hidden Roses of Athena for me. I just didn't resonate with the dialogue and found myself glazing over it. I really liked the bar area, it was a different take on HO scene interactivity but the story itself felt quite condensed in comparison to its predecessor.

Overall, it was playable and I still had some fun with it. I liked the puzzles a lot more this round but the countries chosen maybe not so much. Buy it only if you'd like to experience the continuation of Samantha Swift's journey (since it picks up where you've left off) but as a standalone game, I don't particularly feel enthused about it.. Mechanics were janky which mader it frustrating.

i love it!, really relaxing game, easy quest line and a good time passer, also really addictive.. it has whiteboards that you can draw on.

buy it now.. Remember, this is NOT early access!! (and I don't know why)

I REALLY tried to play it, because I wanted to, so even after being dissapointed to HAVE to play the tutorials in order to play the campaign I wanted to give it my everything, but then sitting there for about 3 minutes so that I can listen to the lamest AI voice ever while doing NOTHING, NOTHING AT ALL... Ok.. that was hard to overcome... but then she just won't shut up, and every single thing has to be explained while you just sit and try out the different buttons because you didn't pay attention in the beginning, but she even has to commentate every single mode you turn on and off, so you try to push every single button on the controller while she is saying out loud what you're doin, while at the same time she is trying to tell you something new.... pure chaos... but ok, after a few minutes I got the controls and basically knew how most of this works...

-> next objective: find a Drone and destroy it, ok, why not. So I try to find the smallest spaceship in the history of mankind, using the most useless radar in mankind, at that point I thought: ok, if one more thing is broken, boring or not well planned, I give up.... then I flew through an Asteroid and quit

2/10 - I like the idea.... The best way to sum this game up: mess that someone tried to fix, but failed and made it worse. The game is exactly what its title promises. It's just about chess. In my opinion, I am a bad-low average chess player. So for me, the KI is fine. I'm actually stuck on rank 3, so there are 7 left. As soon as I do \u2665\u2665\u2665\u2665\u2665\u2665t, the game punishes me. And of course sometimes the KI does dumb things, too.

Whats left to say? You can save your game up to 6 different save games. If you are a core chess gamer, then the KI may be not challenging. If you are a bad causal chess player like me, then the KI will stomp you if you wish.

It's just a good chess game.. I can bet the fools of Fury Games Production never heard of you before, they just want to swindle the touhou fans.. This game, although short, has so much replay ability and it is packed with fun mechanics and action. Constant action. It is very addictive action. I am looking forward to seeing where this game goes in the future and what else this studio can dish out!. Srsly i'm the 1st person to review this? Lul. This is truly the Pirates of the Caribbean of multiplayer, the engine seems like the UT2004 so no heavy lifting, and it really has it all. You can be the loner and attempt to fly stealth and sabotage or take an enemy ship and use against them, or you can be part of a crew where team work is key. Its UT2004 Torlan but in the sky. Definetely give this one a go, and at the price of 15 bucks! Definetely one for your collection.

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