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So far so good. The only minus is bug with one achievement ("shelter dog") but team is working on it... for months.... Defenitely only purchase on SALE!

I loved this game which makes me sad to not recommend it. It is extrememly buggy and makes additional gameplays of it difficult if not impossible unless you create new profiles.

My view:

The gameplay and the amount of options are excellent. Several heros to choose from and good item drop system. I initially got the game cause it looked like it was a good local co-op, and it was... to a point.

Pros.

Excellent Game play

Easy learning curve to pick up and play

Waves get More difficult at each stage

Multiple characters and game plays

Local co-op increases difficulty for more players

Cons.

The interface is terribly done. (After selecting a mode you may have to start the game and select quit to get back to the main menu!)

Not often, but some of the levels have acted... buggy. (One levels background was glitching... blinking in and out repeatedly. Only happened once.)

If you beat the game with a character in Single or Local Co-op that character can "infect" other characters... as I would put it. (explanation: You can choose the level you go to after you beat the game with that character, but when you do local co-op, probably does the same in online co-op, if you select the character who beat the game, your friends character and your character go up against the final boss. Their character is now viewed as either being on the final level against the final boss or is viewed as beating the game and offered the level select next time they are played in single player mode.)

If you get this game I would recommend getting it on sale because of most of the interface bugs that make it hard to call 'user friendly'. If you get this game, have fun, good luck, and try not to get frustrated with the interface, and if they make a second one of these games I may still have to get it cause the game play was good, but I hope they fix these issues and make more replayability.

Local co-op recommendations:

I would also recommend beating the game with one profile, in single or co-op, so you have all the characters and always loading that profile when you start. Then when your friend joins you to play or if you simply want to start a new profile with all the characters, go to story and select local multi-player, then load the newly created profile. This will allow your new profile and your local friends new profile to access all the characters through the initial profile (The characters will start at whatever level you had them at, so you won't be on the final boss and they won't be Level O.P.). Serious Sam 2

fast game with modern day graphics with easy controls that moves from location A to B to C and so on,

good amount of action and special effects,

(good save the world formula) good amount of save the world reactants that form a bigger save the world product

good game.

Personal Suggested Purchase Price: \$0.99 Or Less During Sale. Awesome game that deserves alot of praise. Nostalgia of the arcade was real.. Enjoyable to drive without being over-complex. Powerful, smooth and free-steaming, great sounds (whistle could be a little better but it's by no means bad). Just sadly misses out on a few points that the TS steam loco lover has come to know from other developers such as wheelslip simulation - but since this is Bossman Games' first addon, I'm looking forward

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to seeing what else comes from this dev in the future.

TL;DR: It's good, I recommend it. Not quite Victory Works though.. Best Brothers and arms game in the franchise.

Its got grit, its got difficulty. Even mod support.

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I like it... for the way I played it. Until bugs.

Despite not being terribly attracted to horror games, I was impressed enough with Syberia to want to see another set of games by the same group, and I decided to start with the "prequel". I sincerely hope the others are better as games, honestly.

Based on the other reviews, I have been pretty much treating this like a more interactive version of a graphic novel; rather than pixel-hunt and flail around in the dialogue trees, I grabbed a guide almost from the start. The small amount of play I did without it, combined with my memory of the beautiful but hard-for-the-wrong-reasons Syberia games, have me very certain that I would not have enjoyed it as much if the plot was delayed by my having to figure out which items matter, which of many logical solutions the game is actually trying for, what odd result will be achieved by certain (non-reversible) dialogue options, etc.

The graphics are okay, but the majority of the scenery is designed as trompe l'oeil; flat images that (when seen from the right angle) look 3D. The problem being that even though you can only stand in certain places in each room/area, they didn't re-render the flat scenery, so depending on where you are standing, the graphics can look either very realistic, or like you have stepped into a surrealist painting. A few key structures in rooms are immune to this, as are any people or objects you will need to interact with. It's not game-breaking, but especially combined with a play style that encourages you to look closely at everything, it is very noticeable. Especially when the scenery includes people.

Despite that, I was enjoying my more-interactive-graphic-novel until I hit a bug where certain (important) documents I had picked up weren't actually readable. :( I found there is a thread from a couple of months ago in the Discussions about someone else having the same problem. Until I can solve that, I will definitely not be playing this game any further (as not getting all the story makes this entirely pointless for me), and likely won't be playing the Still Life games, since I really would like to finish the prequel before I play the rest of the series.

So, for the moment, it would be a bit sadistic of me to recommend the game. If you are okay with the risk of game-breaking bugs and spending a lot of flail time, go for it; the parts of the game that work are interesting and well-done. If not, skip this one for a while, until you see posts indicating that the major bugs have been updated out of existence. :shrug:. Really recommend this game after playing original Life is Strange. You are going to understand Chloe much better, and you'll know who Rachel is. That's cool and still dramatic.

BTW: I'd really recommend to have deluxe edition too to play as Max, it's worth it!. during my play time i loaded three songs and none of them had any effect on the game or the universe it was just some pulsating lines in the distant that flashed with out any relation to to the music. but that may of jsut been me and besides for that it is a fun game but feels really slow.

its good idea but it needs a good ironing out and it could be amazing.. No idea what i just played but got 6 achievements somehow. I like it. thank you.



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