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## About This Game

Ferretkind have traveled outside of their comfort zone to scratch out a living in the inhospitable, but profitable, high seas - filled with adventure and newly discovered trade goods. This expansion across the ocean grew faster than the law could ever hope to keep up. Dangerous and ill mannered pirates have scoured the seas unquestioned. Powerful trading guilds have long established and vigorously defended trade-routes. Only now, after countless years of lawlessness, "The Admiralty" are strengthening their grasp on this dangerous new world. After spending all of your life savings, you purchase a meager vessel and set sail to this new world. Which discoveries, alliances, and treasures await you is your choice, captain.

## Features:

**Naval Combat:** Fight off thieving pirates, or sink a trade vessel for their cargo. In order to defeat a superior opponent you will need patience, cunning, and a little luck.

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**Trading:** Enjoy finding deals and profitable trade routes. Trading offers a slightly less bloody way to amass your treasure.

**Exploration:** Sail into large storms and get blow to new seas with new islands, ships, and opportunities. Each Island you discover has potential opportunities for you to gain gold or glory.

**Factions:** Work for the various factions that control the sea. As you rise through the ranks of each faction you will unlock new abilities as well as gain access to new customizations.

**Customization:** Upgrade your vessel improving its capabilities, and appearance, or buy an entirely new vessel. Buy new uniforms for your captain and crew, even pirates had a good sense of style.

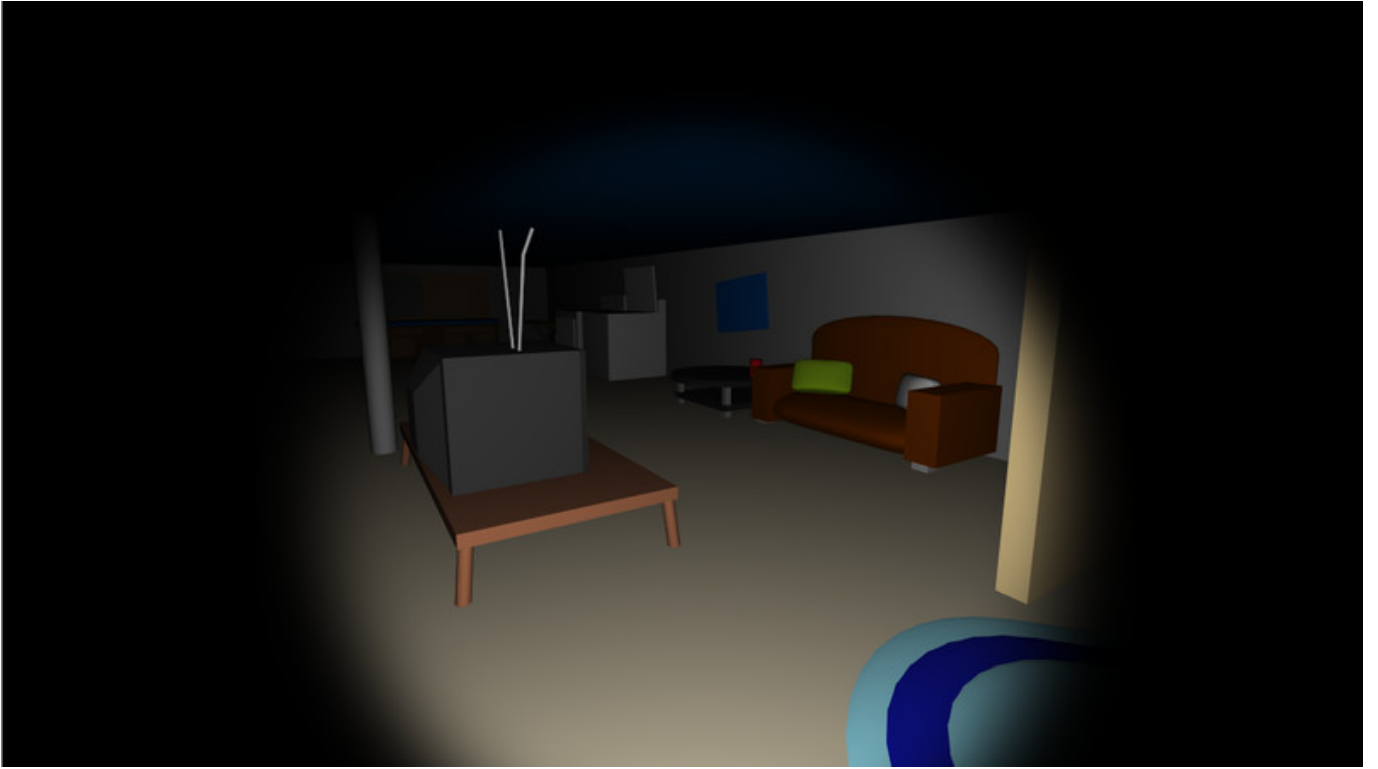
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Title: Ferret Scoundrels  
Genre: Adventure, Indie, RPG, Early Access  
Developer:  
Cryogenic Entertainment  
Publisher:  
Cryogenic Entertainment  
Release Date: 9 May, 2019

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English







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Excellent little game altogether. Dustoff is a simplistic, yet very involved game where you steer a rescue helicopter around authentic looking Vietnam war scenery, picking up stranded troopers and hardware and returning them to base, all the while blazing away at enemy fortifications, boats, and vehicles with your onboard minigun or rockets. The game is a 2.5D, meaning it's a 3D environment but you can only move to the left or right, and up or down.

The game's difficulty level is spot on, with a smooth increase in challenge from start to finish, with just one spike early on that settled down afterwards. This was the "heavy rain" level, which seemed to be placed such that just when you thought you had the controls down, it was there to knock you off your pedestal, and despite there not being a single enemy in the level, it proved to be quite frustrating altogether to try to navigate in the heavy wind and rain.

The helicopter has unlimited fuel, meaning you only need concern yourself with its health and ammo levels. You can top these up via health or ammo drops from destroyed enemies, or by returning to base. Which is just as well, as health drops in particular seem in low supply, and you will take a beating from enemy fire, make no mistake about that!

Progression is simplistic, with new helicopters and weaponry being unlocked and made available as you complete missions. Each helicopter unlocks allows you to pickup more troops at once and have increased health. The "handling" level of the helicopters went down as you progressed but to be honest I found the top level helicopter to be the most responsive of them all.

You can't actually kill any of your own guys in the field that you are trying to rescue which means you can blaze away to your heart's content, provided you have enough ammo. This is just as well as they are often to be found in areas of the highest enemy concentration. It did get a little jarring when I was blasting open the wooden cages that some of the guys were locked in with rockets, but hey, this is a game not a simulation!

The game's controls are based off 2 single buttons, and if done incorrectly, it could have killed the game. Thankfully, they nailed it. While strange at first, it soon becomes instinctive. Left arrow to lift and move to the left, and right arrow to lift and move to the right, and hold both arrow keys to lift maintain your current direction. After a while you'll find yourself tapping away to steady up your chopper to lift some guys out of a river (you can't land in water), or holding both arrows, and easing off on one to get a bit of extra height. It all just works.

Background detail was just excellent, from stray explosions going off, to fellow helicopters going to and fro. The highlight is on the missions where napalm has been deployed, and when you fly over one of the fiery forests, everything dims and you really get a sense of flying through the blackened, smoke-filled air.

The game is quite short and can be completed in a couple of short sessions, but it is well worth the asking price!. Breakout! Literally. (Or "Die" Trying)

This game has a lot of charm/humour and you get to play as one two guys girls. Basically you're climbing a castle from the dungeon to the tower, going through "levels" of the castle, each with their own theme and boss.

Gameplay is simple, but varied and challenging enough that it never seems stale. The dev is continually adding more content, and tweaking options for better gameplay. I had an issue which the dev promptly fixed in an update that rolled out more content as well.

Music and sound effects are nice, and the retrographics are sweet and much like RetroArmy's other games, which I also like.

There are different powerups for your mattress, and there is a branching ending depending on how you collect souls (I won't



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explain it, play it yourself). You can also collect keys to open more sections of the castle. When you die, you have the option of retrying the whole section again, or if you have souls, you can use one to gamble and retry exactly where you died, with the possibility of a powered up paddle (or instadeath/gameover, if you're unlucky). There is now a story mode, and that fleshes out the basic dialogue that was in the initial arcade mode, along with adding extra "non-breakout" gameplay/story.

The only gripe I might have is that the ball sometimes gets lost in all the crossfire of enemy projectiles sometimes. This is not particularly a bad thing, just means you need to be better!. AVOID AT ALL COSTS

I purchased this game expecting a football management game in the style of Lionheads "The Movies" game, unfortunately picking up players and dropping them somewhere is where the similarity ends.

No real tutorial, and a sense of no idea of what is actually going on, or what is even making a difference to how your team plays, means this game quickly loses its appeal.. This game has a lot of cyberpunk content in itself yet you'll feel these contents left unhandled as we reach the end of the game. The game asserts itself in a more sentimental way and it makes you make ethical questions about life. I can recommend this if you're looking for a calming adventure game with good music like "To The Moon" and etc.. 7 / 10 (In it's current state)

Although it's a bit hard to rate an unfinished game, it is a product up for sale and therefore must be done. Remember that when buying this game you are installing faith in the developer and in a way you are making an investment.

#### The Looks:

The game definately has that grow home, polygon style that many gamers love. Although some may not find it the most graphically pleasing, the developer has done well to use it to make an immersive world that does show some impressive scenery. The character design of some characters may seem a bit "derpy" but thats the endearing style that the game was going for and i think it works.

#### The Mechanics:

The game offers quite alot in terms of mechanics. The dark souls-esk combat is enjoyable, however doesn't retain the same difficulty, thankfully. The choices of different weapons you can wield is something i've always enjoyed in a game, where the gamer can choose their prefered fighting style and go down the route they want, rather than being forced to use one single monotonous weapon choice. The game fortunately allows you to do this, and not only this but to craft you're own weapon too. The crafting element is introduced very quickly in the game as if to say it's a main focus. It seems alot more of a open world survival game with the crafting elements which works well as you gain materials as a reward piece when defeating enemies. The puzzles itself, i wasn't able to explore too much of but it seems fairly easy to begun with, which you can only think would get progressively harder as you go through the game.

If you want to check out some game play there is a video here, however this video is from the older version of the game and the up to date version may differ: <https://www.youtube.com/watch?v=mY8lg7CV0AM&feature=youtu.be>. STS is a great retro game. It is simple, yet charming, easy in mechanics yet challenging in gameplay. The music gets you all pumped up, the pixel art graphics are well made and bring a good sensation of nostalgia from the earlier console age. You can play it once for the challenge of beating it and many other times with your friend\vs just for the fun of it.

10V10 would say the wrong door to my friend again just to make him burn. :D. Cute and fun. Maybe can add voice chat and improve on the jumping mechanics



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meeeeeeeeeeeeeeeh still♥♥♥♥♥. The Game Of Life, at least this version, doesn't really lend itself well to video game format. I love playing single player games, and this game is way too boring to play that way. I really wanted to recommend this since I liked an earlier iteration on early PC-CD, but alas this version I can't. Can't wait to try the latest version though.. The game requires you to make a new account while I already have a steam account. You can not play the game without, so it's a no-go for me. To bad.. Absolutely recommended!. That's easy mind-breaker, but it has a really good sound and a nice design. I would like this on mobile devices.

I was just a little disappointed that a watermelon is in the game title, but not in the game itself). This game is AMAZING. I just got this game and I could play this for hours on end. Why? Because of its smooth gameplay and the fact that you just never get bored playing this. What really blows my mind is the fact that this is free and it literally took about 5 seconds to download. If you heard what I said during my time playing this all I would be saying is, "WOAH!" or, "This is soo cool!!". do not lewd the hat loli. "... it's one of Croteam's bad jokes... again?"

This game is the♥♥♥♥♥ I've played all Serious Sam games and this one is by far my favorite one of them all. If you've played a Serious Sam game before, you know the drill. Fight hordes upon hordes of various kinds of enemies with loads of guns without ever reloading in a desert or temple, right? Well this game takes it further.

It's not just sand and temples. You go on an adventure through five different planets, all with their unique theme(Forest, Swamp, Chinatown, Hell, and Fairy tale planet). And each planet has its own tribe and set of enemies. There's a much bigger enemy variety here than in other Serious Sams, and also just re-skins of enemies.

It also brings some new weapons, like the dual uzis and a parrot. A ♥♥♥♥♥ing parrot. You can kill Satan with that parrot. (I call the red bull soldiers Satan cause they literally look just like him).

There's also many new enemy types. There's orc soldiers, football players, orc warriors, warriors with huge axes, zombie stockbrokers, zombie minigun nazis, zombie kung fu ninjas, flying kung fu wizards, witches, kamikaze clowns etc... There's also a cyborg T-Rex with rocket launchers, a moustche and a cigar. [Seriously](http://serioussam.wikia.com). [serioussam.wikia.com]

One of the things that I really love about this game is how it's just taking the♥♥♥♥♥the entire time. It doesn't take itself very seriously. The intro cutscene will immediately let you know. There's a part where Sam enters a phone booth to call Bosses R Us to order an end of level boss; in the first planet the tribe shaman summons ♥♥♥♥♥ing King Kong using a DJ mixing table and then you roast him and have a buffet after defeating him; one of the bosses - Cecil the Dragon - begs you to take the King's princess - the king being Elvis Presely, of course- after he kidnaps her cause she's ugly as ♥♥♥♥♥, but after seeing her Sam doesn't even wanna rescue her and they have a battle to decide who has to stay with the princess, and the dragon tries to kill himself after losing... xD

It's just really funny and has some clever puns, like how after killing a giant bee Sam says "There be will no bugs in this game!". It's also very forth-wall breaking as even Sam mentions Croteam himself.

Overall, this isn't a serious game at all. *But that's what makes it seriously fun!*

10/10. I loved this game. It is a fantastic challenge and the art style is very appealing. It invents a fresh way to play and is definitely one of my favorite games. The difficulty curve is brilliant and once you start to feel that you've mastered one setting, the next most difficult gives you a challenge that will most likely end in failure and also a bit of learning. The bosses are unique and difficult to master, and it's really easy to pick favorites. I'd definitel recommend this game to anyone looking for a challenge.

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