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## About This Content

Hunt down the evil "Big Mama" Grimmoc in this all new chapter. Assemble your team and revisit the stunning realms of Ancaria!

The battle has been won, but the war is not over yet! "Big Mama", the malodorous leader of the evil Grimmoc has escaped with the stolen Seraphim artifact into the menacing jungles of Ancaria! Bring "Big Mama" to justice and retrieve the valuable item.

Gather together once again, combine your friend's skills and enjoy this enthralling new chapter of Sacred Citadel.

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Title: Sacred Citadel: Jungle Hunt

Genre: Action

Developer:

Southend

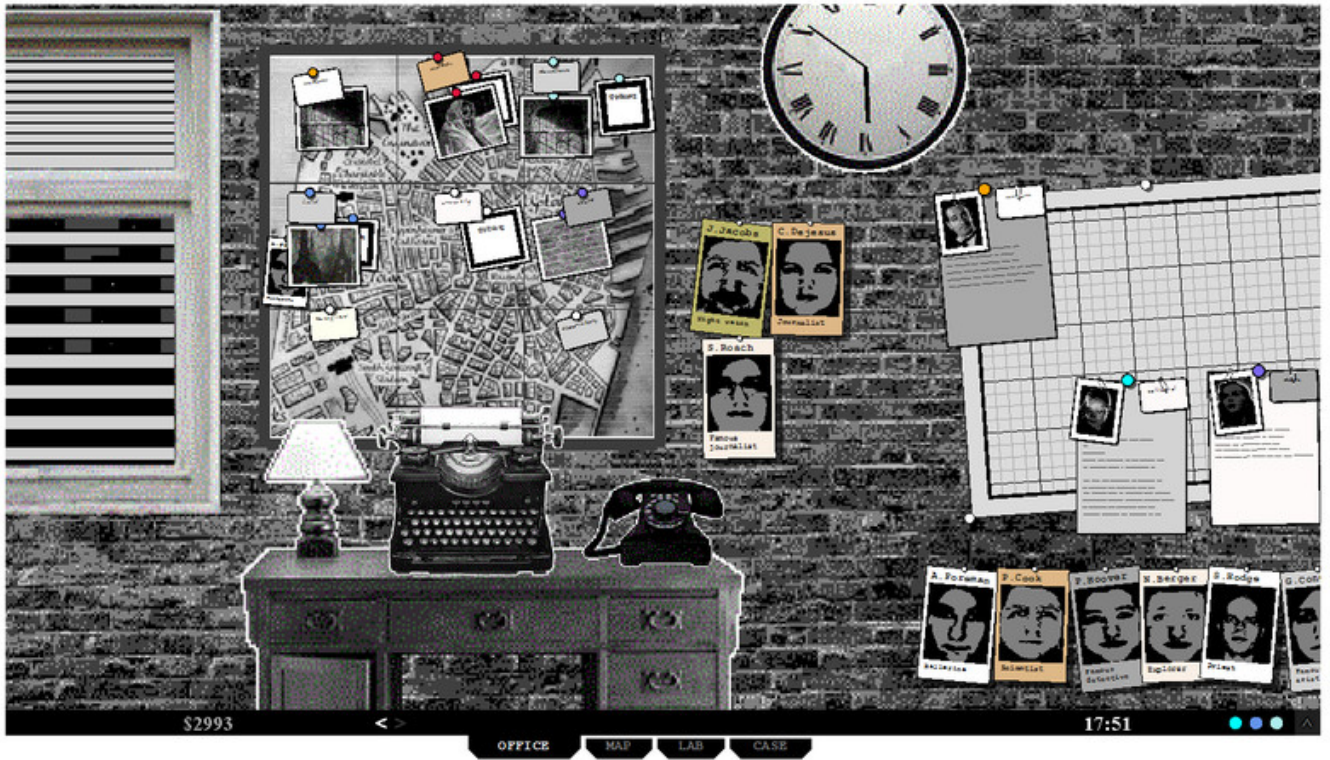
Publisher:

Deep Silver

Release Date: 22 Apr, 2013

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English,German,French,Italian,Russian,Japanese









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ITS NOT GIVE ME THE DLC. Rubbish and no instructions as to what to do... Poorly designed and badly implemented.. Steel Storm: Burning Retribution is a boring, bland top-down shooter with absolutely nothing going for it.. The playtime shown is not accurate, because I left after 15 minutes to get a snack. That's how interesting this game was.

I don't mind that it's an old game and I don't mind the simple mechanics. But it was so utterly boring that I just clicked to finish the game, although I knew early on who the murderer was. But no, the game wants to torture you and makes you visit more places than necessary, just for playing time I guess.

I bought this game as part of a bundle and, honestly, it wasn't worth it. Too many things are common among the three games, making me think the developer milked three games out of one. With a playtime of about 40 minutes if you're slow (no skipping anything) for each game, I wouldn't recommend it.. This game needs to be nominated for the best fictional gunfight in the history of entertainment media.. Style is good. Not really a game though. 5 minutes short. A-not-so-deep metaphor about life. Good for LOLs at the end. It's free, so I recommend - why not.. So i bought this about 4 months ago... I see that somewhere an english version has surfaced as well as a demo for said english version... so where is this version for steam? Was it not supposed to be released in 2017?. A fun game, which makes up for its short length in the beauty of its illustrations and the lovely tune that plays soothingly in the background. The controls are simple in principle, and there is little in the way of threat. The closest to difficulty comes in the form of the slightly frustrating jumping which, as I can only assume was intentional, seems to be based either around physics or some form of momentum as it is kind of floaty. This brings the music back to the fore, as well as the concise length, as any longer or any music less soothing might have resulted in a lot more frustration at what should have been simple jumps. Then again, a game without a challenge is hardly a game, and the challenge in this game is the jumping. All in all, well recommended, and for less than a bottle of fizzy drink I had far more enjoyment. Cannot complain! Also - dinosaurs are awesome, but an ice skating penguin with a hard hat...well - that is epic!. The gameplay is too simple. There's only 7 different units. Two of those are functional copies of another two. And one is a commander you can't place. All units have basically the same two upgrade options. Each level has a small number of fixed positions you can place your units. Also, it's short, only 6 levels and 5 arena levels. I finished it all in under 3 hours on easy. But due to the simplicity I was still bored. Fast forward wasn't fast enough. And I don't like how fast forward resets to normal speed after each wave. The graphics look nice, nothing fantastic but good.

It's simple, it's short.

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Alright, so I played this for my YouTube channel at <https://www.youtube.com/channel/UCHgYdpLEy59XKbiruPSHA6g> for a Let's Play. You guys and gals should check that out for all the games that I play! Getting that out of the way, here are my thoughts typed up for you...

-Good werewolf monster in terms of looks, but I believe I would've liked it more if it didn't walk up to you and kill you almost randomly sometimes, perhaps leading into a less complicated way of explaining how the wolf behaves. Aside from the impatience (I guess?) that the wolf seems to develop over a while, I wouldn't mind seeing the wolf be a lot more subtle. The jumpscare got me once or twice, but that was about it. I would mind a variance on the scares of the wolf. Have him hide in bushes, come up slowly, then sprint at you quickly on all fours. This would require quick reactions to look at the wolf and cause it to run away, and the experience would leave players scared. Perhaps the wolf could leap at you from a very high tree and make a noise before leaping, causing players to quickly react. Giving the wolf variance on how it behaves as you progress may improve the quality of the wolf, and not leave it as a "running scary thing coming at you" that gets repetitive. Next, I initially thought that the wolf hated the light, or "lack of sin", which is why I ran to them for safety. While being safe was not the case, I feel as if adding a torch to shine the wolf's eyes and having safety in the lights would be a better option than to simply look at him. You can apply to those quick reactions I was talking about, but have players save up the oil they use for the encounters, and have every 25 milestones have an oil container of some sort.

-I didn't quite understand why almost every single bit of the game had to be some sort of audio freak-out or rock-hard music. I would've understood if it was a tech-based monster or something, but it was a werewolf. As overused as they may seem, there are still ways you can apply different but similar sounds to them: snarls, growls, etc. Or if you wanted a quiet wolf, give some subtle noises/short music when it's approaching. I noticed the warnings of how scary the game was in a community announcement, but the only thing people had to fear was the sudden loud techno/death metal music that would play for no real reason. Sounds and music could use some improvement.

-The navigation is exploitable to an extent, as I could almost remember where to go without the milestones. When I was using them, they had this weird ordering about them, and sometimes they'd be out of your view because of the too-dense fog. I understand that you received comments saying "too easy" about the wolf, and maybe perhaps the navigation, but it's a pain to die and have to start all the way from the beginning when I almost made it to 122. I'd say to make the milestones less obscure by lowering the fog just enough to see each one's glow to make navigation a tad bit easier. However, if you take my idea into consideration about the torch mechanic, making the lights more distant and allowing some use of a lantern may also be an option. It's all tweaking and trying new things out.

Overall, it's meh. A few flaws, but that's because the game was focusing more on looks than anything at the time. So I'd hold off on getting this until it feels a bit more unique.

Thank you for reading! If you found this review helpful, then that's awesome. Give it some upped thumbs and all that. As for you, Nicholas Bernard, don't be afraid to get even more innovative and try out even more things. My video will be up Saturday for you to watch, and if you want to talk about anything, leave a comment below. Thank you again, and have a great day!. The absolute best way to get rid of all your friends on Steam.. Really fun, I can see a full VR surgeon simulator being a fun game, although currently in the demo there are some issues with clipping. *(I get that the game is clunky, it's more of the rogue tracking that seems to occur during clips that cause issues.)*

Overall, it's a good demo though, although one note is that people not using roomscale will probably have issues. The game provides you no way of moving yourself around at the moment so even though it isn't listed as a 'roomscale required' title, if you don't have some extra space to move around you may want to skip this for now.

Another thing is that this is one of the few VR game's I've bumped into where performance has been a bit of an issue. Not massive, but frame stutters were common at times.

For reference;

*Latest drivers/chipsets installed as of posting this.*

- CPU - FX8350

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- GPU - GTX 980 4GB
  - Memory - 16GB RAM

. I started playing this game, and was immediately immersed in the story. It's all dialogue, and not action-based, reminded me a little bit of old-school RPG's, the pen and paper type.

Anyways, you play through several characters and are presented with response choices that really make you think. There are a lot different elements that you're presented with, but I'm not sure if it affects the outcome because...

It has the most abrupt and unexpected ending, that I've ever seen in a modern game. I took my time through each of the character story lines, and during the last part I'm talking to someone and it cuts to the end credits!

I have no idea what ultimately happened to the city, and it was just a really poor experience... after so much potential.

It looks like the creators\developers ran out of money.

But yeah, this is not worth \$15.00. In reality it's nothing more than a demo that will entertain you for a few hours. I want a refund, and the devs of this game should be ashamed with charging so much for a product that clearly doesn't deliver enough content.

Grades:

Graphics - 5/10. This game is not about graphics. They're stylistic and simple.

Sound/VFX - 7.5/10. Easily the strong point of the game, although the tracks do loop.

Controls - 6/10. They work without any bugs, but this is a simple point and click game only.

Story - 6/10. Early on it's interesting, until the terribly abrupt and unexplained ending.

Replayability - 0/10. There's no reason to play a game again when it only lasts (at most) a little more than 4 hours.

Overall - 3.5/10. Save your money unless wasting \$15 for a 4-hour game is your thing.. This is a waste of your time, do not download!

Credits are longer then the film itself....



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