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About This Game

CO-OP BUDDY COP SHOOTER
Two cops, one case and only 24 hours to take them down... can you score the bust of a lifetime? Take the role of a loose cannon police detective and face off against criminal gangs in an exciting procedurally-generated action movie FPS. Join forces with a friend, online or locally, and take down those crooks in true buddy-cop style!

As a part of the RICO task force, your mission is clear: get in, take down the criminals and get out again. Sounds easy, but it's not - procedurally-generated cases mean you'll never know who or what's waiting for you. Pick your load-out, then use the element of surprise to get a tactical edge over the enemy. Unlock new weapons, mission types and traits, or dive into Daily Play and see how high you can climb the cop rankings!

- Take down criminal gangs with extreme prejudice and solve the RICO case - you've only got 24 hours, detective!
- Procedurally-generated cases mean no two games are ever the same - you'll never know what's waiting for you.
- Crack cases with a friend, either online or locally, for co-op carnage. Two loose cannons are always better than one!
- Daily Play cases - with leaderboards and rewards - keep you coming back for more, along with unlockable weapons, traits and mission types to discover.

Title: RICO
Genre: Action, Indie
Developer:
Ground Shatter
Publisher:
Rising Star Games
Release Date: 14 Mar, 2019

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English,French,Italian,German,Japanese

Water 0

Cookie 0

Sandwich 0

Salad 0

Mana Potion 0

Sapphire 0

Emerald 0

Quartz 0

Amethyst 0

Amber 0

Peridot 0

RESOURCES

STONE

31

A simple but sturdy construction material, found in the ground in abundance.





Hi, this was very fun. I got it on sale but 5 dollars are still worth it. There is a few bugs I found. They are sometimes when you are doing mission or even in a bot battle the other cookies stop. I have only experienced this in missions and on the North Pole map. The other is Santa disappears on the North Pole map. But really you should get it!. It's a great effort from the devas to make a solid puzzle game with the twist of actually aiming to die.

Although some of the levels can be completed in ways I imagine were not concieved, it's still an enjoyable game to tease your brain with.

I recorded a video playing the game if you would like an idea of how the game plays. You can see it here:

https://www.youtube.com/watch?v=sIqRR_UyRhg. Review for this game can be found here:
<http://sdgtstudio.blogspot.com/2016/01/steel-strider-reviewed.html>. 70 people have had the problem: "Couldn't Find Valid License Key. Please try reinstalling this product". From the forums, there seems to be no solution that's working. Game works a few rounds then you get hit with above message.. \u56e0\u5374\u601d\u542c\u0c\u4e00\u4e2a\u5de6\u53f3\u624b\u4e92\u640f\u7684\u597d\u6e38\u620f\u0c\u4e0d\u8fc7\u8fd8\u6ca1\u627e\u5230\u600e\u4e48\u8054\u673a\u0c\u611f\u89c9\u4e00\u4e2a\u4eba\u4e5f\u662f\u53ef\u4ee5\u6109\u5feb\u5730\u73a9\u800d. I bought the base OWH at -80% discount and that was indeed a great game for a price under a dollar. If you notice it, the price of this DLC is so high compared to the base game but it still worth the money. This DLC features more improvements , balancements, more items, more NPCs, new battle system, and more. OWH and OWH Plus have a slightly different system so some items in the dimensional vault in your base OWH will be affected (converted) and the save data in base OWH can't be used on OWH:Plus (the save data, not the game progress).

By buying this DLC you will get:

+ New Classes, items, NPCs, enemies, skills, and more

+ Castle renovations and quests

+ More keys like shortcut and the acceleration key

+ Even better HUD and systems (food rotting, and so on)

+ More allies including packhorse, packrabbit, a cow, and more

- I don't know why but the 'steam overlay' didn't work when playing (maybe they will fix this later)

[If you like the base OWH, you will like this even more \(man, it's a plus version!\).. The artbook includes 50 pages of high quality artwork from the game. It comes in .pdf format with a file size of 274 MB.](#)

[The soundtrack includes the 62 tracks used in the game with a file size of 411 MB. All tracks are mp3 with a bitrate of 320 kbps.](#)

[The Steam download size is 666.8 MB. You can find both the soundtrack and artbook inside the game's install folder.. A short and sweet platforming metroidvania, similar to VVVVVV.](#)

[The game's gimmick is there's only two buttons -- left and right. The level design is created in such a way that this isn't a problem, as there's bubbles that make you jump and various upgrades that improve your mobility. The game is difficult and requires using the games mechanics to get through.](#)

[I beat it in about 3 and a half hours, but I enjoyed just about every bit of it. Challenging and kept introducing new concepts to keep me entertained. I think a game like this would be amazing with a level editor, adding hours and hours of content, and it's honestly a shame that it doesn't have one.](#)

[If you enjoy well made platformers that are actually challenging, Necrosphere has pretty much everything you want. If you are truly hardcore, there's achievements for speedrunning, and not dying. For only \\$5, I felt like I easily got my money's worth.](#)

[Oh, and the music is also amazing.. Amazing 2D platformer designed to become increasingly difficult as you progress through the game. The cute graffics and great background music just adds to the experience. 9/10 gameplay. Very addictive. Worth](#)

[your money](#)

[If you want to find out more about this game, go and have a look at my 3 minute review:](#)
<https://www.youtube.com/watch?v=BeciEzFwqgQ>

This soundtrack is SORELY underappreciated, and it makes me incredibly sad that more people don't know about it or give it the credit it deserves. If you love classical piano and violin played in a melancholic style, this soundtrack is for you. But the best part? If you own the game (which has seen several bundles), the soundtrack DLC is absolutely free. I speak from the heart, my game music loving friends; download this classical masterpiece and let the melodies move your soul.

<https://www.youtube.com/watch?v=OXFYndJ7zUU>
<https://www.youtube.com/watch?v=nKfFpKKjpyI&list=PLeu1ZIZxUdE5cmkst6MPxYZO4Alie9W5k&index=12>. i dont know what just happened but i like it.. For the sake of it, I'm gonna review this for both the first and second chapter of the games, since they were meant to be one massive game anyway.

[Also, all of the Trails games have trouble starting up, and you will probably need to launch configuration tool to set it up, but after that it really shouldn't give you any problems.](#)

[OKAY! So anyway, where to start, I really love these games. For a long time I felt really disillusioned with JRPGs and was feeling like maybe I just don't like them anymore. Trails games really reinvigorated my love for them. I have not played any other Legend of Heroes games by the way, but this seemed like a great place to start and it was!](#)

[I think your main thing to take away from this game is the dialogue/writing/characters/world all that stuff. If you're here for an combat game or a nice strategy game, you probably are not going to have a good time. If you want basically a really nice Visual Novel that has some rpg aspects in it, I think you'll be happy with these games!](#)

[The country of Liberl is really really well made I think. All the towns become so... alive and well known as you adventure through it. All the NPCs have names and lives and have stories of their own going on. If you can stomach talking to every single npc every time they update \(which is a lot\) you'll be able to get a LOT of lore about EVERYONE and EVERYTHING you could ever want. It's honestly a little overwhelming at times, but there are some genuinely really fun npcs and little stories that are just totally optional and missable.](#)

[The game itself is much more linear than most JRPGs \(again why its a bit more similar to a Visual Novel in a way\) and I think the linearity plays to its strengths. There's still a lot to explore in the cities/towns that you go into, but if you try to go to anywhere else, the plot will stop you, and honestly? That's okay. I think because it's more linear and that there are less options, that lead the story to be told in a much better way.](#)

[As for the story itself, there's just... there's a lot of it. A lot of it tends to be "Go to city, solve some mysteries/crimes that are going down there, and find out how its related to the overall plot of the games." And I really like that! Each city has its own little mystery, its own little adventure, and as you go you'll get more snippets about the main plot and learn more about the characters.](#)

[Next up is the characters and I think this is probably the games mostly? biggest strength. For one you get a cool female protagonist and I love her and its just nice to have a dumb girl who is the leader. Your party is picked for you pretty much through the whole of the first game, and it lets all your party members and characters shine a little more and lets them all have something to say and do as you explore through the city and learn about their backstories. Everyone tends to have some tragic backstory, but that's just kind of the way of things, and I like that everyone's got something going on in their own thing too.](#)

[To add on the character subject, I feel like the second game miiight have gone a little too far with all the characters at some point. They start adding a lot, and you can just take whoever you want most of the time with some characters being mandatory to the story. It's nice and its not bad! But some characters suffer. Moooostly Zin. Zin was a cool guy and I feel his potential as a character kind of really got squandered in second chapter and he sorta didn't get much. I think a few characters can tend to feel this way at times because you get kind of overloaded with them? But at the same time, the game still handles it very well and makes pretty much all the characters still really likeable for the most part.](#)

[Oh, the music tends to be really nice too. A little generic, nothing too outstanding, but a few really nice ones, some nice jazzy things in there at times. I think the main problem will be that you'll hear it for hours and hours and hours, and no matter how good a song is, that'll grate a bit.](#)

[Sound Design is mediocre to bad. Just your typical low budget stock noises. There's VERY little voice acting which honestly I think is a plus. Nothing too major, nothing great either.](#)

Combat wise is really really turn taking standard. You're not gonna get much depth here, but it's also not so shallow that you'll hate your life. AND on the very very plus side, PC version comes with fast forward built in! That was a very good idea. Every JRPG needs a fast forward, thank you devs for understanding. So, while the combat isn't too great, it's not too bad, and you'll get through it very fast at least. Aside from a few strange difficulty spikes here and there, it shouldn't be too hard either, and there's plenty of difficulty settings if it gets too annoying.

Dungeon design is... well its okay. There's nothing outstanding about them at all I hate to say and they're kind of just flat out a little boring, and you're gonna get a LOT of reused assets. But again, don't go into this for the gameplay, go into this for a visual novel with the ability to walk around. Up to you if you can put up with that. They're not horribly long usually thanks to fast forward, but there were times I wouldn't mind if they were just... done.

I think the Localization is also a very big strength here too. The localizers really helped the characters feel like real people as well? There's gonna be some typos, these dudes were worked almost literally to death over these games, but I think overall they did a fantastic job. I think quite a few JRPGS maybe translate things too literally or just.... too flatly if that makes sense? Hard to put it into words. But you get a lot of good stuff here, and the literal thousands of flavor texts and descriptions are all bursting with this weird apathetic sarcasm that's just ... kinda nice I guess if you're into it? I am, but I can see it being a turn off for some people. When it comes down to it, though, and things are more serious, you'll still get some good serious moments, and I think in general the characters motivations and reactions to things tend to be a lot more real because of it.

Uhhh, I could probably talk about these games for months. To put it shortly as possible, if you're looking for a nice easy going JRPG series and want a kind of classic feel, then these games should probably hit all the right buttons. The budget is very very low, but the spirit and heart of it is high, as stupid as that is to say. They're good games, and I think my favorite new favorite JRPG games I've ever played. Just make sure you're aware of the budget issues and the kind of wonky PC port, the lack of combat depth, and I think you'll be happy.

To make it easy on people as well (since I know this was confusing to me as a new buyer, too) this game is the First Chapter and where you want to start, and Trails in the Sky SC is the Second Chapter and def a game you'll want to get along with this one. Those two make a complete game and a complete story. The third chapter is more like bonus content if you really liked the first two, but I wouldn't say you need it to feel satisfied.

TL:DR: I like game a lot, its nice. There's like 100+ hours of content in these two games if you can handle all the talking and reading. Good characters, nice world, story is mostly light hearted with some serious tragic backstory thrown in every now and then. Some fairly decent twists thrown in with also some obvious twists. Combat is mediocre at best. This and SC are necessary to get a complete story, and I think are worth full price for both! I love them, thanks bye. I've just started using this program and I already love it. This is very useful not only to a game developer but anyone using pbr rendering like Iray or superfly. Get the substance Indie pack, it's well worth it.. It was okay, I just didn't like the look and some mechanics. But it's not a bad game, per se. At least not in my opinion. If you like 4x, I say give it a go at least.. The game was fun but very short-lived. I spent maybe 3 hours before completing it and the bonus level. I would recommend giving a timer for the hints like many other games and not allowing people to skip every puzzle so quickly. For the price, it was great.

Patch Notes - Bomb Timers!:

We have issued a patch for the game, notably it decreases the difficulty of late-game bomb-defuse objectives.

- Minimum bomb timers increased to ease difficulty on later case mode levels
- Performance improvements
- Fix to disappearing and non-interactable doors
- Fixed big with interaction with menus behind loading screen
- Fix to missing legs when downed for some characters

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- [Changes to speed up future patch iteration](#)

Patch Notes:

[We have released a hot-fix for the save game corruption issue that has been reported by a handful of players. We've rolled in a couple of small fixes to other areas of the game as well.](#)

Patch Notes

- [Correctly handle corrupted save data file](#)
- [Fix for Steam invite connection when launched from desktop](#)
- [Optimised network message sizes to prevent rare disconnect in latter stages of Case Mode](#)
- [Fix to incorrect material on car-park SUV](#)
- [Experimental fix for Ultra Wide display support](#)
- [Enabled operation data display on pause menu \(for help when bug reporting\)](#)

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