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## About This Game

Have you always dreamed of being a true hero of a medieval fantasy world? If the answer is yes, then you are in luck because you are in a world like this now! Also, you are a woodcutter and you are alone! You are fearless, have a sharp ax always ready to cut a wood or face your enemies. Everyone needs a hero here, and this is in their destiny. But ... There's always a problem.

There were ages ago the world was destroyed by the clash of two gods who represented good and evil. A lot of time has passed, and men are trying to structure a new civilization, but when everything seemed normal, strange creatures began to emerge, modifying the behavior of animals and affecting the lifestyle of the men who inhabit this world.

This is where your journey begins! But I will not be easy, in Bravery: Rise of the Last Hero, you play with Sven d'Vali, a simple woodcutter with a high sense of justice and incredible will to become a hero, who uses his strength to liberate the world Of evil.

On his journey he knows many places, faces several enemies in a melee real-time combat, makes and helps friends, can find epic treasures and unravel mysteries to aid the adventure.

## Main features:

- Find and collect different equipment to increase the powers of your hero.
- Take on various enemies and get a chance to win valuable rewards by defeating them.
- Classic adventure-action with several different regions to explore.
- In the open world, you will never be safe. Enemies come from all sides to face him.

## Coming soon:

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Item Manufacturing System: You can find materials to create new items or improve your equipment.

Allies System: You can find allies to join your group and help you tackle more powerful challenges. At each level of heroism will be unlocked a new hero follower.

Mini Games: You will find several mini games to get rare items and important information to continue your journey.

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Title: Bravery: Rise of The Last Hero  
Genre: Action, Adventure, Indie, RPG, Early Access  
Developer:  
Magic Dungeon Studio  
Publisher:  
Magic Dungeon Studio  
Release Date: 25 May, 2017

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**Minimum:**

**OS:** Windows 7/8/10

**Processor:** Intel Pentium IV 2.4 GHz or AMD 3500+

**Memory:** 2 GB RAM

**Graphics:** NVIDIA GeForce 8800 or ATI Radeon X1900 (Integrated Video Cards not recommended)

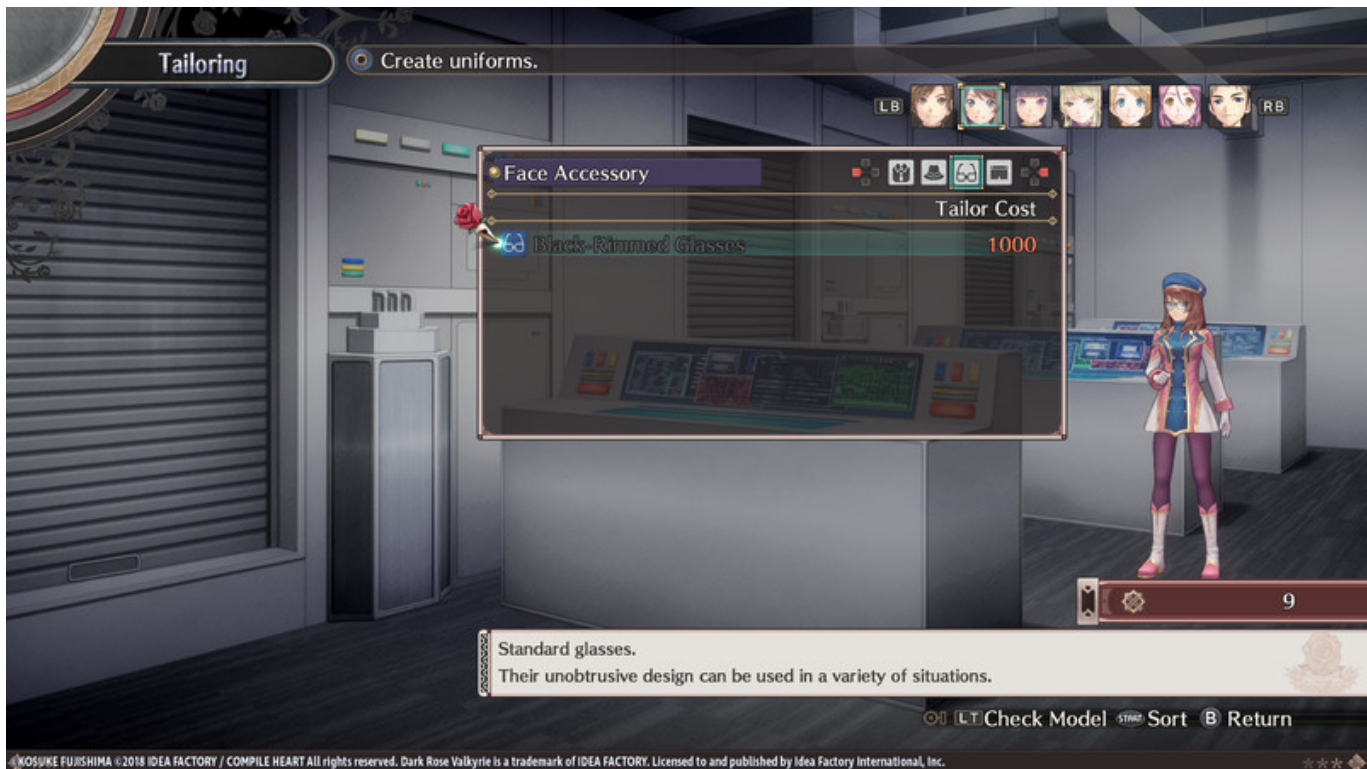
**DirectX:** Version 11

**Storage:** 2 GB available space

**Sound Card:** DirectX-compatible sound card

English







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bravery rise of the last hero

This series is one of my favourite puzzle platformers of recent years. I thoroughly enjoyed the challenge, art, and music. The short bits of dialogue are charming and the overall game is laid out really well. I do find that there is a sudden spike in difficulty in some levels, but it's never so discouraging as to stop. The solution is almost always clear and it's just a matter of pulling it off. Overall a great little puzzle game.

. It's a fun game. Do not expect anything new, it is just a simple game but entertaining. Very nice game!

I had the feeling i was playing a game on an old console,

You can use different weapons, upgrade skills,

some enemies they respawn but you and your guns are going to love every enemy on your path just for the chance to shoot

gg

<https://www.youtube.com/watch?v=haKbOiLVYm0>. Just idling achievements. I did not like.... Adults need more naked rpg like this game told us

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This is the closest game to Mario Party on the PC. Some games may be boring, the max players is only 4, and some items are OP (like gift box) but you can customize what games you can play (enable and disable the mini games you want to play), what items you can get, and how many turns you can have (you can even have infinite. If you like games that ruins friendships, I highly recommend this game. The proof is, I lost all of my friends now... and may need to buy more friends. I just wish the game allows to go for a max 8 players on a chaotic game mode so I can lose more friends faster.. Lame follow up to the overall great first entry. I don't like the newer graphics, I preferred it when it had a pixel art style. On top of that, I feel like the developer just phoned in a bunch of the levels. Half of the levels have a good amount of thought put into them, and then the other half (even later in the game) are so easy that it makes you do a double take to wonder if you accidentally skipped something. Then there are the final levels, which I think the dev tried to make up for the lack of challenge with by adding new mechanics that are never explained properly, and are overall just not fun to work with.

Overall, a pretty sloppy sequel that I only recommend for less than 5 dollars and only if you are a big fan of the first game.. Had more fun than I thought I would, it's free so no complaints. Took about 30 minutes to beat. Papers, Please: The Less Stressful Edition.

When it comes to it's theme, this game tackles similar topic as Papers, Please, the topic of social issues in a socialist state-like setting. It's even similarly short - according to Steam, it took me just 99 minutes, or a bit more than just an hour and a half, for a single playthrough, although there are multiple endings, depending on your in-game choices, just like in Papers, Please. The two even have similar art style.

While they tackle similar topics, the way they tackle them is different. While in Papers, Please the main character is working in border immigration control, the main character in this game is the boss of a local newspapers who decides which topics will be covered in those newspapers and in what way. This game also drops Papers, Please' time limit in it's "levels" and the mechanic where the main characters needs to take care of his family's well-being. These two differences result in a much more relaxed gameplay, where the player doesn't need to worry about his or her performance that much.

About the endings: it appears that each part of the country (though it actually appears to be a city in this game) receives it's own "ending", which one exactly indirectly depending on which news the player decides to cover and in what way. At the end, all these "separate" "endings" are then combined into a single ending, which reminds me of Long Live the Queen, another game that appears to pull off something similar.

All in all, I think this game deserves a solid 8/10. It's not a GOTY, but it's not bad either.. One of the best rogue-likes i've played in recent history. It's a nice combination of bullet hell, dungeon crawler, rogue-like, perma death. The basic idea is that you pick a race and special ability. Then you crawl the dungeon as you gain perks and runes. Runes can be combined with other runes to form spells.

Highly recommend to anyone who likes Rogue Legacy, Binding of Isaac, Mojo, Rogue, etc.. Great puzzle game, nice theme, great music and cosy environment.. old style grind-fest, but great classes, hero band/league system and amazing skills for all 8 different clans and classes. Spent a long time playing this game for 7 years or so!



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