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Final Bravelly Crack Only



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## About This Game

In a prosperous magic world, a powerful creature: "The Reaper" reigns supreme. This terrible creature want to establish its dominance by drawning the Earth's mana. Even the souls of the departed are disturbed by the chaos ensued.

Explore the world of Nilume and discover the tragic story of N'Orzielle  
Follow the dark and destructive path she took to save her from her terrible fate.

Discover the true identity of "The Reaper" and be the witnesses of the desolation caused by the "Gods".  
During your adventure, you will face many perilous tasks. Find your way into temples filled with riddles and face some terrible dangers in order to eradicate the roots of this corruption.

Why did the "Gods" destroyed an entire village? How could the legend became true?

Find out the parts of this story scattered across the game to answer all these questions and uncover the truth.

### Gameplay:

Experience an old school RPG; develop your strategies by combining abilities and magic spells to defeat the most fearsome monsters as you're mastering Final Bravelly's combat system.

Personalize your adventure with 8 different character classes.

Use Alchemy to create powerful enchants for your equipment , develop new spells.

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A Casino with many mini-games  
An Arena

Classes:

The Reaper: Capable of unleashing devastating combos, the Reaper can absorb the strength of his allies to improve his own and deal large amounts of damage while enduring the fiercest assaults. At the end of a fight, he can siphon the remaining energy of his foes to regenerate himself.

The Paladin: strong in both healing spells and offensive magic, the Paladin has a high defense and can use a wide range of useful skills.

The Electrokinestist: A class using lighting magic to strike down its opponents. The Electrokinestist can summon powerful lightning storms and paralyze his targets.

The Engineer: A class with several unique features: several gun spells to inflict direct damage, and a “trap system” which uses capacitors to set powerful traps causing large amounts of damage or various status effects when activated.

The Dark Knight: A very sturdy class, capable of inflicting devastating status effect while protecting the group.

The Berserker: The colossal strength of the Berserker turns most basic attacks into deadly blows.

The Lancer: His piercing attacks can get through the strongest armor. The Lancer has no problems damaging even the toughest enemies.

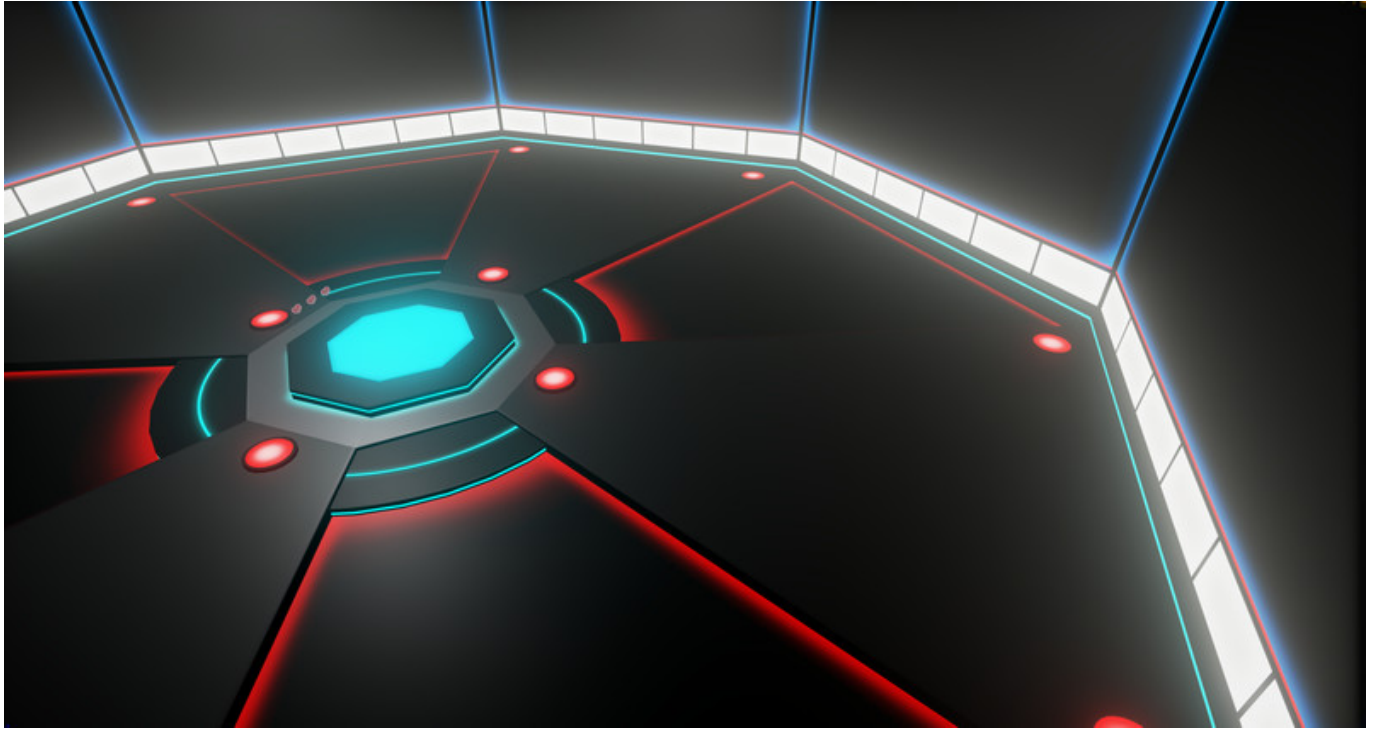
The Monk: He can adapt to any combat situations. Whether he needs strength or protection, the Monk can improve his characteristics to use powerful combos.

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Title: Final Bravely  
Genre: Action, Adventure, Indie, RPG  
Developer:  
Windam  
Publisher:  
Bravely  
Release Date: 5 Jan, 2017

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English,French







Robin Puck



At a school renowned for its student body: a gathering of royalty and heirs. For Elsinore Academy is where princes and princesses from all the land are sent to grow.



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You can hit monsters with a gold club

Best game in ever made 1000V10 give it an oscar

. The game has potential, but a lot of bad things kinda drag it down. The story is interesting and well executed so far. Combat is fun, if a little easy. The sprite work is great and the sniping is a little simplistic but enjoyable as an aside to the main combat. With that said, the movement is terrible. Walking is the default movement and it's unbearably slow, running needs you to keep the button pressed down, and it's still ridiculously slow. The side quests seem straightforward, but they give you really poor directions which combined with large maps and insanely slow movement lead to some real frustrating stuff. The equipment system just feels tacked on. The game wants to go for a more narrative style with sparse combat during key events. Maybe it could do without an equipment system.

Maybe it will be better once it's out of Early Access, but right now, not recommended.. This is the first 2d auto scrolling platform I have played that has ever had lag. The screen stutters, sometimes my inputs drop. But it has easy achievements. Not very worth it honestly.. I bought this game for a dime thanks to a 90% off coupon I got. It's really not even worth a dime.

The game is actually unplayable. Everytime I move my character to the left the character turns invisible. I don't know why and I can't fix it. It's like trying to play Mario and everytime you touch the left arrow key Mario just disappears and you can't do anything about it.

The developer of this game should be ashamed of themselves LOL. Who would release a game that has such an obvious and terrible bug? There are flash games on [coolmathgames.com](http://coolmathgames.com) that work better than this game.

[The sad thing is I feel like this could actually be a decent Mario-esque game that I could enjoy, but the fact that you can't use the left arrow key is laughable.](#)

[I feel like I was cheated out of a dime, so if you're thinking about buying this game full price please for your sake don't.. You start at Level 60. Sure, you can get to Level 120, but right at the start of the game, you can spam Fire 7 and Holy or whatever to kill everyone. Battles are boring and pointless. Story is very uninspired. You lost your memory! You're in a strange place! Join a guild! ZZZZZZZZZZZ... Good thing I got this on sale.. Ok so you should understand it is early access but the minimum and recommended requirements are bs i have my computer above recommended requirements and i cant do anything to settings \(as far as i know\) and i average 17fps I am running a C2Q q9550 @ 2.83 and a 750 performance edition and 8gigs of ram wtf this game ran better on console and i am at or exceed the specifications but that is my only greivance other than that i would recommend just be mindful that the specs listed are not what you should use to attempt to run this game. other than that it is a great PS Home substitute.. This game has a framework with so much potential I was really excited the first few rounds.](#)

[Unfortunately, before long it starts to feel like playing rock-paper-scissors with, well, a computer. Random play is equally effective as well-thought strategy and winning or losing feels like a flip of the coin. However if you lose a round the computer will replay the round virtually identically so it becomes trivial to win next time.](#)

[There's a really good game waiting to be made here, but this isn't it.](#)

[.I said I'd write a review for this game on one of the steam forms and by god I'm going to](#)

[I haven't had a game challenge me and make me laugh like this in a long time](#)

[Tiles is an amazing smart fun game with so much fun to be had great sound track great idea and great map creator and community map player local mp works perfectly its everything it looks like no hidden stuff nothing just a small fun little game](#)

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it feels like the developer wanted this game and said "you know what I'm gonna make myself a game and maybe others will like it to" it feels like a great game to point to and say that right there's a good indie game I'd say it was worth every cent I paid for it and I'm happy to support the developer. Unlike a lot of the other reviewers, I have experience in hand-drawn animation, went to school for Digital 3D Animation and draw digitally and have worked for 5 years in the feature film visual effects industry. I've used programs like TVP Animation Pro, SOFTIMAGE, Maya, 3DS Max, Flash and even After Effects.

So how does Spriter Pro measure up? In a nutshell, you get what you pay for, but you don't get what you don't pay for either. It will fulfill light animation demands, but I happen to be very demanding.

#### The Good:

- It's got a nice interface and there's a lot of things that help with many of the repetitive aspects of animating and I think it's well thought out. They seem to also make frequent updates so I'm willing to update this review in kind.

#### The Bad:

- There's no hotkeys to step through animation frames individually. This is a staple of just about any animation software I've used. The simple ability to hit ">" and "<" to go forward through time incrementally.

UPDATE: You can use CTRL+1/CTRL+2 to step through one millisecond at a time.

- Keyframed movement of objects seems to rail along linear paths. You want to make an object travel along a parabolic curve? Not without manually adding a lot of keyframes to smooth out that path, which renders the program's elaborate temporal tweening a moot point. Without curved trajectories, your characters will exhibit very mechanical and unnatural movement, no arcs.

UPDATE: The developer has suggested a workaround for creating arcing/curved movement by parenting objects to bones and then animating their rotation. Movement paths are planned.

#### Minor Quibbles:

- When I disabled OpenGL support, the program crashed every time I tried to start it up. Fortunately I was able to reenable OpenGL by editing a registry entry, but a less advanced user would probably flip out.

UPDATE: Fixed

- The program crashed when I dragged PNG images onto the canvas. I found I had to resave my PNGs in another program (I used ASEPRITE to do this) so I suspect that Spriter will crash if there's anything in the PNG header that it disagrees with.
- The Unity Drag & Drop functionality didn't work as advertised. After installing the unitypackage and then dragging my Spriter Project onto Unity, none of the images were properly linked to the character, nor did any of the animation seem to make it into the project.

UPDATE: fixed

All the same, I have high hopes for future versions of this software, but until then, I cannot yet recommend it for use.. Just Awesome



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I really enjoyed this game! Graphics are really cute and it had a smooth storyline. If you are looking for a short, fun game, I would definitely recommend!. my little nieces love the first game, when they see and play this game for a little bit, they amazed O\_o

in my opinion, yeah, this game easily surpass the first game. Levels are poorly designed and many stages are too long to be completed without dying once. The game itself isn't very challenging while also having stages that don't depend on player skill at all; one stage just has a flying head that is completely random and ends up homing in on you because of the auto scroll nature of the level. The music actually isn't as horrible as I first thought but it's not particularly great either. The theme would have been original if all the levels hadn't been so generic. Secrets aren't hard or fun to find.

Art design and bright colors make the game hard to look at for a long time and the camera is GOD AWFUL IN EVERY ASPECT; it sways enough to make you want to throw up and the visuals will give you a migraine before you start to notice. Being near a horrible looking spike turns the boarder of you screen dark and makes you squint making the problem even worse (and happens far too frequently when you actually don't care when a spike is close by during platforming).

The video settings are lack luster and have no options to remedy the garbage camera; yet you get an entire color specturm for your blood for some reason? The game isn't very demanding and might not have many options to change it graphically but the lack of other options is unjustifiable.

Overall, Super Rude Bear Resurrection is not worth your time and/or money. While it was better than what I expected out of it I still would not recommend it when there are so many platformers that are much better, Super Meat Boy being the largest standout. I didn't even mention that the game's entire gimmick is using your dead corpse since the idea is so horribly used within actual gameplay. The Navi-like partner is annoying (I guess that makes sense) and had me end up turning it of before the tutorial ended. His gameplay mechanics like destroying bodies and flying around the map are poorly utalized within the actual game leaving you to want something that isn't there. Don't buy this game on sale because it's not worth playing even if it was free.



Edit: It seems there is an option to change the camera settings and disable the black vignetting that I was not aware of at the time of the review. If you are in dire need of a new platforming game and you can 'bear' its mechanical and level design mediocrity you might find some enjoyment in this title.. Old But Gold.


9.5/10. Somehow this developer messed up input compleatly. First, you cant interact with the UI with a controller or keyboard as it seems which is stupid. Second one player is forced to use the keyboard when the other uses a controller?


This is a really half\u2665\u2665\u2665\u2665\u2665\u2665\u2665 set up and doesn't make it easy for 2 people to play together when one has to sit and use the mouse and keyboard and the other gets to use a controller.

I know its possible to use mutiple controllers with Unity and to interact with the UI via keyboard/controller. Dissapointed when the game looks great otherwise.

#### **Update note for Final bravely ::**


 Coming soon : 

 The begining of the DLC will be implemented in Millerion with two epic fights in an iconic zone.

 Correction of minor bugs


 Added of some help in some zones (especially Inquisition scenario)


 Reduction of the GP required to buy the legendary ring and weapons at the Guild merchant


 Graphique upgrade of the backgrounds and steam card.



 Added new dialogues in the game.


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 Some zone reshaping


 Name change from luxurious town of Luxerion to Millerion the luxurious town.


 New title screen (A new title screen in 2d-animation is coming soon)


 DLC (soon and free.) : 

 A free DLC will add a part of the scenario: The fall of the demon spirit


 This DLC Will contain:


 One new class that will be able two equip any weapons, its skill will be based on the equipped weapon.


 New zones and new dialogues.


 A new town

 New alchemy recipe

 New spells


 New equipments


 New weapon


 New activities. **English Version:**


The game is in the process of being translatede in english


It should be available between july and october 2017 !. **Mise à jour du 6/02/2017:**

 Ajout d'une option pour récupérer le level pour ceux ayant eu le bug de la magicienne level 1 avant la correction

 Objets > Objets clé > Debug menu > Bug level magicienne

 Ajouts de nouveaux sorts disponibles

 Ajouts des bâtiments à Irandia ( Le dlc gratuit n'est cependant pas encore disponible , il arrivera entre Mars et Mai )

 Ajout de nouveaux effets sur les sorts :

Sorts type feu : Brulure , inflige des dégâts sur la durée

Sorts type glace : Gel , réduit l'agilité et la défense

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Sorts type foudre : électrisé réduit les défenses

Sorts type eau : Mouiller augmenter de 15% les dégâts des sorts de foudre

Sorts type lumière / ténèbres : Aveugler réduit de 5% les chances de touchers

Sort type terre : Brise-Armure réduit la défense physique

Sorts type vent : Brise armure réduit la défense magique

Tous les effets sont cumulables entre eux.



Ajout d'un fichier audio manquant provoquant le crash du jeu en cas de perte à " La course folle "

**. English version : available.:**

Stuff/ Equipments ( translation : 100% )

Monsters ( translation : 100% )

Skills/Spells ( translation : 100% )

Areas ( translation : 100% )

Dialogues part 1 ( translation : 100% (from the beginning to Zoziotown) )

Dialogues part 2 ( translation : 100% (from Zoziotown to Zom's Fortress) )

Dialogues part 3 ( translation : 100% (from Zom's Fortress to Lumerion) )

Dialogues part 4 ( translation : 100% (from Lumerion to the end) )


You can now play Final Bravelly in english !

<https://steamcommunity.com/app/576800/discussions/0/1693797713953917820/>. **Uptdate : 06/29:**

Casino : New game (Match card lottery )

Correction : Google doc for bug repport can be use without autorisation



Comming soon : 

Second FREE DLC : The fall of the gods

-Class Necromancer (Use powerfull alteration for somes explosifs damages !)

-New areas

-New special boss

-New spells for ALL classes

-3 New games for Casino

**. Update 02/19:**

New DLC : The curse of the Hexxer

-New classe :

-Necromancien inflict powerful poisons & curses that deal devastating damage to enemies with a lot of health!

-New Combat skills :

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-Priest:

-Balance: Redistribute HP / MP / PT of the whole groupe ( No cost , 20 turns reload)

-Magical Ressource : Cancel mana cost and restore some PT every target's turn

-All classes

-Skills can now be improve in power and cost reduction , Each skill got 10 levels witch getting better the more you use them.

-Magician:

- Increase of the character's power progression curve (You get more Global damage increase after each level up)

-Annalyse : Show 1 to 4 weaknesses of the target and it's HP

-Archer:

-Decrease of the character's power progression curve (You get less global damage increase after each level up)

-Combat :

-Weakness : Show enemy weakness directly under it's HP (BASED on Octopath Traveler combat , created By Olivia )

- Level up : Restore 100% HP / MP

- Escape: 100% success chances

- Monsters apparition: there is now a limit of 15 steps minimum between each fight ( To avoid another fight directly )

- Change to the combat interface (Based on Octopath traveler , inferface created by Olivia )

- Improve of the combat effects

-Improve of the AI during combat ,Monster are now "Smarter"

- Desactivation of the choice of combat interfaces ( CTB/ATB )

- The ennmy HP bar are now hidden

- The color of the enemy's name now change depending on it's HP

-You can no longer target with the mouse

-Bugs Correction :

-Correction of a bug that allow to go trough some NPC at the lac (Returning to the Zone on an already existing game makes the allies who join the group reappear , talk to them does not cause bug but restart their dialogues)

-Fixed the disappearance of characters after taking the mine cart

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- Fixed a bug whe the last Mine cart was use to come back on your steps

-The mouse is no longer usable to play, it forces the movement of the character which allows to go out of the way of the game under certain conditions.

**Balance:**

-Change to the lava cave : Sources are now only useble once , there is also less of them.

- Vendor "Mega-Item " doesn't sell weapon and accessorys anymore in Zoziotown , Weapon :Millerion Accessorys : Fortress of Zom

**Other:**

-Added an option to skip the intro cinematic for a new game.

-Increased game resolution (1280 / 720 )

-Full screen by default at the begining of the game

-changing the menus appearance

-A bug prevention has been implemented in Zoziotown, when a new spell is added to the game, if your character exceeds the level he does not receive it necessarily, a simple walk in Zoziotown corrects the bug.

-Suppression of Cheat Codes acquired by killing the Master Spirit in its maximum difficulty with the 4 guardians alive (It remains however the longest and most difficult fight in the game)

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