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About This Game

Two Brothers is an Action Adventure game that features a classic Gameboy aesthetic.

Roy Guarder, inventor, scientist, and philosopher, is on an expedition to discover the origins of life. This quest has brought him to "The Cursed Lands," a stretch of land so dangerous and shrouded in mystery that it hasn't been explored in over 700 years.

When Roy finds what he's looking for, he is met with a terrible fate. Roy no longer finds himself a living man. He is greeted with a world of colors he never believed could have existed! One obsession leads to another and Roy begins to walk the line of life and death - sometimes intentionally ending his own life - just so he can see this land of beauty and color again.

But something is strange: Why is Roy the only man who can cross so easily between the worlds of the living and the dead? What has given him this unique ability? How will he reconcile the existence of an afterlife he never believed could even exist?

- Explore a vast non-linear world and story with multiple endings, and deep side quests!
- Take the game world from black and white 8bit to full color 16bit!

What makes Two Brothers unique:

Two Brothers takes a long hard look at death in video games... when the player is killed in combat or triggers a deadly trap, instead of being greeted a familiar GAMEOVER screen, the player finds himself in what we call the "Afterlife Hub". This realm of the dead is a colorful and mysterious place where the player can explore, find clues, and interact with characters who have passed on in the games story... sometimes even bringing some of them back from the dead.

When the player wants to return to gameplay, they can jump from the edge of the heavens and get back in to the action and exploration!

This mechanic is vital to the gameplay, as sometimes interacting with the dead is just as important as interacting with the living... this feature often requires the player intentionally ending their session in a game over, just to cross over to the other side.

Title: Two Brothers
Genre: Action, Adventure, Indie, RPG
Developer:
Ackk Studios
Publisher:
Ackk Studios
Release Date: 3 Dec, 2013

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English







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congratulations!

you guys created something special.

cant wait to see more.. The Perfect Sniper is a cute little game that scratches the itch for those of you who are looking at doing some sniping while in VR. The levels are short, the story is quirky but has its charms and the gun mechanics feel pretty solid.

There is a single player mode and an arcade mode currently. More content is coming and the developer is very good at taking feedback from people and implementing their suggestions or bug fixes.

Some of the levels don't quite fit in within the overall story arc and some of the levels also don't give the player enough info (especially the first time), so some visual indicators or a little more direction during some of the missions would help.

Overall it's a decent little game that seems to be getting better with each update.. The options to play the game don't work.. Don't waste your money. Different but good. A lot of effort went into the details.. To be honest I used the GCH for making sure my sprites are in the correct place , to check the movement and other great stuff that I could do in minutes, but the developer said on December that we would get an update here with the MV parts etc. a few months passed and I believe in April he mentioned the delay for this update , but there he said that he wasn't releasing the pack and was going to make a new GCH ,but he didn't say we have to pay for it well now its on sale for 20.00 and when it goes up to 25.00 thats not even worth it because I believe it only have pieces for the MV series and some of us want to have at least templates and other stuff that can also be used on other engines instead of rpg maker , like one of the first problem this got when released and had to sell the second story set, I believe that this should be a free upgrade here since we don't know if that not GCH have all the dlc from this one and how many content have for the mv series, but still thats thats a slap to some other people who bought this for the mv support and update , and others stop using it so they where waiting for the update ,like me waiting since December more than 10 months and didn't say anything for so long and now they announce to tell us if you want it , you buy...again.

For the moment I wont recommend buying this because all the new stuff are going to be in the new software and I believe they will stop supporting this version so we all can go and buy the new version.. I bought this game a few years back so I went ahead and got it on steam since it was so cheap. The thing I really like about this game is how immersive it is in the simulation. It tells results of the other fights in your league and how the health can drain after a match so there is always a fighting chance. Fighters seem to retire from the league and new ones come in. You almost look forward to the chance of getting to fight some of these guys and can follow there progress. This gives the game a real world feel kinda like the very first Smackdown game. Graphics I

can look past because I focus more on how the mechanics work with in the individual game. The only thing I don't like are exploits like leg sweeps that you can do over and over and kill the pc for a cheap win. Other than that I wish more fighting games would use the concept of a league season where health can give you some flukes.. Addictive.

But I always get confused when I want to rotate the piece.

If there is a arrow sign show which shift keys rotate clockwise or counter-clockwise it will be very helpful (for me, at least).. coolest graphic software ever used, kind of annoying when you can't add more than 8 layers though.. Ambient, chill, intelligent music. Whats not to like?. The one thing I want to say is, this game is so fun, full of horror scenes. You cannot be told when you will be scared. Real fun, bro. I fully recommend to buy this game, it is cheap and you can enjoy lots of stories inside this game. If you are ready to go for a travel, remember, tie up, ARAYA is COMING for YOU!

I played about 2.4 hours and had already finished Chapter 4, but Chapter 5, to my opinion, is too scary, I cannot keep doing that so. Hope you will enjoy this. TIE UP.

A promising premise ruined by an irritating point and click interface and far too many boring tasks to undertake.. I really admire it when indie developers produce something impressive with little in the way of resources. Driftmoon fits into that category very well, having been made over a period of 7 years by a couple with children. That's an insane amount of time to dedicate to finishing a project, but the love, care and attention shown to the game has resulted in something quite interesting and special.

Driftmoon is an RPG in the mold of Diablo, although very much simplified and nowhere near as well polished. I'm not saying that to detract from the game, it's just the reality of having not much in the way of a budget and building an engine that isn't as powerful. While this game's combat sections leave something to be desired, where Driftmoons shines is in its strong writing and well-developed characters. There's nothing terribly original about the story, but it's all well-written and filled with funny, light-hearted moments. There are references to Monkey Island and The Hobbit woven in, and while these references are perhaps a little too on the nose it's still a sign of how much the two developers love these properties. You can feel a surge of passion and dedication throughout the experience.

I managed to finish the game comfortably at nearly 9 hours in, and I did a lot of exploring and looking around for items. You could probably squeeze more hours out of the game by looking for all of the goldfish and the silver feathers, items you'll come to understand more about as you play, but I felt happy that I'd finished the game, completed all the quests and met some interesting, unique characters along the way. I definitely recommend Driftmoon, as its charms are easy to see even with all of the rough bits and lack of polish. This isn't a game you're playing for the looks or even a great combat system; you're playing for the journey and for the writing, and in those aspects Driftmoon is a strong success. Give it a go.. Very interesting and realistic mechanics of ground battles. I was really surprised. If you like turn-based strategies, you should try it.

Companies included into basic bundles are quite long, so after 18 ours I just finished 1st and started second.. While this game looks great visually and has some decent puzzles, it's hard to recommend due to the writing.. The crude and vulgar dialogue and jokes used throughout the game are rather grating, and the conversations can't be skipped or turned off. It's unfortunate, as I liked some of the puzzles and may have played further than the first "world" if it weren't for the fact that I didn't want to read through any more grade-school level humor. (and I'm not easily offended). Also, there are a few puzzles where the solution won't present itself without randomly doing things (like classic point-and-click games).

If you can deal with the writing, I would recommend the game as most of the puzzles were fun. But for me personally, the characters and dialogue are far too annoying to continue any further.. Not worth of playing:

- no hidden objects
- puzzles are extremaly easy, you don't even think how to resolve it
- history is not intresting
- very short 2,5 hours of gameplay

There is one innovative element and these are the arcade mini-games

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