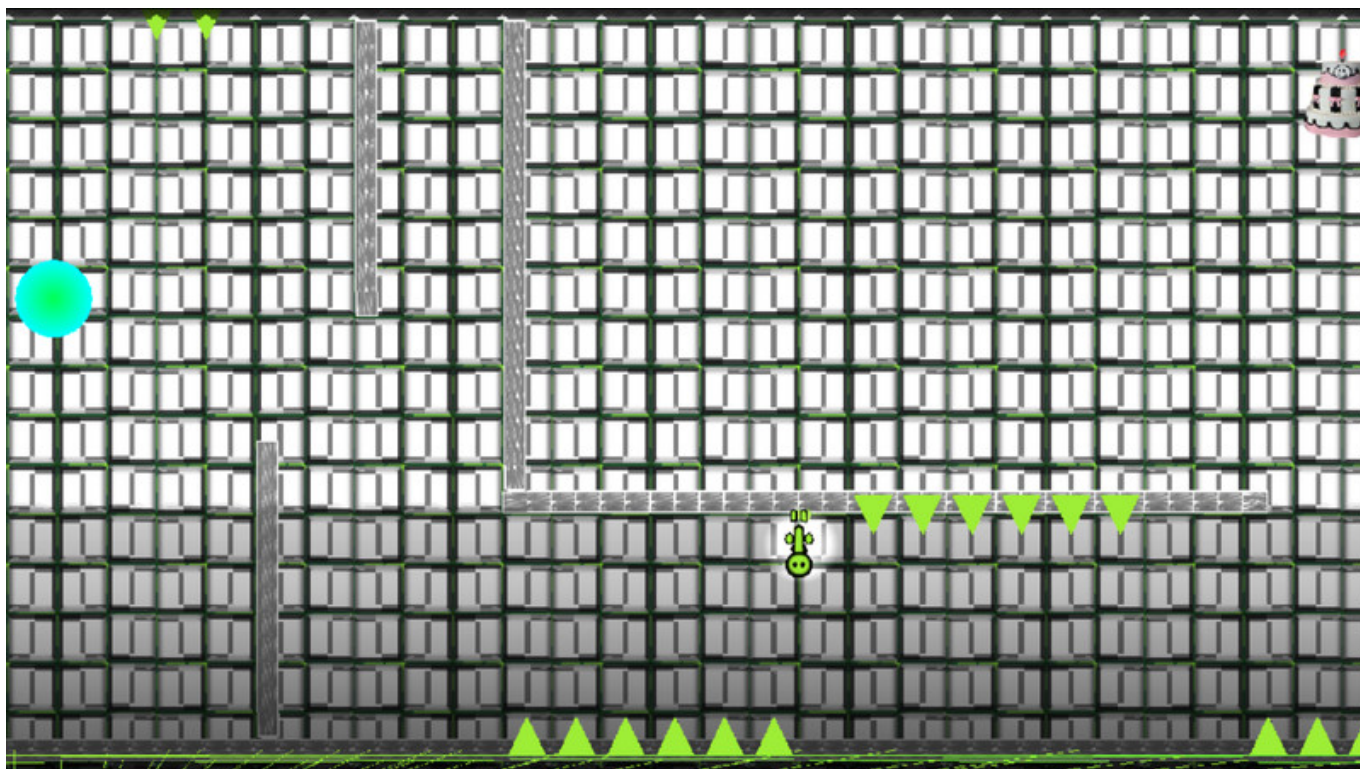RRRR2 Download 12 Mb

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About This Game

The game takes place in the year 3019, RRRR2 is the continuation of the game RRRR, now three super-soldiers Rabbit, Raccoon and Deer are in a dangerous world full of dangers and deadly traps.
Find out the continuation of the history of RRRR, fight with alien enemies and dangerous robots. The game has more references to famous characters :)

Each character can use two types of weapons, collect ammo jump starting from the vertical parts of the platforms.
In the game you have to look for hidden secrets, open doors, use various mechanisms. Robot Rabbit owns a super-attack, Robot Raccoon can deadly act on an enemy at a short distance, Reindeer can search for hidden objects.
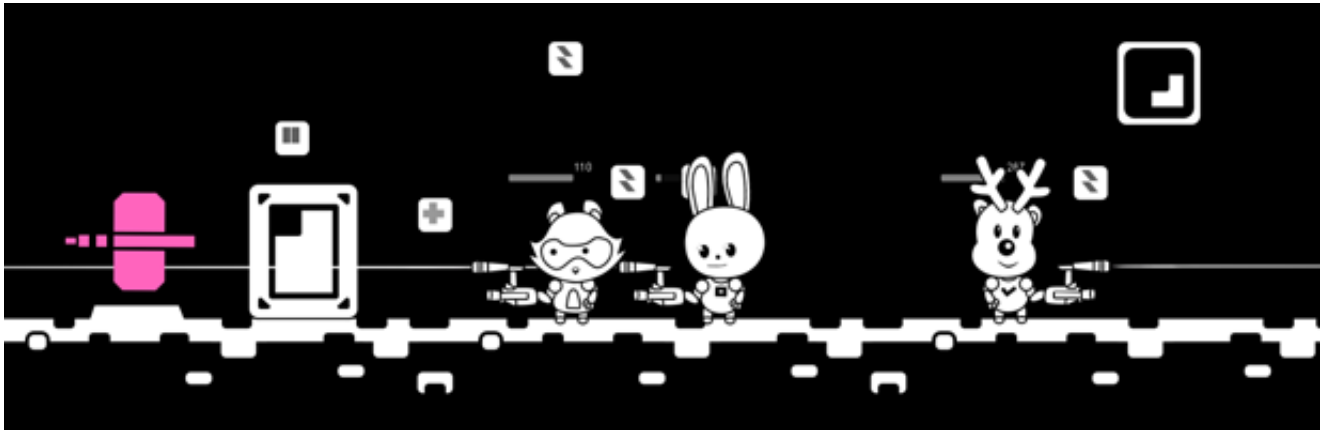
Special features
- Control three characters one by one.
- Explore locations
- Three characters to control one by one
- Two types of weapons
- Hidden objects

Title: RRRR2
Genre: Action, Adventure, Casual, Indie
Developer:
Dnovel
Publisher:
Dnovel
Franchise:
RRRR, RRRR
Release Date: 17 Apr, 2019

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English,French,Traditional Chinese,Korean,Russian

As this is the first French based commercial add-on. I will give it a fair score. The add-on is well made and the detail is impressive and I like how the dual signalling is implemented into the route as on the LGV lines. You use the in-cab TVM430 signal display that is controlled by the blue and yellow coloured beacons that also dominate the speed limit permissible and also enforced speed limits that apply at areas such as LGV stations and terminal points such as Marseille. The second signalling type that is commonly used on the non-LGV lines is the KVB signalling that you will first use when driving from Marseille station. The TGV included with the route is the TGV Duplex which is a very nicely modelled train and the texturing is excellent all round and the train uses default controls unlike the other TGV route that is produced by JustTrains. So that is a positive note. However, I would have liked a TGV Reseau included as this would have added more value to the pack. Also the route being only 65 miles long (105km), it is a bit short as I would have liked the route to have extended to Valence and Nimes like the original 2002 LGVmed route that was made for MSTS did. But as this is the first SNCF themed product, its a positive start and I will give my summary below with a fair score.

Positive Points
Great Detail (Route and TGV)
TGV is fun to drive
The tutorial scenarios are clear and concise for those that are not familiar with the SNCF signalling
TGV Duplex has nice sounds

Negative Points
Only one train
No TGV Reseau or TGV PSE
Route should have been longer

Overall Rating: 7\/10.

Worth a try!

All in all, I would recommend this add-on over the JustTrains Atlantic route as the TGV Duplex is a much better textured and a captured train in terms of its accuracy.. This game uses Google Analytics without asking for consent nor giving an option to disable this.. Part 2 kicks off where Part 1 ends.... The crew manage to make it down to the planet, but things aren't as smooth as they'd like... Also, the planet seems to have a few nasty surprises waiting for them...

Like the first game, this one is about 20 minutes long. The puzzles are a shade more difficult in this game, but there's a wider variety of locations and some nice sierra-like effects. This one lasts a bit longer than the first if you're going for all the achievements.... There's one which requires you to keep a very sharp eye out for what's going on... So I'd say that an average player who wants to get 100% will take between 45 minutes and an hour.

Really fun game, and really enjoyed playing it... Looking forward to part 3.
. I absolutely love the first 5 chapters of this game. It reminds me a lot of Boogeyman or Five Nights at Freddy's but it doesn't feel like a cheap knockoff - it feels like it's own thing and I feel like that's important. It's genuinely terrifying and tense in all the right ways and I was having a blast playing it.

Unfortunately, once you hit Chapter 6 things go from fantastic to extremely unfair. Allow me to explain and expand on that a little. The games mechanics require you to take a specific action for the sounds that you are hearing. Different sounds require different actions. In Chapter 6, you will often have 3 conflicting things happen at the exact same time. It would be alright if they all happen a second apart or something but that's not how it happens. You will literally have 3 or 4 things happen at EXACTLY the same moment. When the game requires you to stand for one thing, sit for another, hold a bear, close your eyes, keep your eyes open, turn on the music box, etc. and you have conflicting things (sit\/stand, close eyes\/keep eyes open) happening at the same time, it's impossible to do both. You have to choose one thing to do and hope you don't die. It's completely insane and I can't believe they didn't think through this a little better.

Now, it probably sounds like I'm giving a bad review here and maybe I should. But I had enough fun with the first five chapters to give this a good review. In my opinion, a very large portion of the game is good and worth your time and money. I just hope

they tweak the sixth chapter because it's not very fun or scary - it's just frustrating. My very first death in the game happened in Chapter 6 and instead of being scared, I was angry. I couldn't do anything about it. There was nothing I could have done to prevent it. Cheap deaths are not fun. They don't add anything of value to video games in my opinion.

However, if you're a pro at these kinds of games then maybe you won't have any trouble with it. Either way, I think it's worth a buy. I started a series on Youtube (it's still uploading as we speak) so if you like you can watch those and decide for yourselves if this is something you might like:

https:\/\/www.youtube.com\/watch?v=WNdnoJXIsRc&list=PL08FwntTpxPDGiKn8HdCQUp7qi77vzpAI. A great Beat 'em up game

I do agrree with the people stating it needs a UI overhaul, the tutorial is a bit of a mess as well and therefore doesn't really help with the UI.

The game is pretty much Hearthstone with some added tactics in that you have two lines of the field and "taunts" can only be played on the front line, non-taunts ("in front" is the game's name of taunts) can only be played in the back row, the game never tells us how many creatures each row can handle...

It is a game I know I'd like a whole lot if it got some polish as it is I would prefer to give it a sideways thumb but as it seems a bit of a mess and there's no way to give it a sideways thumb I have to give it a thumbs down I'm afraid. (not going to go for a refund though as I hope things will improve, it just takes a little bit of polish and that's it). Basically, if you like match 3 games, don't let the negative reviews bother you, it's great.

For me the only time a ported game is bad is if there's microtransactions or the UI is rubbish for a PC game. Neither of these occur here. Yes, there are daily rewards, but I don't think they are required to beat the game - definately not on the easier setting.

There's 200 levels to clear, which is twice as many as most of the match 3 games I've played and since all but the first couple levels have multiple boards to clear, there's a ton of match 3 goodness to be had! I liked the rpg elements and the dialogs with NPCs have some funny moments. I would recommend picking it up on sale, though even at full price, you get your moneys worth.. Very well made game, my only complaint is there doesn't seem to be very many players. I have yet to meet one online and I've got a decent amount of time in. Still a great game that I'm sure to show everyone that I showcase my vive to.. Scammy Business practice, they re-released an updated version of this and stopped development here.

So they effectively scammed me out of updates. If they think that makes me buy the updated version they are dead wrong. Never bying anything from them ever again.
Wish Steam had a publisher blacklist feature.. Hilarious and educational. *sniff*. this ♥♥♥♥ing♥♥♥♥♥doesn't work i bought premium but it still doesn't register that i have so i can't log in to ESEA. I bought this for my daughter and we played together, seeing it in the steam xmas sale. I'm not really sure who it is marketed at. As a hard core gamer, there was little to hold my interest (but then I didn't expect there to be) however it held my 7 year old daughters attention for a about 2 hours before she lost interest due to hard to reach items, collected cats disappearing for no obvious reason and ultimately boredom trying to find items.

The basic premise is a 3rd person cat "simulator" in which you search for fish icons, cat icons and bizarrely, a ninja lady with a golden fish which really makes no sense in the context of the game.

The graphics are reasonable, not sure if assets or not, but there are some strange inconsistencies like super shiney, realistic cars but then cat models with cartoon eyes that looks it's fur is wrapped in clingfilm with an odd shadowing effect. I'd forgive it if you didn't spend all of the time looking at the cat in game. Similarly, realistic rabbits yet a cartoon cactus that follows you around with an annoying boing boing noise. Funny for about 2 seconds and then simply annoying for the rest of the level. The overall presentation is nice.

The tutorial is confusing. After collecting the fishes, cats and ninja lady, there appears to be nothing else to do. The game needs to prompt you to go outside as the next objective to end the tutorial is out of sight and far from obvious for a child.

I assume the music is stock as I've heard at least 2 of the tracks on multiple youtube videos. Its not out of place in the game if you didn't know and not offensive.

Controls are clunky and clumsy (my daughter used Xbox 360 gamepad). There is no precision on the jumping and the trampoline items are luck rather than skill. Controls are perhaps the biggest bug bear and needs significant improvement.

The levels appear well designed at first, but don't have any obviously boundary limits, they just respawn you if you go outside of the limits. This frustrated the hell out of my daughter who wanted to go to the house accross the street in the 2nd map, but just kept respawning everytime we reached the middle of the road. Also, the kittens cannot go underneath cars (whoever heard of cats NOT going under parked cars!)

Other bugs(?) which frustrated:
Kittens fell through the floor and got stuck in furniture, especially when respawning from a map limit.
Collected cats sometimes dissappeared for no obvious reason, with the count falling from 8 to 2 on level 2.
Cats on sledges in the first level were not responsive when either next to or on the sledge, it was not obvious if these were collectable or scenery.
Unreasonable delays on menus, game appears to freeze.
My daughter chose to call her cat "Banana Splits", the length of the name messed up menu buttons and disappeared off the title screen.

If the game was early access, I've give it a tentative thumbs up but as completed game, I cannot recommend due to the clumsy control, invisible map limits, buggy cat collection and ultimately, limited appeal. There is some stuff to like here, but a lot to improve.. The game is great, but it needs a bedder camera control.
Old review:
"The game's not starts and I get a black screen with ingame mouse.
Fix and you'll get a positive review.". Nice game to play when you are doing somthing else like watching a video or somthing.
Quick review:
Yatagarasu is fantastic. Yatagarasu has great netcode. Yatagarasu is beginner friendly. Yatagarasu is very fast, but Yatagarasu is not an anime fighter. Yatagarasu, quite frankly, looks like garbage.

This is a game in which individual player skill, quick wits, and experience will win out over meticulously practiced combos.

Thoughts:
Yatagarasu is the first fighting game I've seen released since the launch of Street Fighter 4 that presents the player with an experience which boils down the SF-influenced 2D Fighting genre to its core. It apes Third Strike pretty hard, but it's much easier to pick up.

At the end of the day, 99% of 2D fighters are just Street Fighter 2 with a gimmick. Yatagarasu has no gimmick. Parrying, to me, feels like the most natural extension of what could possibly done with the genre without changing the fundamental gameplay that Street Fighter 2 layed out. Parrying quickens the pace of the game without simply upping the speed. Guard breaks also keep players on their toes, expanding upon the typical guard, grab, 'n chip damage solution to turtling.

In essence, while this is a more offensive game than SF2\/4, your options for defense have been expanded considerably, creating a beautiful balance which keeps both players on their toes. Mounting an offensive takes much more than a block strong riddled with high\/low mixups and the like.

Please, play this game. It honestly looks really bad, it's obviously still in development (menus are very poor, stage icons use in-progress art), and personally, I think the the character designs are really boring. That said, the mechanics of this game are top notch. If you like fighting games, if you want to get good at fighting games, this is the game to play.

R2-10L update:

- Added and revised levels, now there are 10 levels in the game!

- Improved game balance.

- RRRR2 supports the ability to play up to 3 people at one computer with support for 3 keyboards or 3 gamepads.

We continue to work on the achievements and balance of the game.