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Great game, with very good music. Has many hours worth of gameplay for the price. Only 1\$! Really. It's a good well-developed game.

I recommend. For any fan of Sci-Fi and space battle games.

The visual style works well for the game and it has a really appealing design, especially the space looks very good.. 10/10 would fly around a uterus again. <https://www.youtube.com/watch?v=nZQfkQIANX4>

The creators of "The Westport Independent" are either incredibly sick of hearing comparisons to "Papers, Please", or it's exactly what they were going for. And either way, it really doesn't work. Not in the grand scheme of things, anyway.. This game isn't bad, but it's not great either. It's about 30min long (unless you go back and replay for achievements), and pretty much impossible to fail. The gameplay consists mostly of wandering along retrieving fortune cookies and hitting switches until you advance to the next zone. It's different, it's chill, but it's not amazing.

One really frustrating aspect to me is that it allows you to use a controller for navigation, but not for camera control or jumping... so... what's the point?

What this game has going for it:

- * relaxed pace, chill music\visuals
- * unusual concept
- * low price point

What's holding it back:

- * lacks controller support
 - * fortune cookies are more annoying than thought provoking
 - * very short
 - * graphics are at best mediocre
- . Good stuff.

Just know that at the end there is just a really annoying puzzle that can crash your game depending of what you do with it, I'm pretty surprised they didn't fix it.. Just another crappy indie game. There is nothing here worth experiencing, just find someone to kick you in the groin instead.. Do I think this is a good game? In some respects, yes. The bikes are fairly hard to handle as you move up the classes (as it should be) and the tracks are actually kinda fun. However, they need to put the difficulty up to a point where you're doing well to be midfield on a midfeild bike. The AI drops around 1.5-2 seconds in race trim, while yourself can keep the same lap times. Takes away from a lot of good battles. Frustratingly, in the wet, the game is horrible. No realism, too much grip (even on pro mode) and not enough sliding. Ruins all the positive points.. You have fun until you get tired of the crummy keyboard controls. I'm not sure if difficult controls are part of the game's design, but I think the game should allow you to use a mouse and, also, play with people online.

Game looks nice and has a decent atmosphere, but the exploration and puzzle solving become tedious very quickly, the monster is cartoonish at best, it feels more like a chore than a game almost immediately. Get it on sale at if you're interested.. I have decided to write this review, because all the negative ones it got.

They almost dissuaded me from playing it.

It's not about them not recommending the game, but the reasons they give as to why they don't. I finished the game and I don't even understand what some of them are even talking about.

The game is either the, or one of the first tries of the developers and it kind of shows.

It's unrefined at times, but in my experience, not enough to be a bother.

Starting from the beginning.

The characters are mediocre at best, but the dialog is generally nicely written and entertaining, so it balances out.

The story is nothing special, but still solid. You essentially play a woman you discovers she is the rightful heir to a throne that was stolen from her when she was a child. So you set out with your new companions to reclaim it from an empress who, let's say proves to be a bit of a menace to humanity. That's pretty much it, but with more dragons and prime evil demons from hell trying to kill you than I let to believe. Yeah, there is a lot of going on and are casually swimming in it.

Gameplay wise now.

The game has no difficulty settings, which seems to be the reason it drives people away.

Having said that, I found the game to be of easy to medium difficulty with the only hard area being optional. But if you are anything like me, in an rpg there are no "optional" areas, I refuse to acknowledge that term. I will come back to the game's difficulty later. Let's just say this game shouldn't have the "casual" tag it currently holds on Steam. Not much in common with Eurotruck Simulator here.

Now, if you do not have a bit of experience with rpgs of this kind, you could end up having a hard time.

There is a threat mechanic which is presented in the form of a % and in most cases corresponds directly to the chance of each character being targeted. You will want your tankiest character to have the highest one, especially in boss fights, so threat management is a core element of combat.

The combat is turned based and each character has a large collection of skills (around 20 each) which you unlock progressively. These skills include damaging (daah) healing/curing and buffing V debuffing ones, to use in various cases.

Admittedly you will end up usually using only a select few of them, but for almost all of them there came a time when I was glad I had it.

Except "slow poison" and "protection from holy". Seriously, the first one is just LIES and the second one is as useful as "protection from good alignment" in dnd games.

You will end up unlocking all of them, so there is no real choice to be made. On the other hand you also can't go wrong, which might be a concern as one of Deadly Sin's biggest problems, is the lack of precise information. For example there are skills that state in the description "increases party's intelligence" or "decreases enemies' strength". How much? Well, I guess that much.

Lack of info is always annoying, especially in these kind of games.

I understand why some people found the combat repetitive, but personally I only got tired of an area twice. And one of them was optional.

Each of the areas of the game you enter is divided in smaller ones. Each one of those is like walking in the grass in pokemon games. Microsoft word just underlined the word pokemon. Shame on you Microsoft word. Anyway you will be getting random encounters every few steps (more than a few actually), which you can end by finding a crystal in each of the smaller areas and deactivating it.

Coming back to the difficulty. I found it to be consistent throughout the game and I never had to grind for either gold or exp. If you use your skills efficiently no random encounter will pose a problem and after you fight a particular group once or twice,

you will have learned how to quickly dispose of them.

There were a few people who found the last boss either very hard or unbeatable.

One flat out claimed that it is impossible to beat some of the bosses without cheating, like what

Small spoiler here.

Not only did I find it pretty manageable, but in most of the above mentioned cases, it's not even the final boss they are talking about. After that there is one more large area with the "true" last boss this time, and a huge optional one which is a lot harder than anything else in the game. To be fair the area before the "true" last boss is way longer than it should be at that point, but come on it's like one area.

I was actually surprised by how much extra content there was in the end.

Last but not least, the music is great. Not only in this, but in all of their games.

Overall I enjoyed the game a lot and I believe that at least fans of turned based rpgs and especially people who like mastering a game's mechanics like me, would certainly enjoy it too.. this is a great to play when downloading your other games or after installing a fresh windows while you redownload your steam library

tip if u wanna play multiplayer when downloading limit the download speed. Servers are closed and dreamsail is no longer working on the game, imo it's a good local game tho.. I bought this game to eventually get a badge, but it's actually pretty decent.. Get it on sale. Fun game even just against bots.. is good

. Don't buy if you are color-blind. Game mode jamboree requires to distinguish red/green checkpoint on the minimap. Thanks to this I can't progress in game nor my brother. Anyway not much fun. Pure arcade, lot of nitro, repetitive, physic sucks.. Original game was much better.

3/10. Noooooiceeeee game

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