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About This Content

The Bibot Box contains a classic robot vanity set for your character in Portal Knights including:

- Bibot Arms
- Bibot Body
- Bibot Helmet
- Bibot Legs

Access your robot vanity set from the in-game shop in Portal Knights.

Take down the evil that has invaded the worlds of Portal Knights in this action-RPG sandbox game! Travel between randomly generated worlds and meet new characters. Level up your character and battle monsters unleashed by The Fracture. Explore each world and mine resources required to craft unique and powerful items. Rebuild the worlds in ever-changing landscapes. Restore peace to the world by defeating the Portal Guardians and becoming the ultimate Portal Knight!

Title: Portal Knights - Bibot Box
Genre: Action, Adventure, RPG
Developer:
Keen Games
Publisher:
505 Games
Release Date: 18 May, 2017

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Minimum:

OS: 64bit Versions of Windows 7, Windows 8, Windows 10

Processor: AMD Phenom(tm) 8450 Triple-Core Processor (3 CPUs), ~2.1GHz or Intel Core 2 Duo E8400 @ 3.0 GHz

Memory: 4 GB RAM

Graphics: Graphics: NVIDIA® GeForce GTX 470 (1Gb VRAM) / ATI Radeon™ HD 6870 (1Gb VRAM)

DirectX: Version 11

Network: Broadband Internet connection

Storage: 2 GB available space

Sound Card: On Board

English, French, Italian, German, Russian, Finnish, Japanese, Korean, Norwegian, Simplified Chinese, Swedish, Polish, Turkish, Czech, Thai







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Puzzler world is like a puzzle magazine from a kiosk **but you can make 3 different profiles, so also other family members can play the game with an own profile (or you try the puzzles in an other language) and of course you have way more puzzles than the most magazines have.**

Variety:

There are different types of puzzles, for example Wordsearch, Sudoku, Fitword, Silhouette, Spot the difference, Crossword, Code word, Hangman and so on. In the challenge mode you can play 560 main puzzles and always when you solved one you are able to play an other mini puzzle. So the amount of puzzles in this mode is 1.120. There is also a Quickplaymode but the puzzles in this mode are so easy that you very probably won't play it. Anyways for so many puzzles I give 10/10 points because the most puzzle magazines have like 100-200 puzzles.

Languages & Orthography:

The possible languages which you can choose are: American English, British English, German, Spanish, French and Italian. Of course this is a great selection but maybe they should add also Russian and I can't give the full points because there are sometimes little spelling mistakes in the game, e. g. I have had a hangman puzzle where I had to search a planet (correct word would be planet) and the result was emerker but the planet is called in German Merkur (english = Mercury). Such mistakes are really rare and don't disturb the game too much so I can give for the languages and ortography 8/10 points.

Graphic:

The graphic is simple. What else? You can't expect that much from a puzzle game and it's adequate for some minutes playing puzzles. For the people who want to make all the achievements as fast as they can, I give the advice to make some breaks between. You don't have the highest resolution in this game so if you play it for hours you maybe get stinging eyes or a headache. My points: 5/10

Controls:

The controls are really easy. You can use the keyboard or you click on the letters with your mouse. There is also a handwriting recognition function. 10/10

Level of difficulty:

Some of the puzzles are really easy, some are normal. Sometimes you need a bit time to get the solution but it won't break you if you are into such puzzles. Sadly there is no option to change the level of difficulty. :(

Achievements:

There are 15 achievements which you get easily. No bugged ones. The only con is that there are no leaderboards.

Price: The normal price for this game is 4,99 €. For so many puzzles this price is okay but I advise to buy the game on a sale. I bought it at Steam Summer Sale for 0,79 € (valuta calculator says: 1,08 Dollar ^^) and for this price I am really happy with this game.. Awesome game with great humour and riddles.. I feel like when you play the visual novel, its like playing that ocarina of time minigame where you have to pic the chest and one lets you pass into the next room while another makes you lose the game. Here it has the same atmosphere as one choice you make can immedately lead to a good end or bad end without you knowing just yet. I find it really fun in my opinion. And if you are in to those choice games where you dont know what route will lead to the happy end, I recommend that you get this

game.. I wouldn't even recommend this game for children. There's no learning. It's outdated. Really boring.. This game wasn't good but it wasn't bad either. The graphics were amazing and the gameplay was ok, but the story line made no sense. I wouldn't even say there WAS a story line. I also wouldn't say it was really scary. Yes it kept you on your toes, but nothing ever happened, there was only one jumpscare. It's a bit of a let down to have so much suspense for nothing to happen.

So, if you just want the experience, then go ahead and get it. But if you are wanting to get scared, don't waste your \$6, or if you get it for full price \$8. If you can overcome the annoyance of having to delete all the damn screenshots that the jump button takes after quitting the game, then it's not all that bad. At least you get to shoot people in the face.. They weren't being subtle here.

Fairly well executed clone of Dragons crown.

The combat system is clearly devised with mobile devices in mind, but in my opinion, doesn't suffer for it. It is based around use of skills and timing. Each class of character has a unique style and I have enjoyed them all. (Particularly the Sorceress and the gunfighter)

Each class of character can unlock new skills and gear as they progress, complete with a decent crafting system.

The story consists of 80 levels, and is replayable with each class of character.

In addition to the story each act has it's own "Abyss" level, which is basically a raid boss. You can fight these by yourself, which will prove challenging at the suggested minimum level, or you can fight them with up to three other players in Co-op matches. If you choose, you can run raid levels with people from your friends list, or you can select random raid matching, play every randomize level with a group of strangers, and earn extra currency for cosmetics.

Side scrolling levels with a variety of enemies and bosses.

I wasn't joking when I said that this was a Dragon's Crown clone, the sprite based animation looks great, the characters are all gorgeous, men and women alike..

...and yes, most of the women in the game, including NPC'S and enemies, have huge, gorgeous, bouncy breasts. Which is AWESOME.

There are a few issues, the interface is a bit clunky, with odd button choices if you are playing with a controller, however, I think you can rebind this to your taste. (I made a custom Steam Controller profile, and added a few mouse features, works nicely.)

Because I think that the initial version of this game was a mobile port, it doesn't have any voice acting, the sound effects of Music are well done, but all character dialogue is text only.

the graphics options are limited, once again because of the games mobile Roots, but there are very few occasions when this will be noticable, I noticed a bit of pixelation on the title screen as you scroll through characters, because it was clearly rendered at a lower resolution then the 1080p monitor I'm playing on, 720 would be my guess.

So if you're looking for the closest you'll get to Dragon's Crown on Steam, this is it. And enjoyable beat 'em up just like in the good old days.

I would also recommend checking out the game "The Vagrant"... I feel like it gets even closer to the spirit of Dragon's Crown than this game does, but it's clearly a smaller-scale project, with only a single character to play... but it does feel even more like Vanillaware than DS.

Three cheers for Brawling and B00BS.

PS - the random raid matching is pretty addictive and great fun. A perfect way to get OP for the story levels and earn

some extra swag.

I really wish the level cap and gear options went even further, even so, there are many cosmetic options for player to unlock, and you can even assign any outfit you have unlocked to cosmetics, no matter what actual gear you have.

For those who are interested, I am fairly sure there is a thread on Lvrs Lab. :) to get even more TITillation.. An easy, very casual resource management game with no time limits. Basically the player builds a city for their zombies friends by setting the zombies to work, gathering food, farming, cutting wood, quarrying stone, and collecting gems and money. The point is upgrade everything, when everything is upgraded the game "ends". There are a few quests that need to be done such as helping a witch or growing a tree. It is a bit involved since to make money one needs to use the laboratory, workshop, and kitchen. And while managing all that the main warehouse gets attacked periodically by flying pigs, shining knights and grim reapers who steal the food. The player must defend the main warehouse by clicking on the thieves until all have been defeated. (Flying red pigs with a black mane that remind me of Monty Python's flying pigs.)

Best thing about this game besides the lack of any time limits, is that it is more or less an open type world where the player controls who and what is being done. Plus the town square can be built however the player choses by buying street lamps, paving stones, fountain, and benches.

A simple easy game for when one wants a break from time/resource management games with timed linear fixed campaign levels.. Oldy goldy :)

\u30a2\u30fc\u30b1\u30fc\u30c9\u306f\u7d50\u69cb\u3084\u308a\u8fc\u3093\u3060
\u79fb\u690d\u5ea6\u306f\u7d50\u69cb\u9ad8\u3044. \u2764 Audience \u2764

\u2611 Beginner
\u2610 Casual Gamer
\u2610 Normal Gamer
\u2610 Expert

\u263c Graphics \u263c
\u2610 Bad
\u2610 Alright
\u2611 Good
\u2610 Beautiful
\u2610 Fantastic

\u266c Music \u266c
\u2610 Bad
\u2610 Alright
\u2611 Good
\u2610 Beautiful
\u2610 Fantastic

\u2620 Difficulty \u2620
\u2611 Easy
\u2610 Average
\u2610 Easy to learn V Hard to master
\u2610 Hard
\u2610 Unfair

\u00a7 Bugs \u00a7
\u2610 Bugs destroy the game
\u2610 Lots of bugs
\u2610 Few Bugs
\u2610 You can use them for speedrun
\u2611 Nothing encountered

\u262f Story \u262f
\u2611 There is none
\u2610 Bad
\u2610 Alright
\u2610 Good
\u2610 Fantastic

\u2694 Gameplay \u2694
\u2610 Frustrating
\u2610 Sleepy
\u2610 Boring
\u2611 Fun
\u2610 Challenging

\u06de Game time V Length \u06de
\u2611 Really short (0 - 3 hours)
\u2610 Short (4 - 8 hours)
\u2610 Few hours (10 - 20 hours) [if you focus on the main story]
\u2610 Long (40-60 hours) [if you complete everything]
\u2610 Very Long (61-100 hours)

\u2610 Extremely Long (101+ hours)

\$ Price \u2666 Quality \$

\u2611 Full price

\u2611 Wait for Sale

\u2610 Don't buy

\u2610 Refund it if you can

\u2610 Free. Great game!. 10/10 If you play ONE VIDEO GAME ever, make it this one.

I won't explain myself here because any explanation would spoil the game for you. The one thing to say is that if there's anyone doubting that video games are an art form in themselves, that person should play this. The Beginner's Guide is a masterpiece of contemporary art in the video game medium, and there's no compromise that has to be done by either side to affirm that.

P.S.: I played this game on a friend's computer, then proceeded to buy it in order to support the author. Wanting to write this review, I was prompted to play at least 5 minutes first. Which just teased to me the fact that, despite the game's linear progression, a second playthrough of The Beginner's Guide might be a new experience and just as meaningful as the first.. Great application.

It cooked my GTX Titan 6GB graphics card about 66.3 hours use. (4 year old Card)
(to be fair I was using it on the hottest day in australia without sufficient cooling)

Looking forward using work PC's so I can continue using it. Killer app :). Not my style. I remember buying this on a steam sale years ago looking for something spooky for halloween and it has to be one of my favorite games. I've never been a fan of point and clicks and the controls and navigation for Scratches is pretty\u2665\u2665\u2665\u2665\u2665poor but the story and the atmosphere are what drive this game and get my full recommendations. What starts as a slow development into the mystery slowly unravels into an incredible interesting and engaging experience. By the end of the game I was puzzled still with so many questions until I started piecing it all together with all that I now knew everything had fallen into place. A story that only gives itself away if your willing to pay attention to the details.

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