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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 drawing 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.

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.

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

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English,French







DPS: 2

42/64

Cash



Ideas

Remastered

A

F

Asset flip lover 20\$

Asset flip lover gain +1 base DPS



Add

ACV

Achievements Fapper 85\$

Achievements Fappers gain +3 base DPS

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A simple, yet often times challenging D&D style turn-based game play.. My legs... My legs.. I can't feel my legs!!. The game has good design but no one plays it and as I could see there was no server list to select servers from only to create rooms for friends(if I have friends I could go outside and play with them instead of playing computer games alone in a dark room)If you could add the browsing servers thing it would be great.

Plus while fixing audio options the resolution kept changing and changing and got me annoyed like I save the audio options and resolution go to small and I can't change it....ANNOYING.

In conclusion I think that the game is not finished but with good design.

At this point at the game I dont recomend it.. This has nothing to do with gaming. Not on any platform. This is just a Scam in terms of business-model and a joke in terms of software-development.. [NASHEED INTENSIFIES]. This was made a year before I was born so I have no idea what is going on but I'm starting to learn and it's pretty fun!. This game has been an absolute gem. I went looking for a game that was Lovecraftian, but I dislike walking sims. This pixelated top down action shooter scratched my itch for a game where I can blow away starspawn and still read some haunting horror snippets. I love the work the devs put into this game and that they are still planning balance updates post release. Easily one of my favorite Early Access purchases!. Just boring and incomprehensible. Why does my ship fly so slow, no matter how hard I increase the throttle? How did something I can't even see kill me? Why is there only 1 type of enemy?

You can play your own music during it, which is why I bought it, but the game just sux. Want my money back.. I bought this game because I had it on iOS. I have not seen any explanation for negative reviews, so I will put in my own input:

PROS:

- Controller Support
- Local Multiplayer
- Unique Fighting Style

Cons:

- Black Border around Map
- Ambiguous Quit Option

Overall, just like the iOS one, I think this is a great game. It is witty, fast paced, and allows for up to 4 players for an all out

brawl. Unfortunately, it is distracting how levels are surrounded by a large black border, but I am testing this on a 3:2 ratio screen so it may vary on a 16:9 screen, in which case I will update the review if it turns out to be different. I do think that automatic scaling of levels would be in order though, and level editors would be nice too.

As there are very few games with local coop, and even fewer with controller support, this stands out as a great option for those Steam-Machine Users, but it also supports 4 players on a single keyboard, albeit it is a little strange.

This gives you a Smash Bros feel but in a rather different manner, You may find that the pigeon is useful for beginners with its homing ability, whereas other weapons like the knife are a very potent and accurate weapon. I am writing this review based off of past experience with the game, and it does run at native 2160x1440 resolution at max graphics at 48-60fps on an i3-4010Y, which is very impressive optimization. Of course, the graphics are simple but clean.

I highly recommend this game, but if you have hesitations about this game due to other reviews that are not written, check out the iOS reviews and other game website reviews for this. I grabbed this at a 75% off sale making it a great value, the value at full price is gonna be more dependent on whether you have friends to play with, as this is a solely multiplayer game.

insanely dead. Not the type of TD i like

. Strange game. I enjoyed it though. Point and click adventure game with a few annoying little things like not being able to skip dialogue you've heard before and the main characters tiny legs and thigh gap in the artwork and she does do some pretty messed up things to advance the plot but overall I did enjoy it. It is definitely an intriguing story line and I can't wait for the last episode to come out I will be buying it. Overall for this one? 6.5/10 a not disappointing start with the potential to be a really good overall story.. This game is a turn-based strategy in the vein of Heroes of Might and Magic or Age of Wonder. You have a city and a hero, and need to expand and kill stuff, which lets you build a better city, hero, and army, and so on. Eventually you run into enemy AI opponents, and if you've done well enough in the first part of the game you will be able to beat them into submission. Good concept.

There are two problems that keep this game from being playable. First, it is a downgraded version of Eador: Broken Worlds. There's not much point in playing this since it became available after the superior polished successor.

Second, it is -incredibly- slow. The campaign features a tremendous number of individual maps, with no unique mission objectives. When you win one of these, you get a small bonus to resource production and, if you're lucky, one extra building available for construction. You don't actually build anything on the campaign map, this just unlocks another small option on the main map. The real issue is that every single map takes hours, each map takes more and more time as you progress through the campaign, and there are a really limited number of strategies available to keep this interesting.. This works only with games running in windowed mode. Some windowed games work and some don't.

If you want the blur issue to be properly solved then join the according discussion on nvidia's forums where people ask to integrate this scaling mode into the drivers. That's the place where the most information regarding the issue of blur is being exchanged. Also there is a petition with over 2000 signatures. Google "integer scaling" to find all that stuff.. Excellent first-person adventure game. Great voice acting, interesting story, and beautiful graphics. It is fun and relaxing: no combat, no quicktime events, no jump scares...just walking through the wilderness looking for clues and talking to Delilah on the walkie-talkie. Highly recommend it if you like this style of game.. I did not buy this at it's treacherous launch, but it must have come a long ways because it's pretty amazing! This is like open world to the 10th power with it's seemingly endless star systems . You can easily soak hundreds of hours in this and still feel like you have a lot more to do! The player truly feels like a star explorer and survivalist that is constantly dealing with limited space in cargo holds and storage units. The mini-game of conducting fleet operations is fun and interesting when storage management isn't too overwhelming. If you are a hoarder of everything this may be the game to cure your affliction!

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 Bravely in english !

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

-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
 - 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)


. **MAJ : 13/2/2017:**

 Nouveau : 

 Accès à Irlandia débloquent (depuis le TP de Millerion dans la petite forêt)

 Overlay Steam

 Équilibrage : 


 Augmentation globale de la difficulté des boss en difficulté normal et supérieurs


Sauf pour : Magicien envouté , Gros tas , Angel

 Augmentation de la difficulté des boss de la Zone temporelle sombre et Gold


 Augmentation de la puissance des armes de la Magicienne


 Diminution de la puissance des armes de l'Archère


 Augmentation des résistances et faiblesses de tous les monstres du jeu



 Augmentation de l'XP requis pour passer les niveaux (Rétrogradation automatique des levels lors du prochain combat)


 Légère diminution des dégâts de "Explosion de marques" et "Ultra combo" du Faucheur

 Augmentation du boost des ennemis de la classe Faucheur


 Légère diminution de la puissance du Railgun

 Ajout de sorts pour certains boss


 Corrections : 


 Correction et améliorations de certains dialogues pour le début
(Merci à Basilic Ayakashi)

 bug aubergiste Oasis : impossible de lui parler avec la Souris



 Bug coffre qui n'utilise aucune clé de coffre


 Correction des parchemins de TP qui garde la météo de la zone


 Correction de soucis avec les escaliers qui permet de sortir de la map

 Retrait des états lié aux éléments automatiques en fin de combats (Brulure , gelure ...)

 Correction d'un souci avec l'église de Millerion. **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.

 Some zone reshaping


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


 New tittle screen (A new tittle 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 equiped weapon.


 New zones and new dialogues.


 A new town

 New alchemy recipe

 New spells

 New equipements

 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 !. **Irandia , le dernier bastion:**



FINAL BRAVELLY

IRANDIA LE DERNIER BASTION

Irandia , le dernier bastion est désormais accessible depuis Millerion (Portail rouge à gauche de votre maison)
Vous allez devoir affronter 2 puissants boss pour rentrer dans Irandia.

Durant ce DLC supplémentaire, vous aurez la possibilité de vous tester face à 5 puissants ennemis avec chacun une stratégie différente.

(La durée de vie du dlc est estimée à 3h dans lequel il n'y a que de puissants combats technique)

Ajout de nouveaux sorts pour tous les personnages (Obtenable dans le coffre D'irandia)
Nouvelles recettes d'alchimies : Armes et Armures démoniaques

2 fins sont possibles .

!\Les monstres et boss d'Irandia ne sont pas affectés par la difficulté choisie ou par le "Buff du faucheur"

Corrections :

Réduction de la puissance du Méga-Elixir et de l'Élixir

Augmentation de la puissance des armes légendaires en seconde version (sombre)

Ajout de nouvelles altérations d'état

Correction de certains passages invisible

Les créations d'alchimie sont désormais visibles par défaut

Ajout de l'option " Debug temps " dans le debug menu (Pour réactiver le cycle jour nuit en cas de bug ou désactivation)

Correction d'un bug qui permet de dépasser les 24h et provoquer la désactivation du cycle jour / nuit , utilisez le debug menu pour appliquer la correction

Prochaines mises à jour :

Rajout de nombreux dialogues à travers le jeu

Refonte et changement de la majorité des dialogues du jeu. **Psst ! One little secret , The curse of the witch doctor ! (next free DLC):**



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