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## About This Game

Fairune Collection includes four games in one package – Fairune, Fairune 2, Fairune Origin and Fairune Blast!

Fairune is a retro-styled adventure RPG. Our heroine embarks upon a journey to unlock three mysterious statues and seal away a great evil. Throughout the journey she will need to solve puzzles, fight monsters, discover new weapons and improve her abilities.

Fairune 2 brings our heroine back for another perilous quest, this time to find a lost fairy. This sequel delivers a bigger world for those that are ready for the challenge.

Fairune Origin offers an intriguing look at the beginnings of the IP. It provides a short but fun adventure and illustrates how SKIPMORE conceptualised the gameplay of the two games that followed.

Fairune Blast is an unlockable treat, meanwhile, to offer something completely different. It's a colourful shoot-em-up and a fun diversion from the main adventures!

### Features:

- Fairune and Fairune 2 have been redesigned for this PC release.
- Explore, solve puzzles, level up and fight monsters on your journeys.
- Simple controls make it accessible to all players ready for adventure!
- Fairune Origin and Fairune Blast bring the game total to 4!
- Retro 8-bit style visuals, designed for the modern era.

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- Perfect for headphones with a catchy chiptune soundtrack.

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Title: Fairune Collection  
Genre: Adventure, RPG  
Developer:  
SKIPMORE, ESQUADRA,inc.  
Publisher:  
Flyhigh Works  
Release Date: 16 May, 2018

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English,Japanese,Simplified Chinese,Traditional Chinese

# COLOR CODED

COMPLETE!

Next Level

Level Select

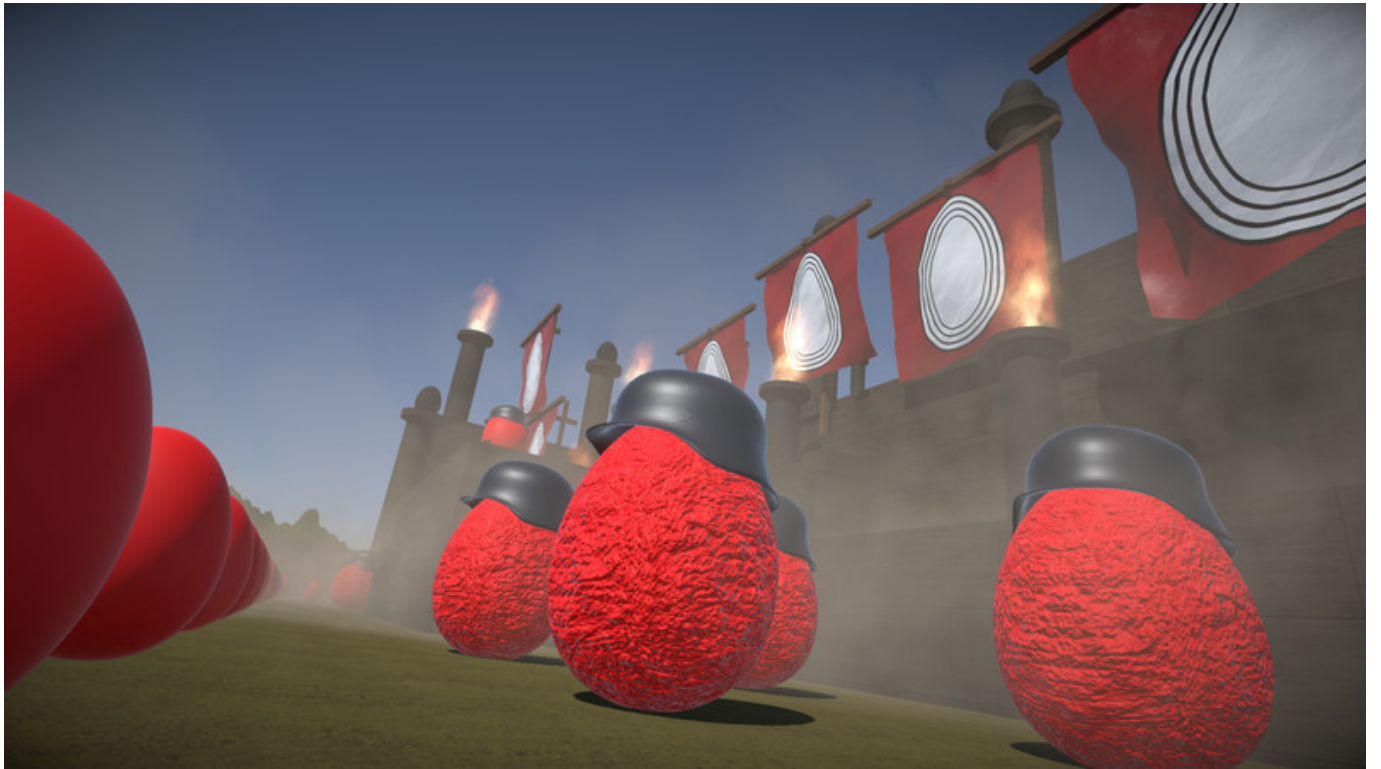
Level 1

Goal

Color Order

Back





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Well this was a terrific surprise! The humor is quite on point, enough smut as expected. Larry gets the usual treatment but now everyone besides him is the product of our current schizofrenic times. It is hilarious, characters are decently written and the puzzles are neither too easy or absurdly hard.. Perfect in all of its flaws, lets watch it grow!. Cheap Deep Space Waifu knockoff.

The principle is the same: Avoid projectiles, undress girls. Somehow it's done worse than DSW.

Gameplay itself is less than 1 hour, music isn't that kickass. This game would've been great as a Unity web-based game. As a standalone one, it lacks everything we love in Deep Space Waifu, especially amazing music.. this game has changed me. For 3 bucks you get something that might as well be a Flash Game Classic, a piece of Flash-Game history. It's a decent enough puzzler, you'll get your money's worth. A nice, straightforward game to play and enjoy.

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While it has its teething issues and some of the interfaces are fairly unintuitive it is wholly unique as far as I know, and does the job pretty damn well. Nothing is more fun than watching your weird worm things diversify into a complex variety of new creatures. If you love evolution, then you will love this!. Very creative and interesting take on controlling a caravan in Arabia.. Brings out my inner gamer. It's a funny game, but i don't know why nobody loves it. I enjoyed it .. After playing a while, I have to say that I don't recommend this "Manta" DLC.

Pros:

- + better than starting submarines in the early game
- + bolt turrets have almost 360 degree coverage
- + 40-slot cargo size
- + looks nice

Cons:

- after reaching an upgrade level 2, it becomes arguably worse than starting ships
- Manta's very long hull makes turning in tight spots quite difficult
- Manta's very long hull makes docking sometimes difficult
- slow travel speed. With a metacritic score of 49 when writing this review I might have passed this one by, but my affinity for pixelated graphics and throwback gameplay compelled me to give this game a shot.

In *Bad Bots*, you play as Sam McRae aboard the Titan Hauler in this side-scrolling 'metrovania' style shooter. With a plot right out of an Asimov novel, Sam McRae finds himself the only survivor of a robotic uprising incited by a malevolent AI; a story we are all familiar with, but maybe originality isn't what this game is going for.

I've spent just about a half-hour in game by the time of doing this review, maybe that's too short but in my opinion it was easy to see where the game was going. In either case, feel free to take my review with a grain of salt due to my lack of time in the game.

In a very crowded market of side-scrollers does *Bad Bots* have what it takes to stand a head taller than the rest? Personally, I don't think so. Maybe it's just my affinity for this sort of games but I feel like *Bad Bots* could have been a good game but the game's overall lack of polish and thoughtfulness hold it back. First of all, there's very little music in the game, I even thought the game was broken at first. I suspect it was aiming for a *Half-Life* vibe but I don't think it achieves this. In *Half-life* there are many other sound effects and visuals to occupy your attention, but with *Bad Bots* you're left with an aural void that doesn't feel particularly artistic and more like the developers trying to save money. I mentioned previously that this game lacked thoughtfulness; unlike a well thought out game of this genre where every room and enemy is placed with intention, rooms in this game seem to be thrown in arbitrarily and filled with rows of identical enemies. It's also nearly impossible to avoid being hit as enemies shoot with laser precision (hey, they're robots after all) through all manner of platforms and other obstetrical. To compensate the level is loaded with copious amounts of ammo and health and in my book this is a sign of weak level design.

In my first 30 minutes of gameplay I was able to make it to the first boss; they actually busted out the music for this battle. The boss quickly fell to my weapon in the matter of *seconds*. This lack of challenge doesn't inspire me to keep playing and leaves me with an empty gaming experience. I suspect the challenge level would increase later on, but based on the previous gameplay how much of this challenge is derived from unavoidable damage taken from laser accurate gunfire.

*Bad Bots* appears to be a port of a Xbox game so it does support USB controllers. Conversely it seems they put minimal effort into doing a proper PC port as it lacks any options to rebind keys or even view what the keyboard controls are. Even the in-game control hints still show the Xbox buttons when you are using a keyboard/mouse. Playing with the keyboard and mouse literally required me to guess what the buttons are.

On the positive side, besides for the pixelated graphics and retro gameplay (which is entirely subjective) the feel on destroying enemies is quite good. The game features storyboards that narrate the story and the overall presentation is decent but the previously mentioned flaws keep me from recommending this title. It's a shame as I feel this game did have potential.

Score: 5/10. I'm addicted to this game, after about 7 hours of non stop gameplay i can say that you can in fact play this without paying. Yes it is sad that we have to pay 8\$ to be able to unlock the other guns and such. But its not game changing. I on the other hand am going to buy the paid because i WANT THAT SCOPED KAR98



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