
The Revenge Of Johnny Bonasera: Episode 1 Free Offline



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About This Game

Hilarious adventure game designed in a TV cartoonish style.

This is the story of Johnny Bonasera, a kid that was beaten and humiliated by a punk gang.

Fueled by an insatiable desire for revenge, Johnny Bonasera promises revenge against each of the punks who bullied him. One by one. Unscrupulous. Mercilessly.

Features

- 2D HD graphics in TV cartoon style.
- An adventure full of hilarious dialogues and puzzles.
- Outlandish characters to talk, interact, beat...

Title: The Revenge of Johnny Bonasera: Episode 1

Genre: Adventure, Indie

Developer:

Rafael García

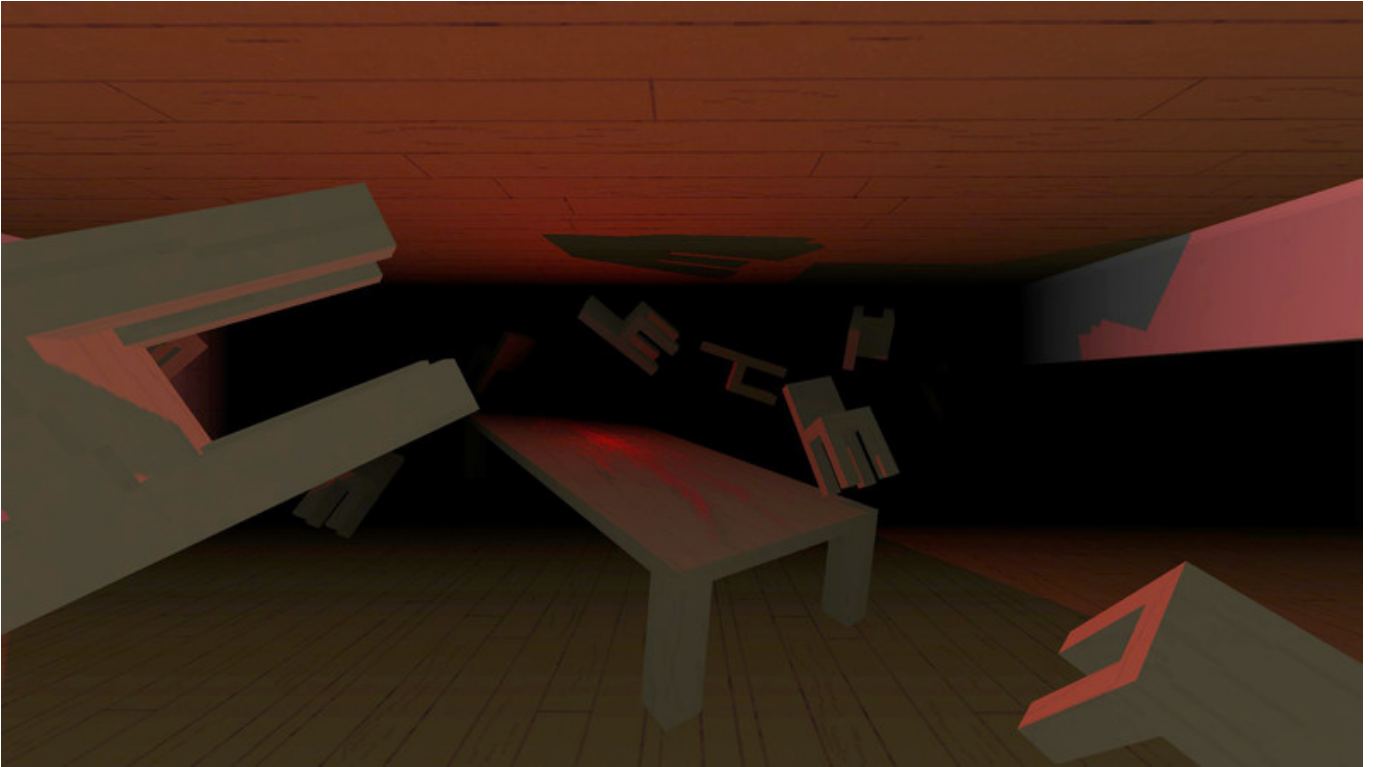
Publisher:

Rafael García

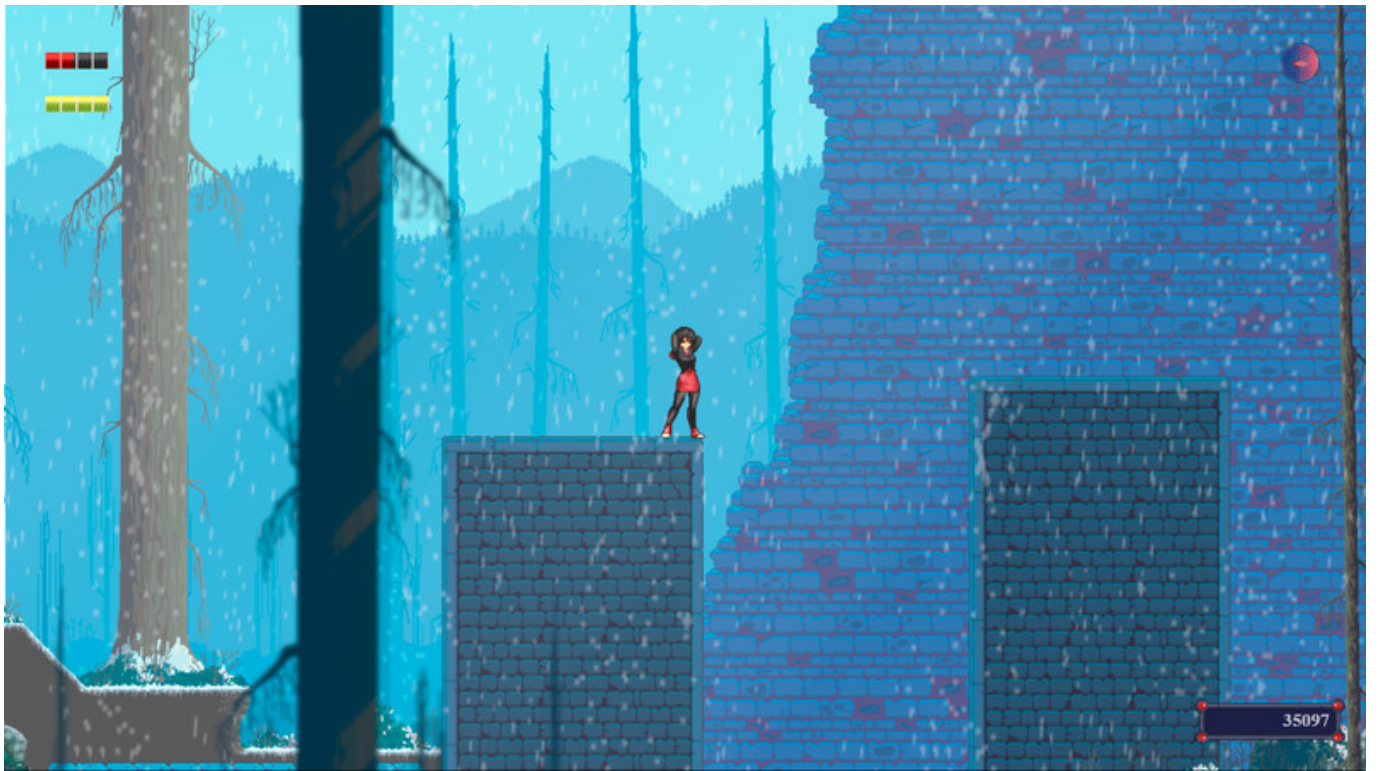
Release Date: 1 Nov, 2016

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English,Russian,Ukrainian,Italian,French,German







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well i love anno game and it keep my free time in fun moment. While it might be just another coop platform puzzler, it features sins! Yehaw!. Great Game! I played this for about an hour and a half until I beat it.

Good Things

- Really simple controls
- Very good price to quality comparison
- Great artwork and music

Criticisms

- A LOT of backtracking
- Can be confusing at times

Suggestions

- Add customizable controls (would love to use wasd as controls)
- Make it so that esc doesn't leave the game (Maybe use a "Do you want to quit" message)

Overall a great game! Good Job!

. I must admit at the sale price of \$2 this was a super fun bang for the buck. Additionally, Rom and the tpcast wireless adapter were made for each other because running around my play space felt wonderful.

Here is my wish list.

1. The gun feels underpowered and using it wasn't satisfying. A pea shooter. If I hit a robot in the arm, body, or leg the physics should push the impacted area back ultimately leading to limbs breaking. Make the gunplay equally as fun as the orbs.

2. More levels/weapons

Do this and I'd pay way way more.

. If you have Steam Coupon for this game and want some easy achievements and cards, sure you won't find this game that bad, but otherwise, I wouldn't recommend this game :/

There are only 15 easy levels... it only takes 20\c30mins to finish them all. Spending a dollar(0.09\2 with coupon) on this isn't something you wanna do.. The AT&N Consolidation is a must have for TS2015! It is a great model and is recommended to all people that like smaller steam locomotives!. <https://youtu.be/O3nuo7wTW4w>

If you go in looking for a 'Gradius' style game 'SATAZIUS' fits the bill very well. However, cribbing off an aged format keeps 'SATAZIUS' from moving the genre forward and including more modern features.. Had this back in the day on Xbox and thought I wasn't good enough to beat the second level. Now I know it's just bad.

If/when it runs smoothly, to play this game without cheats is like playing a prize claw while a blurry asian man yells at you. I paid two dollars for it and that feels like a buck fifty too much.. The Good:

- extremely rich in content; the game is fairly long (by Hidden Object standards) and chock full of puzzles
- interesting and visually appealing environments with a bit of lore

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- very helpful map with fast travel and "hotspot" indicators

The Meh:

- due to the fantasy setting, many of the object combination puzzles are a bit bizarre and non-intuitive, especially towards the end; I ended up doing a lot of trial&error
- derivative, clearly LotR-inspired characters
- the story is a bit of a mess
- if you are looking for *traditional* Hidden Object gameplay, you should look elsewhere; this game focuses almost entirely on puzzle screens and object combination

The Ugly:

- nothing; I did not encounter any grave technical issues or design flaws

Overall:

Lost Lands: The Four Horsemen didn't resonate all that well with me, but that's mostly down to my personal preference. However, while I didn't care much for the "everything but the kitchen sink" high-fantasy setting, the game itself was entertaining enough for a playthrough. Most puzzle screens were logical and even the more illogical item combination puzzles could be solved thanks to the useful map.

I should mention that, in its original state, the game had some issues with its achievement system. The patched version I played did not have those issues.

Using an HTC Vive and an Xbone controller.

GFX are pretty damn good, sound gets the job done. runs nice and smooth. Really liked the GUI.

Game is definately intended to be an online arena fight thing, but if your nigel no mates it just throws bots in for you to blast. I had easily the price of it worth of entertainment in just the first couple of plays. I'd recommend this game no problem, I would pay for a Singleplayer campaign DLC using this engine.

Good work Dev's. I WANT to like this game. I genuinely do. It seems like there is a lot of personality and potential in the concept, but almost every aspect comes up short.

If you're curious as to what the game is, it essentially takes the movement from Fallout 1 and 2, and seamlessly becomes XCOM: Enemy Unknown during a fight. The issue here is that there is almost nothing to do outside of fighting. Your walk speed is incredibly slow, and all there is to do is pick up currencies and occasionally surround an enemy for a sneak attack. To the game's credit, sneaking works pretty well. If you can kill an enemy the turn they see you with nothing but silenced weapons, he can't alert the pack, which is something that XCOM 2 really could have used. Unfortunately, this is where the good parts end.

The graphics aren't necessarily bad. Textures are decent, models are nice, but the optimization is awful. On my GTX 1070, I was barely getting 40 FPS on a regular basis on High. Like, that's not unplayable or anything, but I can't really imagine someone trying to play this with a budget card. If your PC is getting up there, cannot recommend at all without some kind of optimization update.

If you know your XCOM, you know the drill. Shoot, Overwatch, half cover, full cover, etc. It's XCOM, but with a fixed party of named characters that don't have much personality. As they kill stuff, they level up and get Mutations. Some of these sound awesome, like growing wings, but they universally lack the satisfying punch of abilities like Bladestorm in XCOM, and wings are more along the lines of "Gain an altitude bonus for a single turn". In a game where you could have fire breathing shape changing pig men, even the largest mutations are things like "Tackle an enemy", or "Jump high". It's incredibly underwhelming and makes progression feel very...bleh. You'll oftentimes sit on points to save up for things like "+1 health", because the paltry list of Mutations (many of which are shared between characters) are just so boring or situational. It reminds me of an XCOM 2 level where nobody is above Sergeant, and that's Mutant's endgame content. On top of this, the game will absolutely drop you into unfair situations, such as inside of an enemy's vision cone during a level transition, so unless you slam sneak as soon as you load, you'll start a fight out of cover.

The story is incredibly boring. Your characters occasionally chime in with some fun tidbits, but the worldbuilding here is incredibly slapdash, and there really aren't any "wow" moments. Every single person in the game has the personality of a pile of raw pickles, except the two leads (Dux and Borman), who are like a pile of raw pickles with some kind of dipping sauce on the side that wouldn't be good for pickles. The characters don't so much move the excuse for a plot as waddle through it. They go to point A, make a bad pun, rescue someone or realize nobody is there, go to talk to the old guy at your home base for like a minute longer than is necessary, then do it again. The map is incredible small, despite pretending to be a grand adventure, so it all feels samey.

And that's the biggest issue: Samey. Enemy variety isn't great. After about five hours of play, I've encountered almost entirely raiders, dogs, two psychic guys, and two big raiders. After you do that, get some skills you probably don't have a strong investment in, wander the map for scrap metal and other stuff that might as well be called money, then reach the objective, go back to town, talk to the Elder (who speaks VERY SLOWLY and you can't skip without skipping all of his dialogue), then go to the next area and do it again.

If you really want to try it, wait for a heavy sale. If you're looking for a game to scratch your XCOM itch, you're better off with Darkest Dungeon or maybe Rimworld. It's not a steaming pile of hot garbage, but it's a great game with not enough creativity behind it's characters, gameplay, or even initial concept.. A very well executed production, with really beautiful graphics, nice music and a well written story. Even if the decisions are a bit rare, the points seem to be well chosen. A little gem that is well worth its price.. Mon premier jeu sur AMIGA1200 (un bon petit jeu) en 2d. The negative reviews are pretty funny. These people seem pretty needy for some sort of mind blowing experience. Sorry, not this game. Looking for some time to kill, like solitaire? This will work. Looking for something more? Get Command and Conquer. Its straight forward with no thrills. It works, especially for the price.

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