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## About This Game

A new day begins for Tomo, he has inherited his grandmothers resort and must now prove himself to the bank that holds the notes on the park.

To do this he needs to go through the financials and keep the banks rep happy but also run a Beauty Pageant too.

This wasn't the job he was expecting to be doing when he learnt about the resort. But now it is down to him to keep the resort running or put all the girls who work at the resort on the street. Of course there are many different ways he can save the resort.

A fun ecchi visual novel with multiple endings to unlock.

## Features

- A short but fun ecchi storyline
- Multiple routes and endings to unlock
- New original soundtrack
- Fun Tongue in Cheek gameplay

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- Steam Achievements
  - Steam Trading Cards
  - Beautiful Anime Girls

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Title: Beauty Bounce  
Genre: Adventure, Casual, Indie  
Developer:  
Straywire  
Publisher:  
Dharker Studio  
Release Date: 22 Feb, 2017

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English







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I used to love these games when I was younger. Now I remember why.. Adorable and heartwarming. Seriously the story for this game is beautiful, the game in fun, the art is cute. Though, if these adjectives make you squirm, don't buy it.. I like this game for several reasons:

1. Relaxing and Clear - easy to learn
2. There are NO levels - doesn't get harder (which can sometimes be a good thing)
3. There is NO Timer on any level - makes it more relaxing.
4. Great for young kids. After you do a couple, some of the fits become more obvious. Good if you are not looking for a challenge.

Somebody made a comment about the art work. The art work is at a professional level, just quite modern. Check the show shots to see if this goes with your person taste.. Another one of those sadly underrated games.

Cloudborn is genuinely wonderfull, with a setting very similar to Windland : stylised but consistent ruins, canyons and floating rocks. The stylised art, beside looking great, has the added bonus of being easy on the GPU, which means that framerates are constantly good.

Gameplaywise it falls definitely in the exploratory platformer category, with most of the movement done by free climbing and hanging to vines. The mechanics and the gameplay are solid and fun. The levels have a defined start and end, but the path in itself is not predetermined (within reason:)

Highly recommended if like games like Climbey or The Climb.

. Don't Bother, game play is minimal mainly as what is laughingly called a tutorial gives little to no instruction on what it is you're supposed to be doing, on the subject of the "tutorial" it is really badly translated and lacking any helpful content.

Your buildings visually degrade very quickly (like before to end of day 1) and you are given no way to fix them. I also didn't come up with a way of making more cash (at least in the time before I gave up on the game as a bad idea.

The UI is also less than intuitive. I'm just glad I only paid 12p for it from humble bundle. tbh: I had a bad experience. It took some time to really understand the concept even with the easy entry levels. The game and it's mechanics remain confusing to me in a certain way. Because of this and because of after every mistake you have to start over and over again ... well I've lost fun about it. It was more going on my nervs. It's a Puzzler, yes but even as a fan from those kind of games at the end I dislike this pretty much.. As much as I love Dark Souls, this particular DLC is a big of a joke. Dark Souls prides itself with being difficult and the reason so many people keep coming back to this game is because completing a challenge feels so satisfying, however the content in this DLC is designed for more than 1 person. Groups of 2 or 3 are the optimal way to beat this content and From Software said they wanted to promote a multiplayer environment.

I can't buy that excuse. If you wanted a multiplayer environment, why didn't you add a co-operative mode when you made the game? I feel like multiplayer was just a quick selling point you added through the special Gods ring you buy from the cat right before release. I don't like playing Dark Souls with other people except on rare occasions, why force me to play with others to complete content? It took me 5 hours just to get to the third bonfire because I had to keep pulling things away from a group to win fights, otherwise it was a 6v1 gangbang most of the time.

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I honestly love Dark Souls and the other 2 DLC for it are amazing, but this one has got it's priorities all mixed up. Dark Souls is about accomplishing something for yourself. Beating a boss feels so good except in this DLC you need 2 people to stand anything of a chance.

I will say the game design for this DLC is quite nice but nothing particularly amazing compared to the vanilla game. There are some cool armour sets and interesting new spells to attain, and I don't mind the puzzle-like nature of the map. In saying that, I don't think I'll be completing this DLC purely because I hate the idea of having someone help me through it.

7V10, I would not recommend this DLC to anyone who, like me, enjoys completing challenges on your own. Spend your money on the other 2 DLC.. The dev's have gave up on this game as soon as it released I just wish there was a way to make a unsupported patch for this game to fix the many game breaking bugs.. I really like this game, inspite of it being a quite linear RPG, which I normally hate. Driftmoon has very good balancing, some good humor and story, and a nice pacing.

The game isn't for everyone, and that's okay.. Love this game



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My magnum dong fell off because of this game :). Great its very hard but its good

Also you may want a controller. \$2.99. Fired it up just to check it out, thought i would do other stuff. Three and a half hours later I write this. Even if I didn't play it ever again, it would be far more worth while than the \$12 or so for the average two to three hour yawn fest movie. Much more entertainment dollar value to be found here for sure.

It's pixely space shooty physics fun.

You should buy this.. well the game is fine and fun to play i dont really see much wrong with it the only thing that is making me hit a brick wall is after an update my saved game is now unplayable i dont know what to do but the only way to play now is to start from scratch i hope this doesnt keep happening every update to the game. This has got to be the dumbest game. I came home from a hard day at work and started to play this for the first time. I was really enjoying the relaxing music and collecting all my mushrooms and such. I then found the cave and had to quit for a little bit only to find out that there is no way to save the game!!!!!! Well so much for my relaxing night collecting mushrooms and frolicing through the forest. How stupid.. I have play this so many times that I had to buy the Steam Complete edition. I tend to start in 1936 and have played every major power, but also some of the minor powers. Want to conquer Europe as Spain? Maybe the Americas as Argentina? Loads of replayability and much easier to get to grips with than HoI3.. I really enjoyed this game i got for 90%. Along with the whole Two Wolrds collection for under \$10. I DO NOT recommend buying at full price as the game lacks proper content and detail. It's pretty much a slap together tower defence that give you something to do while downloading another game. If yu get the coupon then get it but It's not worth it to pay full price.. I found this game on sale for 54 cents, and it was within my budget of 76 cents.

Not only was I pleasantly surprised by the quality of this game,

But it took me aback by how good a 54 cent game is.

Worth every penny.

I'd pay up to \$4 for this.. Buy expansion pass to experience the full game.

These campaigns are much better designed than main campaign with less (or no) bugs.

I specially recommend last one, the beyond walls DLC, story is great.

#### **DLCs store pages ready for Divine D.I.V.A.!:**

The main game store page is on the way (it needs approval first).

DLC

<https://store.steampowered.com/app/1064980/>

(French only)

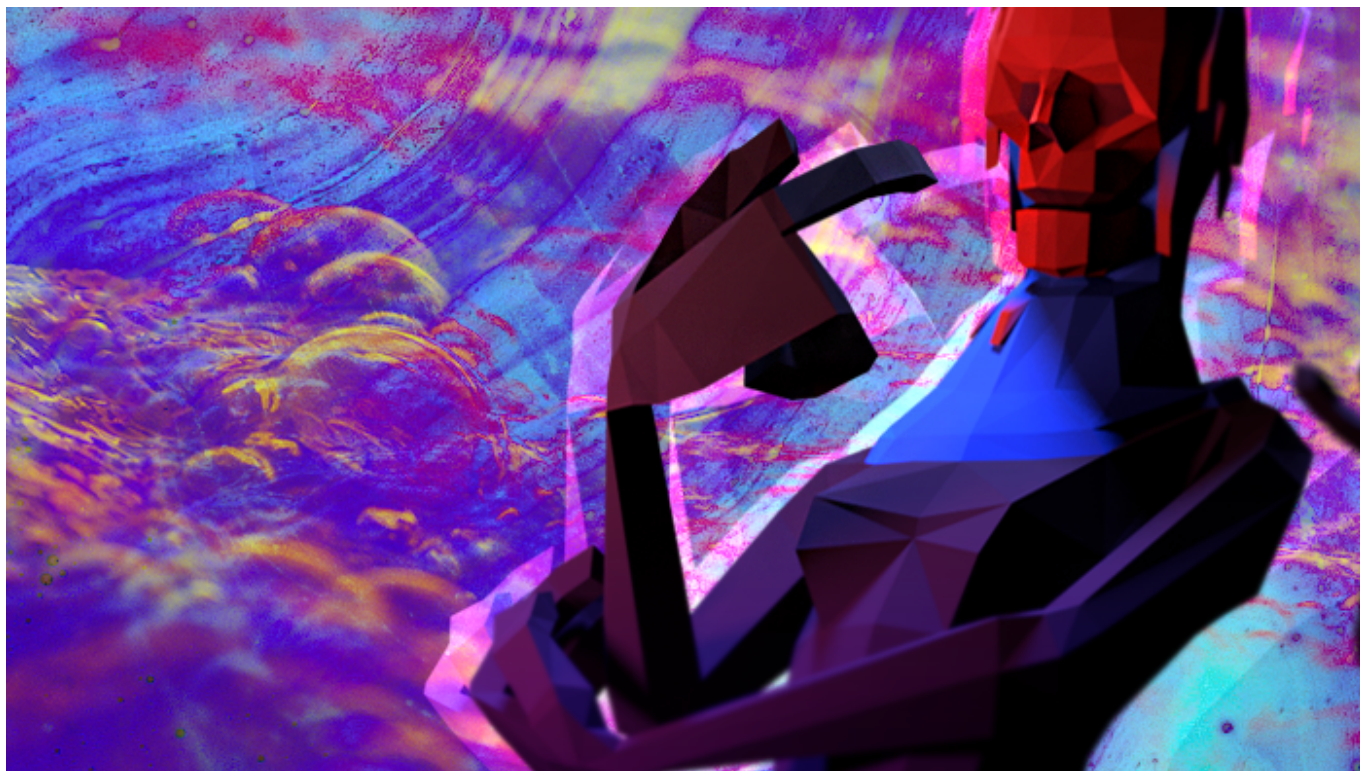
<https://store.steampowered.com/app/1064981/>

. **AMD Fix Update (17.7.1 Drivers):**

Hello! Just a quickie...

It looks like the latest AMD drivers (17.7.1) do indeed fix our crash issue with R9 cards. We've yet to get that verified by AMD themselves, but it appears to work for us and some other players. Do let us know if you're an R9 user and still have issues.

More soon!. **Dev Blog #152 - Bubbles:**



Bubbles...bubbles...the character on The Wire? The 1982 arcade video game? Michael Jackson's chimpanzee? The skull enemies from The Legend of Zelda? The song by System of a Down? Find out what kind of bubbles we're talking about below.

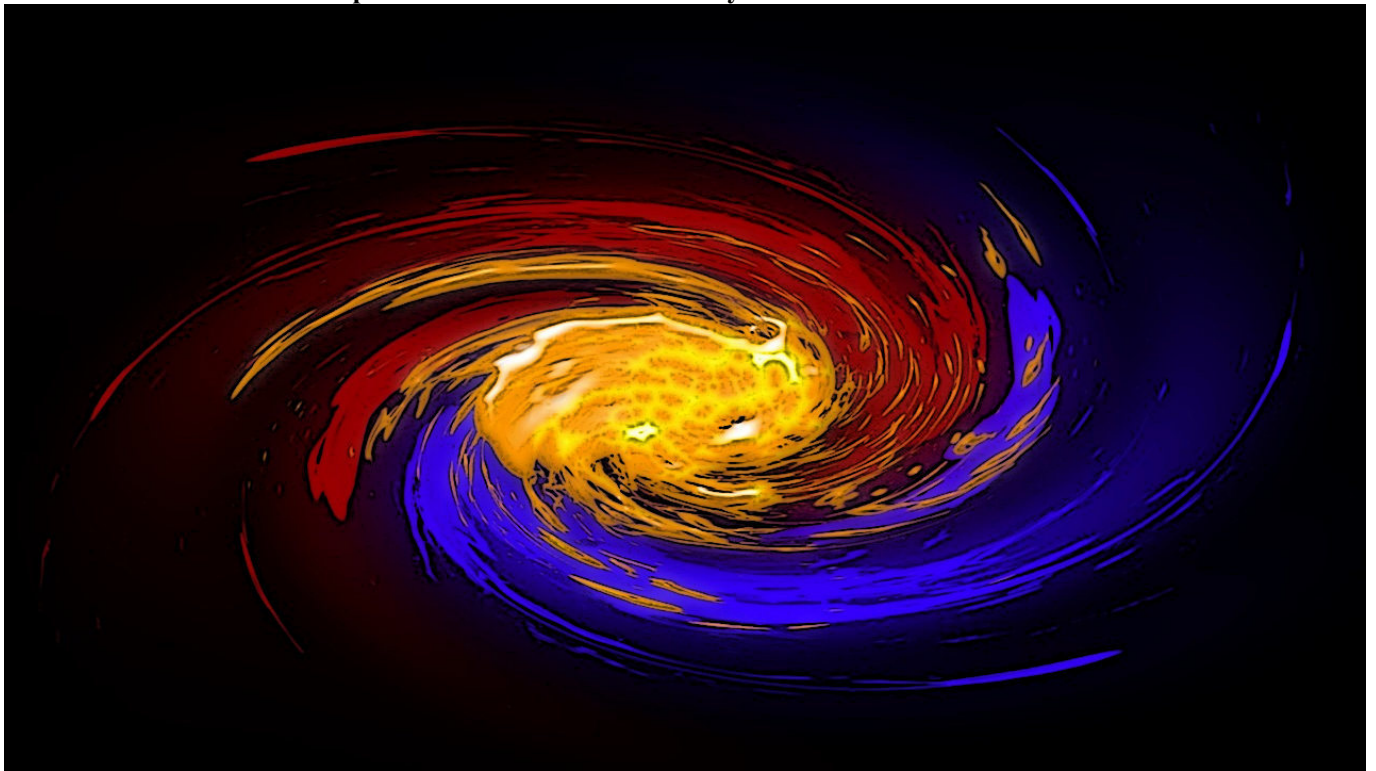
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