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About This Game

"The game's flow from challenge to discovery is a masterwork for the genre ..." - Ars Technica

Escape Goat 2 is a puzzle platformer game where you use machinery, the environment, and a friendly mouse to progress through a dungeon.

Overview: None have overcome the Stronghold of Toragos... will you be the first goat to do so? Escape Goat 2 is the follow-up to the critically-acclaimed 2011 indie game, featuring more than double the content: larger rooms, HD graphics, dynamic lighting, and a host of devilish new traps.

Pick your path through the massive Stronghold, divided into ten unique zones. Worry not, brave Goat, for you have a friend on this mission: Your immortal mouse familiar can crawl to otherwise unreachable areas, to hit switches and distract enemies. Use your wits, reason, reflexes and courage to overcome each room, and save your friends from an eternal slumber...

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- Over 100 rooms of puzzles, traps, and sheeplly lore
 - With destructible and movable walls, the rooms take on many forms as you manipulate hidden machinery to reach the exit
 - Fully hand-drawn, hi-def art and animation, brought to life with a custom lighting engine
 - Epic 90's Redbook Audio soundtrack, featuring guest track by Disasterpeace (composer, FEZ)

[Listen to the soundtrack!](#)

Title: Escape Goat 2
Genre: Action, Casual, Indie
Developer:
MagicalTimeBean
Publisher:
Double Fine Presents
Release Date: 24 Mar, 2014

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Minimum:

OS: XP Service Pack 2

Processor: 1.8 GHz

Memory: 1 GB RAM

Graphics: NVIDIA GT/S 4xx, Intel 4000 or equivalent

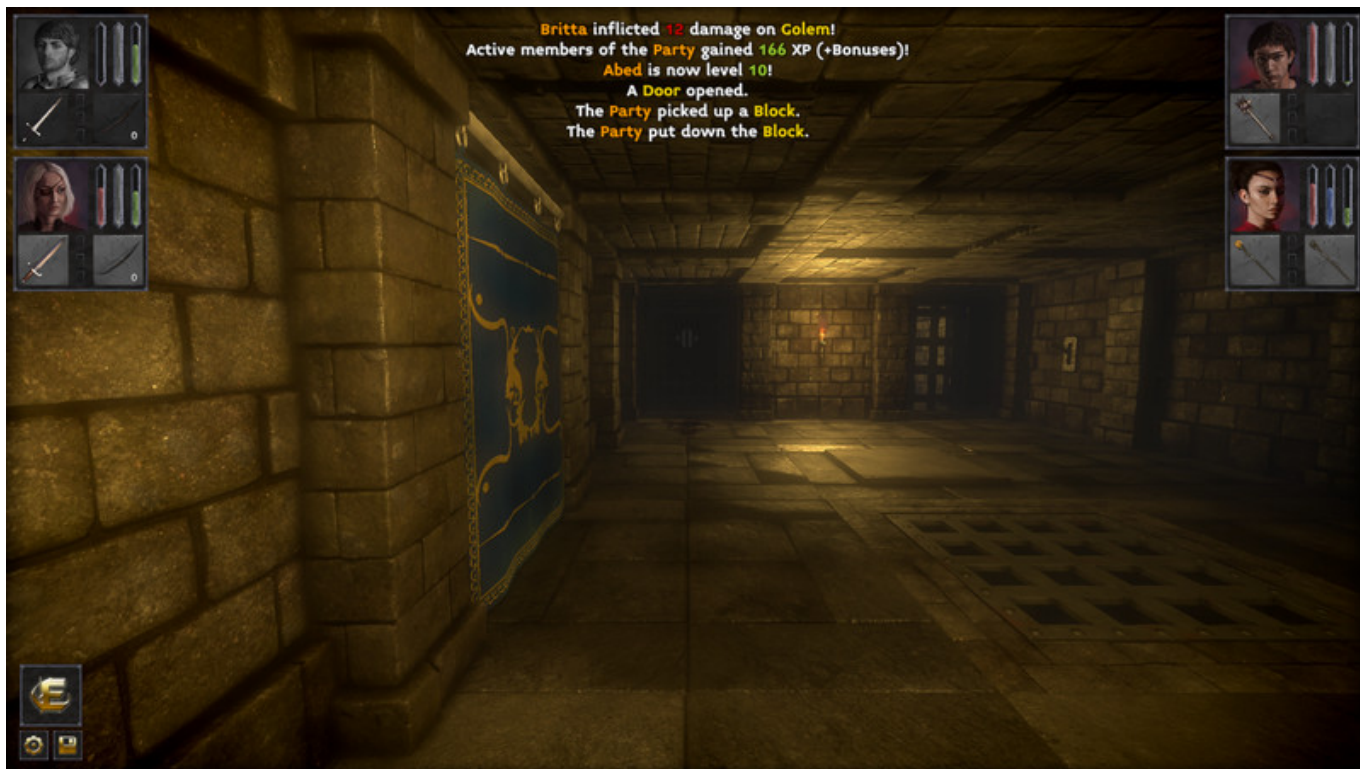
DirectX: Version 9.0c

Storage: 200 MB available space

Additional Notes: Uses XNA HiDef; DX9

English





EVERYTHING

is better with
tentacles



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CM
0
ADV +2 +5
DIS -2 -5
[Red dice icons: 20, 12, 8, 6, 4, 2]

Character
Notes
Image/Map
Tables
Story
Quests
NPC
Encounter
Home
Favours
Items
Library

A1 A2 A3 A4 A5 A6 A7 A8 A9 A10 A11 A12

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The frame rate is so slow I could redraw the sprites in real time. And this is after having issues to get the game to start. Do not buy seriously.. Activated webcam on my laptop - forced join to other players' multiplayer game. Great foundation for a 4v1 spooky game. Really interested in seeing where it goes.. So, you have received a message from your Nutcracker friend. Seems his sister and her soldier fianc\u00e9 just got turned into toys by a wicked Baron. Oh, and the Nutcracker friend is back to being a Nutcracker too. Seems the Baron happened to get his hands on a fixed formerly-broken Rat King wand\u2026

Plot is fun, HO scenes interesting, and the minigames fun.

Buy in the bundle.. Thought I would like it, really seemed like an interesting concept. Cannot stand it, I'm so disappointed at how different it was from what I thought it would be.

quickly devolved into feeling like the devs were pulling strings just for ♥♥♥♥♥ and giggles.

no tutorial, from my impression this game wouldn't need a tutorial, it is all spelled out and you can easily see that when you do X, Y happens. that is sometimes the case, but from my twenty minutes of playtime its often shrouded in obscurity why Y is happening. oh and it isn't against throwing timed puzzles at you, so forget taking the time to figure a puzzle out.

I got to the second timed puzzle, and the controls just aren't tight enough/the required timings aren't loose enough, to keep me coming back for more.

reminds me a lot of antichamber.. Note: If you're using a keyboard and mouse, you'll have a much better experience if you go into Options > User Request Options and turn **off** Camera move interpolation and turn **on** V-sync. This removes the "floaty" feeling the camera normally has.

For the price, GOCCO OF WAR is absolutely a worthwhile purchase. Fans of Monster Hunter-style games will recognize familiar mechanics such as crafting, questing, and multiplayer lobbies, but the combat has a neat twist with the inclusion of the "Air" resource. "Air" will deplete with attacks or dodges and fill back up after a brief period of doing neither. It's pretty cool and never feels like it gets in your way, even when you run out of it. The game also has "badges" which seem to take the place of equipment buffs, allowing you to make a look without worrying about stats.

Pros:

- The aesthetics are solid. The art is cohesive across the game and never feels out of place.
- Lots of outfit choices for styling your character.
- Dialog is very cute.
- The user interface is fluid.
- The devs seem super friendly and active.
- They did a great job with multiplayer.

Cons:

-
- Not a ton of content (quests, zones) compared to other hunting games. However, for the price, this is totally understandable, and the devs seem to be aware.
 - Not a lot of varying music as well. The music included is great, though.
 - Crafting is kind of confusing at first since you have multiple pouches, books, and items. It doesn't take too long to figure out, though, and it's *much* simpler than Monster Hunter's system.
 - From my brief time, there weren't a lot of folks playing multiplayer. This might be a time zone thing, so I'll keep looking.

All in all, if you're looking for a cute, fun grind, I'd say buy it -- especially since the more people playing online, the better!. It's like Backyard Baseball all grown up!

Slightly more involved than simply picking Pablo and dominating.. Good game. Love it.. I wanted to enjoy this game. And while I did a little bit, I can't really recommend it. First, I'm going to start with my favorite thing: the animations. While it didn't remind me of Ren And Stimpy, it instead reminded me of Rocko's Modern Life, which is still a really good thing. And while some of people's complaints is the control scheme is bad, I thought it was okay. The thing that was disappointing was the gameplay. The first level, with the weird cockroach guy, was really hard. However, I was just barely able to graze through it normally, so I did a bit of spamming. After that, I couldn't get past the skeleton guy. Last thing is the price. I would've gotten this for maybe half of it's price, but I thought \$5 was a little much for this. Overall, unless you can master the intensity of the game and you've played enough arcade fighters, I can't recommend it. For what seems to be Five Entertainment's first game, this is a disappointing start, but I wish them well on any future endeavors.

4V10

Also, controller support would've been nice.

The game is in early, early alpha so of course theirs alot of bugs, and gliches here and there. It does have potential and the game mechanics are already very interesting. You can watch them of twitch and request stuff to be added so yes they are very community friendly. If you dont want to put up with bugs and such I would not reccemend it but It is getin there.. This game reminds me of the childhood. Oh... 8bit theme song. :3 I recommend this. :). Beautiful atmospheric and fun Chronology is not far away from being a really quite excellent game. Unfortunately, the story isn't strong enough to carry it and it ends just as the puzzles are really hitting their stride. So well worth a look but maybe wait for it to pop up on the Steam sale.. the only niggle I have is the ham fisted "toxic masculinity" message. It comes across as forced, unnatural, and beats the player over the head. Game Devs, do not do this...You have well written dialogue throughout the game and yet you couldn't think of a better way to preface this?

Easy fix. Write it like a normal human being talks, instead of a robot. "Processing political message. Boop boop Toxic masculinity is bad...beep boop...toxic masculinity is bad...Proceeding to beat player over the head."

I mean...my dude...what the ♥♥♥♥...you handled abuse (hocus and pocus) waaaaaaaaaaaaaaaaay better. Again...what the actual ♥♥♥♥?. Most of Episode 2 is of usual Blade Kitten quality, and the platforming sections get a lot more interesting. However, the final boss fight quite frankly sucks.. If you like Avenged Sevenfold, get this game.

However, if you don't like unforgiving and challenging dungeon crawlers, I'd avoid this, even if you like their music. I won't bother going into the story of how this game was made, but it draws inspiration from such games as Legend of Zelda and Diablo. If you enjoyed those games, you will like this one. If you are a casual gamer, there's not much here for you besides the music. But I'll get to that.

The story has been called "generic" in reviews I have read, and I can see where those complaints come from, yet I did enjoy it myself.

The gameplay is not amazing for a PC game, but it was initially a mobile game, and from my experience I have no idea how anyone would play this on a mobile device. It requires too much precision that would be difficult to get on a small or even medium device. But, gameplay is smooth on its PC port, and it's easy to control.

The port itself is not what most people look for in a good port, but it did surprise me in some ways. First, it has no graphics options menu. In my opinion, though, I don't think it needs one. I could most likely play it smoothly on my old Windows XP with little incident. It does not try to be hi-def or realistic. You play as ♥♥♥♥ing deathbat, it's not going to be realistic. But it has the graphical style of some of the games it draws inspiration from, which is actually really well done. Second, it runs well. It does not feel like they rushed the port to make a deadline, because it is well optimized. Third, the options menu it does have is extremely extensive...for one thing. Controls. You can fully rebind the entire set, to anything you like, and you can bind a set of controls for a gamepad. All included. Granted, there aren't many controls for the game on its own, so this may not come as a surprise to many, but I was impressed by it.

Now, more about gameplay. The map allows the travelling to several different areas (All named after A7X songs, which is awesome) that include different visuals and music, as well as music related to the theme of the area. Each level includes several boss fights, and each boss has a different fighting style and attack patterns that you will need to get used to in order to kill. It's obvious much time was put into this, although not enough to make it a triple-A title.

The Rev also makes several appearances, which are amazing.

Okay, so if you want my final opinion, this game is amazing. The music is amazing. Everything about it is great. I have some small problems with some areas, like how some boss patterns are hard to avoid and some are hard to find out how to kill, but these all add to the overall difficulty of the game, and that tends to be a good thing. I haven't found any glitches or bugs that break the game, and I enjoy seeing that for once as well. In the end, I'd buy it again.

Just not for a phone. Don't do that.. Just another mobile piece of crap. There was a much, much better version of it published in 2002 on PC (by Koch Media), and it still holds up, while this... well, I don't want to see or think about this atrocity ever again.. Charming with some challenging parts (you'll love the sewers).. Right out the gate, this is a powerful terrain generation tool. Having grass and trees is nice, granted, but the way this makes terrains for you and the tools you have to build/dig and the fact you can build terrain archways, you can dig, you can basically build an endless terrain is awesome beyond measure, especially for this price.

When you export out the terrain, you can bring it into any modeling program you own, whether it is a free modeling program or a paid one such as LightWave. They are constantly improving the product, so it can only get better. I recommend this to anyone who needs to make terrains for any of their purposes. Personally, I use this for making terrains for my games.

The employees are very friendly and they are very supportive if you have any issues. They are diligently working on

enhancements for GeoVox which I totally LOVE, I haven't seen this much effort by developers on products posted to steam that isn't a "green light" beta thing in a long time. This is a real product, live and usable. If you buy it (which I highly recommend) and have any things you wish to have added, just let them know and they can see if it is feasible to do!

You simply can't beat the price for the ability of this program.

NOTE: I am not a paid spokesperson, I don't work for them, I am an independent game developer and I totally love this product!

5 Stars out of 5 from me on this!

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