Youropa Ativador

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About This Game

Waking up trapped in a tree, with no recollection of anything, you must explore a strange fragmented city floating in the sky to learn who you are and where you fit into th 5d3b920ae0

Title: Youropa
Genre: Action, Adventure, Indie
Developer:
frecle ApS
Publisher:
frecle ApS
Release Date: 27 Jun, 2018

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel I5

Memory

English,Danish,French,German,Italian,Czech,Japanese,Korean,Polish,Russian,Simplified Chinese,Swedish,Norwegian

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Anyone could watch the trailer above and know that this game is very cool and when you play it you'd know the game is extremely fun but I also wanted to call out attention to frecle as a developer. I had a pretty bad problem starting the game on my 4k display and I added a comment to the Discussions and before too long, frecle had fixed it and extended me to test it out on a private internal build. He did in fact fix it but also so many devs would have ignored that Discussion or just not even given it a second thought but he actually followed up and made sure his fix fixed the game (which it did). Devs like that who also have the skill required to create Youropa should be supported and he'll be on my radar from now into the future. Also the game totally rules and that definitely doesn't hurt either.. Youropa is an enjoyable 3D wall-walking puzzler that ultimately boosts its potential with a clean, fresh-looking aesthetic. You are given the ability to bestow your in-game avatar with googly eyes of your choosing - but the game doesn't get overly-cutesy, God forbid. The puzzle difficulty is set at a fair level and each stage offers optional collectibles in difficult-to-reach locations for players who really want to push the limits of the gravity-defying mechanics. Check out my full first impressions here - .. Review in Progress. Just wanted to throw my support out there early and say, from the little I have played, this is golden. Been in development for over 10 years. And you honestly can tell. Very well put together and a lot of fun. Looks like something a triple A studio created.. Absolutely love this game, not like anything I played before - simply put, you control your dude, and he can walk upside down and sideways to solve the puzzles - the world is not like anything you have seen before - strap yourself in and get ready to feel a bit nauseous at times as you walk over the edge on the underside of your world, solve puzzles, avoid and kill the nasties, even kick a football and throw a can of paint, all in the name of opening the next door - good fun and even better if 2 of you work together, as of yet there is no 2 player so we swap controller and do a level each, it would be awesome if they copied Human Fall Flat split screen version where 2 players can help and do the levels together :) My only issue so far is that the 4 resolution makes the text at the bottom of the screen (instructions) almost impossible to read :(I'm hoping that gets fixed soon.. Very fun and satisfying puzzle platformer, a few glitches here and there but overall very polished. If I were to grade it I would give it a solid 9/10. A little nauseating but otherwise 100% worth the purchase.. If you have enjoyed puzzle games in the past, I am thinking the Portal series. Then you will LOVE this game! I am 13.3 hours in and cannot put the controler down. What a great game, the level designs are fantastic with the ablity to walk on all surfaces in an escher-esq way. Progression is spot on, I just learned how to run! Each tier is awarded with a new ability to use, jump, grab/interact, run, etc. Each tier is a series of levels where you enable the flow of electricity to the main hub VIA 4 inter-connected level chains. There are many different types of puzzles and each map provides it's own unique challenges.. This game is truly beautiful both visually and from a design perspective. I recommend it to everyone who loves a fun puzzle platformer.. It's a good puzzle metroidvania. ME - I can't gush enough about this game. I'm not going to explain the game, that's what the video and description are for. I'm going to tell you that I'm a picky, picky gamer; one who loves great puzzle-platformers (Portal/Psychonauts) and also loves games with real originality (Stacking/Katamari). I've been gaming for about 35 years and while I may have an affinity for niche games, I can and do appreciate anything that brings fresh ideas to the table and executes them well while not failing to keep the standards up. New games should never suffer from clunky character movement (Tomb Raider) not when hundreds of games before you somehow got it right. So that's me in the proverbial nutshell. YOUROPA - This really looks like it was a labor of love. I played straight through in two short streams and enjoyed every second. I played with keyboard and mouse and found "driving" my avatar had a pretty short learning curve, thanks in part to the lack of options at the start and gradual accumulation of actions throughout the game. The graphics are wonderful. While your avatar may seem a bit simplistic, your surroundings more than make up for it. (If you're a decent artist, you can really customize the BEEP out of your avatar. Mine looked super sharp once I sat down and really put a little time into the design) Puzzles weren't too terribly difficult, progression was steady, logical, and consistent. Some of the little details really made me love this game. When developers have time to get the little details not only right, but fun or original, it revs my engine. As far as I'm concerned, you could do a LOT worse than pick up this cute, fun, original game.

Ride & Slide Update : The latest update includes a bunch of smaller fixes to the driving and sliding sections, as well as a number a visual improvements.. Ride & Slide Update : The latest update includes a bunch of smaller fixes to the driving and sliding sections, as well as a number a visual improvements.. Beta Update March 9th : Hi Another busy week is ending with a new beta release! Here's a quick overview of what's changed: 60Hz Mode: - The game defaults to 60 Hz mode, and all known issues have been fixed. - Fixed camera in fan - Fixed train stopping incorrectly - Fixed vegetation painting in editor Map: - Improved performance, so it should run smoothly for everyone. - Rendering fixes. - Added Cassette display when expanding a level - Added Graffiti display (when you've collected it) - Added Powerup display (when you've collected it) - Adjusted Main Game map slightly Audio: - Fixed some incorrect mixer settings (wall jump audio and more) - Added arm swing audio - Adjustments to danger music Levels: - AirStreamTower - Umbrella respawn fix - PogoJump - Fix for counters General: - Added additional Analytics events - Added setting for frame dropping or not (may not work 100%) - Performance improvements - Disabled map/overview in powerup sequence - Disabled map/overview in outtro sequence - Disabled map/overview while driving -

Default to 1280x720 fullscreen when starting the first time. Rendering: - Fixed "Counter" to display number correctly - Created actual models for Tower parts - Improved rendering of Depth Of Field - Improved rendering of light volumes - Improved dithering on character transparency Next week will be all about getting the intro sequence going, and some minor fixes to the starting flow of the game, based on all your lovely feedback! Please let us know of any issues you encounter, and keep sending us feedback via email (supportfrecle.net) or on the Beta Discussion forums here! Have a great weekend!. Update - July 4th : Time for the first post launch update! We've been hard at work trying to resolve as many of the issues you've reported, as well as some we have noted from earlier rounds. The biggest change in this update are camera tweaks which hopefully makes getting around Youropa a nicer experience. We've adjusted some settings, to make the camera a little softer in the way it follows the ground, and adjusted the way input is handled, so you can now tweak how direct your camera input is treated from the options menu. Overall it should help people who have experienced a bit of motion queasiness, and make for a smoother ride for all of you. We've also tweaked map editing, so you can now connect logic across levels by linking wires on the map, and you can also delete wires and portal connections. For the wires, they will only use the "global input" from another level, if there is no "local input" attached to it on the level itself. Tell us if that doesn't make sense. Here's a full list of changes to this update: Resolution - Match desktop resolution on first run Translations - Adjusted Norwegian translations Translations - Fixed spelling mistake in "Camera Edge Prediction" Paint / Powerup Platform - Fixed issue when entering platform while carrying an item (invalid state change during physics update) Umbrella - Fixed collision model Umbrella - Adjusted animation when carrying Pogo Stick - Adjusted collision model Pogo Stick - Adjusted animation when carrying File Requester - Minimizes game when in full screen, and restores game after being closed Achievements - Fix for "Loot Box" achievement cheat. Physics/IK - Fix for NaN issue in soft IK Wire - Added output Controls - Mouse look input now matches joypad/keyboard input (Y inverted, so you may need to adjust your control settings) Editor - Fix for text input not updating Editor - Fix for switching wire style not updating visuals Editor - Connecting wires on map also connects level logic. Only wires with no connections internally in the level will use the external input Editor - Connections can now be deleted on the map Editor - Fix for color picker closing menu / editor when pressing cancel Camera - Fix for spin when entering vehicle Camera - Smoother ground following Camera - Adjustable input smoothing (missing translations for most languages) see Options/Camera Camera - Allow overview to shift more Camera - Minor adjustments during teleportation Camera - Fix for jitter during transition to overview Map - Fixed path to next objective not updating correctly when opening map Map - Minor tutorial fix Level - Smaller gap between pipe and platform in "Pipes" Level - Moved bush to prevent you getting stuck in "TinyTower" Level - More checkpoints on oil levels Level - More checkpoints on vehicle levels Secret news: We've started working on level sharing, so stay tuned for more news about that soon! As always, if you encounter bugs or feel something could be improved let us know. Ask in the forums or send us an email at supportfrecle.net Have fun!. Share Update : The latest update which you can play right now contains a beta version of Level Sharing via Steam Workshop! Try it out by playing a tiny adventure with 4 levels using this ID 569CBD27 - Just copy/paste it into the Share popup from the Main Menu. And get creative and share your own adventures from the Create mode. Open the menu while having your map open by hitting "Esc" and select "Share [BETA]" to start sharing your own city. To share an individual level, hover over it and hit "0" (Zero) on the keyboard to start sharing. You will need to accept the Steam Workshop agreement before you can access all the sharing features. We will be smoothing out the experience and adding additional features over the coming weeks, so if there's something specific you'd like to see just let us know. Here's a list of changes for this update: Share - Added simple sharing interface for sharing levels and adventures (BETA) TouchButton - Fix not triggering when landing on top without leaving trigger area Soccer Ball - Fix sticking to feet when pulling away Map Editor - Added settings for the map to adjust which powers You start with and how time of day is handled Editor - Fix for Cassette counter not showing when quick opening Elements menu Editor - Added animation to elements when placing them Create Mode - Adjustments to file layouts and more in preparation for level sharing. If your levels break or have gone missing let us know. Save Game - Separated save games for single player game and create mode in preparation for level sharing. If your save game breaks let us know. Performance - Improved scene capturing performance by 33% Performance - Reduced cloud rendering CPU cost by 45% Options - Moved all options to separate save file Editor Unlocks - Moved to separate save file As there have been a good deal of internal restructuring to fully support level sharing, there may be things we have missed during internal testing.. Playground - Coming soon : As some of you already know we've been thinking about how to make level editing easier and more fun. And what we've come up with is that it's a lot more fun to play and build at the same time, so we're working on a new playground mode that gives you access to all the blocks and logic from the editor but in a much simpler way - all while playing the level you're making! There's still lots of stuff to iron out, but it's already lot of fun. Check out a few examples here: Building Blocks [frecle.net] B-B-B-Boxes [frecle.net] Ooops! [frecle.net] We hope to be able to share a beta version with all of you in the near future.

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