
Jolly Rover Activation Code [Xforce]



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About This Game

It be the golden age of pirates! Dogs of the sea! Quite literally.

Our swashbuckling sausage-dog star is Gaius James Rover, son of the famous clown Jolly Rover, who died from a blow to the groin from an improperly loaded joke cannon.

Following the tragically comedic death of his father, young Gaius, who insists on using his middle name James, goes to live with his uncle, a wealthy plantation owner on a small Caribbean island. While practising a particularly tricky juggling move, he accidentally taints a barrel of rum with tobacco, creating a potent and addictive brew which he coins 'Jolly Rover', one of the most prized substances in the Caribbean.

Alas, the wealth of Jolly Rover sales only manages to fill the pockets of his uncle, and Gaius longs for action and adventure and, more importantly, the opportunity to start his own circus and follow in the footsteps of his father.

It is not long before the fumbled juggling ball of opportunity raps Gaius smartly on the head yet again. While his uncle is away, a large contract for Jolly Rover arrives from Guy DeSilver, Governor of the notorious Groggy Island, with payment upfront!

In a blinding flurry of optimism, Gaius pools his meagre savings with this advance and charts a ship and crew to take him to Groggy Island. Along the way he meets a colourful band of seafaring cutthroats, scallywags and rogues otherwise known as pirates.

It is here we begin to follow the short and stubby tail of Gaius across three wild and untamed tropical islands, as he attempts to fulfil his dream of starting a circus, hampered only by pirates, villains, voodoo, love and considerable lack of loot.

Jolly Rover is a traditional 2D point and click adventure, including casual elements, such as an integrated hint system, and task bar. Bonus elements include unlockable Captain Bio's, music, concept art and developer commentary!

Key features:

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- Over 60 beautifully rendered scenes to explore
 - 25 colourful, fully animated and voiced characters
 - Traditional point and click adventure with simple one-click interface
 - Organic and fully integrated hint and task tracking system
 - Unlockable extras include Captain Bio's, concept art, music tracks and directors commentary

Title: Jolly Rover
Genre: Adventure, Casual, Indie
Developer:
Brawsome
Publisher:
Brawsome
Release Date: 7 Jun, 2010

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English



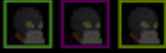


Raijod

Has taken on the appearance of a wise old man. Very proud of its fancy magical staff.

Health: ██████████ Strength: ██████████ Magic: ██████████
Speed: ██████████ Stamina: ██████████ Will: ██████████

Ghost Achievements:



Element: Thunder



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Unlock new ghosts by catching them ingame!

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Great game despite the small player base.. This is a fun game quite similar to the first one, but also completely different with a wide array of new traps, skills and enemies.

The graphics may put you off at first but with everything that goes on you'll be glad that they aren't high end. it is a fun game to sit down with and just murder hordes of enemies.. Just finished Runeous: Part One. It's certainly left me wanting more. I enjoyed it - the artwork is fairly unique and the music is perfect, plus it's free! Took me about 20 - 25 mins to get through. Looking forward to Part Two.. N-O-P-E VERY BAD

Okay i am a fan of these types of games there is a lot of bugs and the story line is really bad

They did not put much time into this game do not get it looks really cool at first but it gets really boring near the end game crashes time to time it's mostly bad reviews on steam but it's a very cheap game so give it a try yourself and if you don't like it refund it.. this game looked fun but isn't even worth the 3 dollars its like a unity flash game it needs a lot of work and should be free. Grr.... Bricks my computer every time I play the intro.. Great game with excellent visuals and sound. The story line is mysterious and somewhat unsettling!

If you liked Super Mario 64, this game is made for you.

It's a bit wonky on the implementation (camera twitching when you grab on a ledge and go up, long *ss animation after dashing) but damn, it hits the nail pretty damn good.

Here's my criticism:

- camera can be a bit too bad at times, e.g. when grabbing on a ledge then going up
- animation after dashing (when going back up) is waaaaay too long
- teleportation portals should be available when activated (when close), not when used. It's tedious to use them just to register them and can be misleading
- in my opinion, the levels are too big. You get lost pretty quickly, and there's a lot of moving around before reaching the "start" of your current objective
- menu should be quitable via BOTH start AND B, not just start
- on a gamepad, directional arrows should be usable instead of only the left stick for navigation. A really interesting game, and one of the few games out there that you actually learn something. It has rather small duration, but i prefer to pay something that respects my free time (which is not infinite).. This game is really fun!

But a word for the devs, I like the small map where we can see every part of the city, but i don't like the big map. It's okay, but you cannot see much of what you employ.. Honestly not worth the download. This is the extended cut? Trying all possible combinations MIGHT net you an hour of gameplay with 5-20 minutes being more realistic. Three or four levels of equivalent detail - a point where the game stands up solidly - with cumulative effects of your choices could be interesting. As is, however? Not worth it.

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