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About This Game



The Brave Mouse - a simple 2D platformer with elements of survival in which you play as a small but a very brave mouse.

His main task is to collect the pieces of cheese, but be careful -on the way that mouse there area lot of dangers, such as bees, spikes, and fires.

With each level the task will be complicated, but it is not a reason for despair, think logically, wait, pick the time and do!

To pass the level you need to build the correct sequence of transitions on the platforms. A wrong step can lead to your downfall, followed by a restart of the level. After collecting all 3 pieces of cheese on the level opens the door, passing through which you get to the next level.

And remember - free cheese is only in a mousetrap.

Title: The Brave Mouse
Genre: Adventure, Casual, Indie, Simulation
Developer:
Vyacheslav Shilikhin
Publisher:
Vyacheslav Shilikhin
Release Date: 2 Aug, 2017

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Minimum:

OS: Windows XP\Vista\7\8

Processor: 1.2 Ghz or faster processor

Memory: 1024 MB RAM

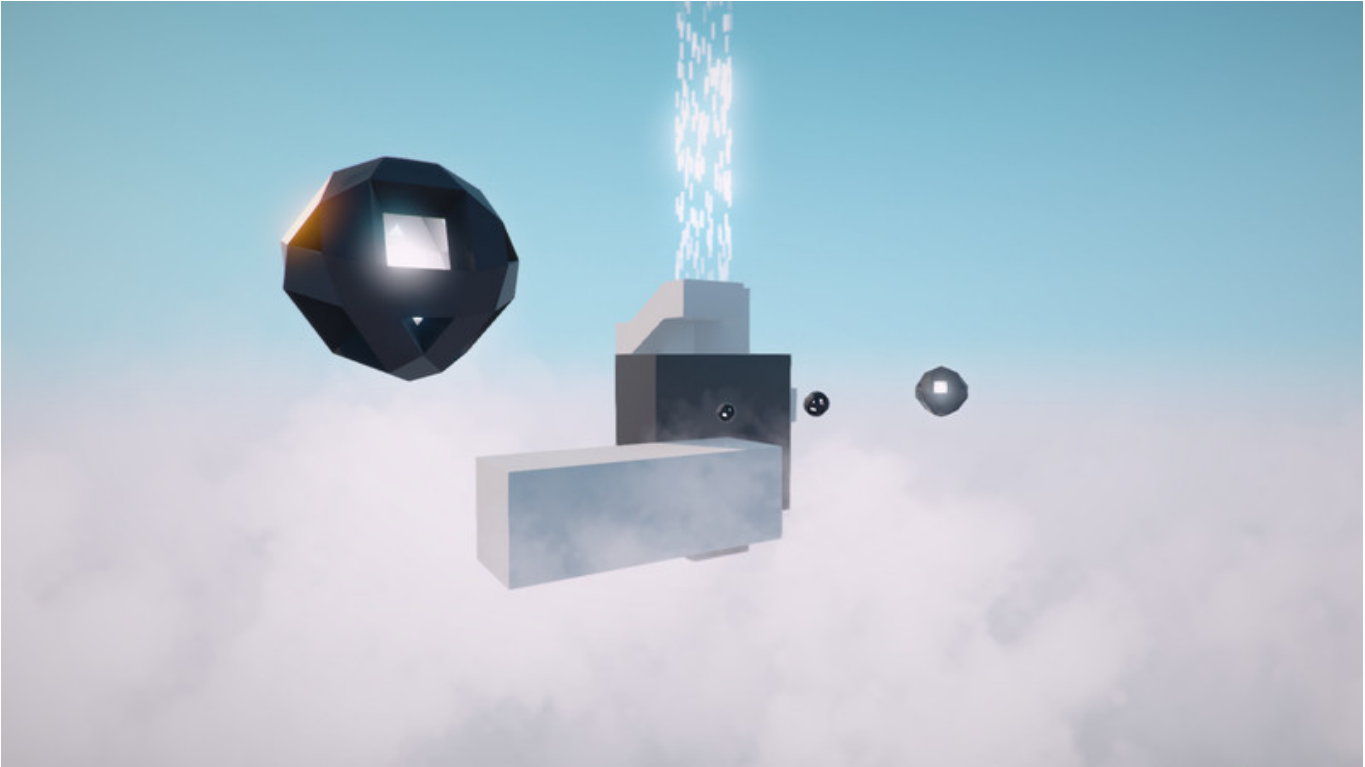
Graphics: 300 MB

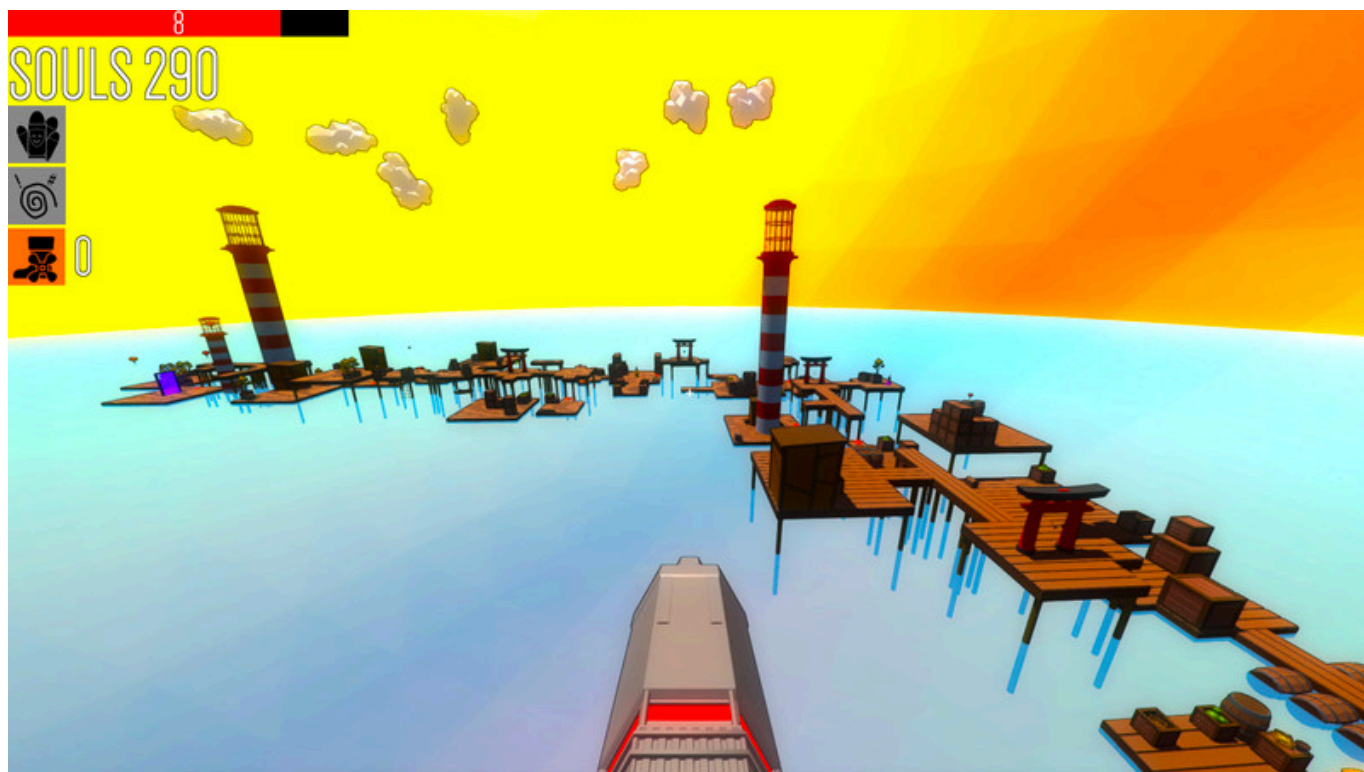
Storage: 150 MB available space

Additional Notes: Keyboard and Mouse

English







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Really great for someone who is just starting off as professionals. Personally I use it for messing around but I'm sure it could be turned into so much more. If you are looking for a good music editing/making software I would most definitely suggest this.. Bullet-hell with "eh" controls at best, a small playing screen, weird boss progression, not much content, and an arcade-style highscore screen that appears after you die that you have to complete to move on and I've only been able to get past once because it's so confusing and I randomly hit buttons until it went away.. Fix the crashing.. Way too expensive, but also the best Tropico DLC. Get it on sale.. An entertaining documentary that provides a glimpse into the (often eccentric) people behind some of the most entertaining and interesting indie games. It focuses heavily on the machinations that influence these developers' art. Unexpectedly emotional - touching on personal loss and the unfortunate rise of misogyny and on-line abuse towards female, homosexual, and transgender people in and around the industry of game development.

Well shot with a nice score. The streaming quality was superb.. What Worms in 3D?

Yes, it works but it isn't the best. When it was first released I played it on PS2 and it worked good. On PC it's nearly the same, except the stupid controls. You need to change your keysettings here and there to have a good feel.

The graphics look good. The Worms never looked better in 3D. They can wear hats and who doesn't love hats?

The maps are still fully destructible but not physically affected. The mechanic to build your own weapon is cool but you would expect more. I still recommend it if you have friends to play it with.. It crashed after play 8 hours and never get it start again.

And Steam won't refund it. Think twice before you buy it.

First thing I need to say here is that I bought this game willingly and knowing that it is in early access. Keep this in mind. These are simple observations for constructive use. Not pointless criticisms. I LOVE the concept of the game but in this current state it is obviously very raw. This is more of a first impression than a proper review.

To the developers; the "Quit" button does not work in the main menu. Click = nothing happens
Also, menu options only being outside of the game itself is not a good way to construct your interface. I have no real experience creating video games so I don't know how easy/difficult it would be to fix these things but these are just simple aspects that could end up making or breaking your game.

I have found even in the small amount of gameplay I've engaged with that there are many animals that will not attack or even run away when you shoot them. I eventually found my way into a valley after having spent some time gathering animal parts/rocks/trees etc. and ran into two wolves attacking a deer that was running in place. I killed one wolf and punched about 12 rounds into the other one, to no effect. The deer did not die either and there seemed to be a rather large hit barrier around all three of them, preventing me from getting too close to them.

As I mentioned above, I am aware this game is one day out of release. But I'd like to support you guys as much as possible in terms of reporting bugs/fixes/possible changes. And as you know, there will be a LOT of them.

I am very interested in the concept of this game and I have been hoping for a Red Dead Redemption-esque PC title for a long time. You have something here that has amazing potential. I sincerely hope this game gets to full release and contains everything you've proposed.

Will give a rating upon further releases.. Woah! Holy! Jeez Louise! Kwite the game and the days go by. Much appreciated.. This is amazing!

I can play this game with those specs : 2 GB RAM Intel i3 540 3.07 Ghz Geforce G210

Perphaps can you add a Options and Start menu? Like play, settings and exit

9/10. Graphic 9/10

Controles 2/10

Story 4/10

Overall 4/10. Slide three different colored blocks one at a time or rows to match 3+ and win a date. In about 30 minutes, you can see everything you need to know about this game. While it is a competent presentation, and a good puzzler with a nice but not too harsh challenge, the theme is strange and unnecessary, and the 30 second music loop makes it unbelievably annoying. It's ok for the price. But it doesn't keep me playing longer than 10 minutes. (The rest of my playtime, I managed to unlock all achievements as well.

Follow my curator at <http://store.steampowered.com/curator/28337205-Fair-Minded-Witness/?appid=698830>. If you love UK Railroads, especially older ones, you won't be disappointed!

The Class 37 is very well made and fun to drive & the Scenery is just gorgeous.
I'd love to see more Services with the Class 08 in the future though.

Performance wise i get between 65 - 85 fps with a Gtx 1080, i7-4790k.

. A short dungeon crawler game. A Bad copy of the Legend of Grimrock. Just for one time play for the fans of the genre...Many free DLC maps of the LoG 2 are mach better then this game. I do not put a minus only for the efforts of the author. Not what i expected, It's more a cultural lesson in japanese than a visual novel, but still quite enjoyable. I reccomend this game if u want to learn some more about traditions and customs in japan, but not if you are looking for a gripping story. there is no real point in doing both routes since they almost identical which is a big minus in my books.. Papers, Please: The Less Stressful Edition.

When it comes to it's theme, this game tackles similar topic as Papers, Please, the topic of social issues in a socialist state-like setting. It's even similarly short - according to Steam, it took me just 99 minutes, or a bit more than just an hour and a half, for a single playthrough, although there are multiple endings, depending on your in-game choices, just like in Papers, Please. The two even have similar art style.

While they tackle similar topics, the way they tackle them is different. While in *Papers, Please* the main character is working in border immigration control, the main character in this game is the boss of a local newspaper who decides which topics will be covered in those newspapers and in what way. This game also drops *Papers, Please*' time limit in it's "levels" and the mechanic where the main character needs to take care of his family's well-being. These two differences result in a much more relaxed gameplay, where the player doesn't need to worry about his or her performance that much.

About the endings: it appears that each part of the country (though it actually appears to be a city in this game) receives it's own "ending", which one exactly indirectly depending on which news the player decides to cover and in what way. At the end, all these "separate" "endings" are then combined into a single ending, which reminds me of *Long Live the Queen*, another game that appears to pull off something similar.

All in all, I think this game deserves a solid 8/10. It's not a GOTY, but it's not bad either.

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