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About This Game

Ride waves to success in a game that never sleeps! As this dinosaur, you must undergo the underdog's journey and overcome your rival the only way you can, by surfing. Surfasaurus is a community simulation video game, in which you live in a tropical island town as a lovable brown t-rex, carrying out various tasks and working towards being the 1st ever surfing dinosaur! The game simulates the game systems' internal clock and calendar to project a realistic passage of time. As the brown dinosaur, you'll interact with various people and see the town come to life throughout your playing. There's a lot to do and a lot to customize, a basement to fill with posters and dolls, trading cards to collect, surf boards to select, and special costumes to wear. You can participate in weekly events, such as shopping, trivia games, card trading and more. Follow us on facebook for clues to getting an exclusive costume!

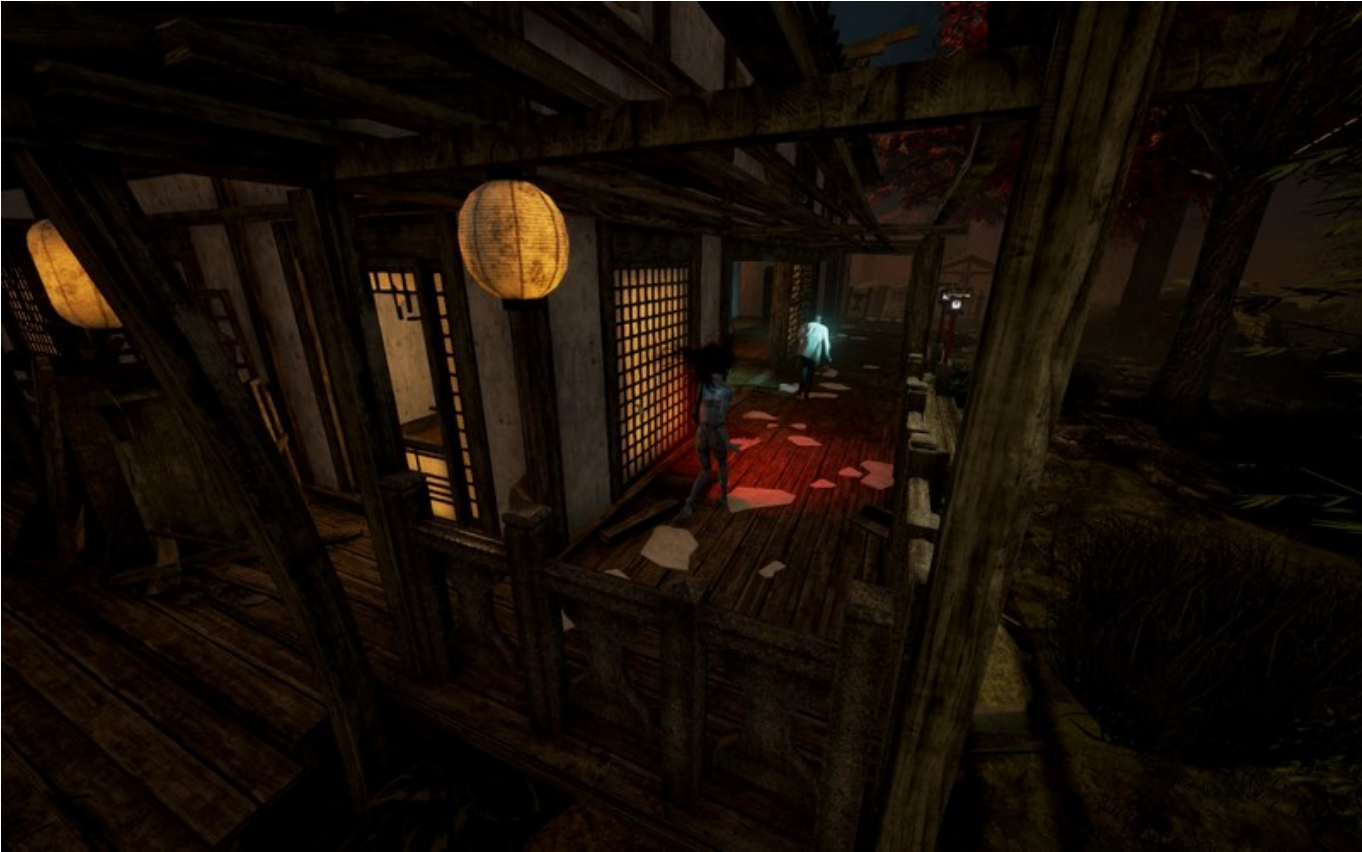
- Simulates the game systems' internal clock and calendar to project a realistic passage of time.
 - Participate in weekly events, such as shopping, trivia games, card trading and more.
 - Undergo a true underdog story and overcome your rival.
 - Detailed surfing system to impress judges for big scores.

Title: Surfasaurus
Genre: Casual, Indie, RPG, Simulation
Developer:
Red Triangle Games
Publisher:
Red Triangle Games
Release Date: 1 Aug, 2016

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English







If you like pokemon and strategy games then Wills and Wonders will scratch the itch. Lots of monsters to catch and level. Quests bring more minions to lead in battle. Solid indie game for the person who likes a good turn strat game and upgrading parties. Give it a whirl :). The gameplay is very funny,. It's pretty much Flatout/Blur. Not a bad little game. Pretty fun. Im enjoying the Linux support :). Incoming Forces just isn't fun, the tanks handle terrible, making those segments frustrating while the air segments are mostly trivially easy. The first game comes with it, and while it is enjoyable, it's short and not worth the price.. I thought that this DLC was pretty cool bringing back connections to the previous two games although it doesn't do it in a satisfactory way and kinda gives you blue balls as it just doesn't deliver a good idea. It more so harps on the idea of Lara's issues and guilt with everything she's done yet shes not even phased and then you have to go through this hellish tomb.

- +New tomb
- +Tomb is challenging
- +New outfit
- +New pick
- +New side quest
- +Don't have to get gold on the time/score attack
- +Remnants of the past game
- +Co-op

- Don't really like the new outfit or the new pick
- DLC can be finished within 30 mins to an hour and really isn't worth \$5
- Dialogue in the side quest is very brief
- Personally found the tomb to be annoying how sometimes when you'd go to push the stones back over the spike traps they'd sometimes trigger way earlier than they're suppose to when you're pushing the device. Also the drums insta killing you when you're on the edge and not even making contact???? Especially didn't like how dying would set you back and you would have to re-do the part of the tomb each time you died even when you progressed to the next part
- Overall plot spoilers I'm not sure how I feel about Lara having another Nightmare DLC??? She had one in the last game about her dad and was being chased by like zombies if I remember in her house and then her dad turned into a giant demon spirit and tried to kill her some weird Now this game she focuses on how her mom's dead too and has some brief flashbacks of what caused it with no dialogue and then has to swim through this cool section of past dead antagonists and then you have to fight all your past enemies from the past games. I liked how Anna grabs you but that's it??? I didn't like the part with the graveyard I felt that with the huge lit up gate that you had to get in there somehow but instead had to dig up Jonah then Lara has some evil version of herself telling her to kill herself because of all the death that follow her but Lara just shrugs it off as I didn't mean to I did it was just weird and handled poorly especially the voice that the Evil Lara has sounds lame.

I was hoping something more cool like the past game's Nightmare DLC but was met with a brief side quest, and ugly pick and outfit, a hard tomb which wasn't very fun, and a poor look at Lara's past for \$5 within 30 mins was pretty meh.

. Everyone's saying the same things, this game has an (u n b e l i e v a b l y) high amount of potential, but its managed to either lose parts of it in certain areas or improve upon that same potential without actually GIVING the community anything really impressive to look at. I would've still played this game had there been on lean mechanics or a new engine, but given us an actual coop with... y'know, LANDSHARKS. But its hype has just been lost into a death march of a developmental roadmap. The speed at which the game is progressing at scares me, just how long does the game intend to make people wait for more cooperative content? Why did they pull a fast one and put more effort into their multiplayer PVP environments? Now with the engine update and minor features tweaked/refined, will we be seeing less strenuous changes at a more common pace? Nobody knows. And that's why the game suffers.

BUT: I somehow keep coming back to play it. The daunting tasks offered in both cooperative missions with the difficulties chosen by the player or his team make for tense moments in this game. The somewhat repetitive but horrifyingly fast pace enemies can make the first few slow stages of a mission feel dreadful. I just wish there were more opportunities to feel these

kinds of things in a cooperative environment instead of just sitting through the same 5 or so entertaining missions, and then the less-than-satisfactory challenges which are simply an excuse to show off different lighting qualities of a map.. Game crashes when I try to play the first level. I wrote on a forum and waiting for reply. I DO NOT recommend the game so far.

Buy this for the normal Incoming. It's fun for some Semi-mindless action. That game is worth \$10 on it's own.

♥♥♥♥ Incoming Forces.. I'm finding this game unplayable since the camera just isn't working, I have no idea what's happening but i just cannot play the game. It seems like a cool concept of a game and im sure i would enjoy it if it worked. I tried the game again later and now it just keeps crashing when i start a level.. look... this game is for those with nostalgia for the 90s, not for everyone. But it is pretty fun.. the new map is good for tourism so i dont complain. Fun overall, hard game to make fun ill say that. Graphics suck but fun overall 7/10. A great techdemo, a mediocre game at best.

All you do is deforming stuff and spouting water-like stuff to solve basic puzzles. I got bored quickly, but if you are into experimental sandboxy games give it a shot.. i've been waiting a long time (Multiple years) to finally play this game as japanese is not a strong point of mine, Despite the large amount of mis-translations V typesetting errors, the game is still readable so i have no complaints because of that!

Currently 8.7 hours into the story and i've only hit Scene 41 in the story out of 219 (possibly less because there is no NSFW scenes in this version) so it gives off the idea that the visual novel is pretty long, i'd say 30 hours if i go for all routes (?)

A large thankyou to the company despite how much hate they are getting for there translations, i do hope they continue to translation more visual novels in the future because even whilst it's sometimes hard to understand, the fact that i can read it is still great!

ps: momiji is bestgirl

Update: 27 hours into this visual novel and i finally completed the main story!, my god am i overwhelmed by the story, one of the most brilliant and emotional ending's i have come across in a while from visual novels

This visual novel offers a brilliant experience for anyone who can play through the entire story!

ps2: Sakura > Momiji now, Sakura is the best girl!

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