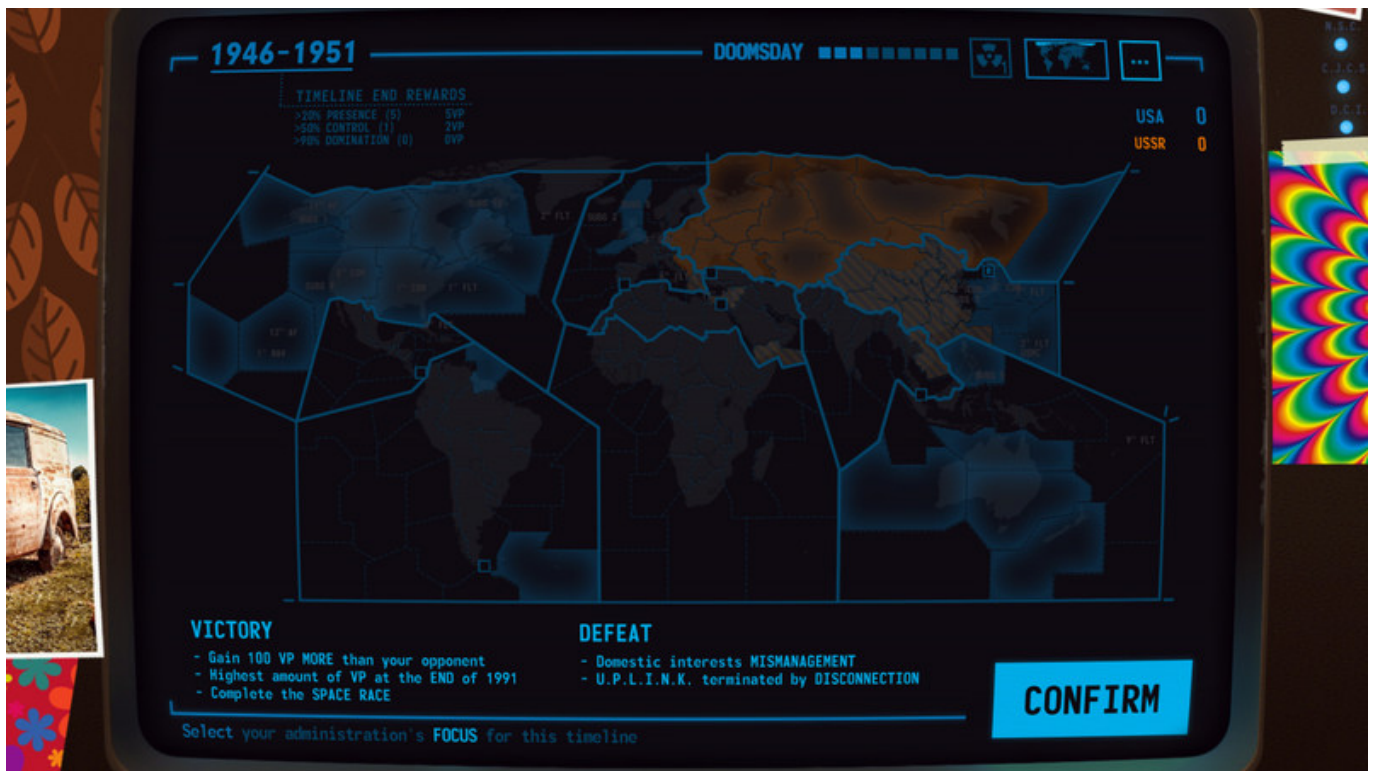

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About This Game

Bloo Kid 2 is a classic 2D retro-style platformer experience with **lovely designed pixel-graphics** and a **full chiptune soundtrack**. Run, jump and swim your way through **five** huge worlds with **twelve** levels each. Master **brutal bossfights** and discover **lots of secrets** in the world of **Bloo Kid 2**.

After rescuing his girlfriend from the hands of the evil wizard, Bloo Kid and Pink Girl enjoy life with their newborn "Pink Kid". But then, a whole new adventure starts just out of the bloo...

Originally released as a mobile game, Bloo Kid 2 now makes it's way to the world of Desktop Gaming. The STEAM version includes 15 challenging bonus levels that can be unlocked ingame when you have collected enough stars.

Bloo Kid 2 features:

- five worlds with twelve levels each
- handcrafted, colorful pixel-graphics
- a full chiptune soundtrack
- epic boss battles

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- tons of secrets

Title: Bloo Kid 2
Genre: Action, Indie
Developer:
winterworks GmbH
Publisher:
winterworks GmbH
Release Date: 6 Mar, 2014

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English,French,Italian,German,Dutch,Portuguese,Russian







I'll get straight to the point: Buy SH3 or SH4 and mod it. SH5 lacks a lot of features compared to previous titles, and is FULL of bugs. Yes, you can mod it to have more fun, but the effort I went through trying to get the game to actually work was not worth it. Plus you have to deal with U-Play's bullcrap to even run the damn thing. If you want a "modern" sub game, your best options right now are Wolfpack and Cold Waters.. Simple yet fun , "you kill them before they kill you" game. It's not something that you'll play for days but I liked it.. Feels like beta.. Tries to be deep and surreal, only succeeds in being confusing and sometimes nausea inducing.. I like the protagonist, she's cute somehow.

Works much better than the first one, no glitches with clicking ladders etc.

They got rid of the annoying Mr. Book.

Puzzles are much harder - yay!. Angry birds in space with Raccoon characters

Basically, you need to aim and release the mouse by considering pulling V pushing power in gravity. Crashes a lot.. The idea of the game is fairly simple: a rope spools taut from the bottom of the screen and you rotate the carved wooden sculpture in the centre of the screen to wrap the rope around it. The more of the sculpture you wrap the higher your score.

The game is complicated by the nooks and crannies of the sculpture, and the fact that you only have a limited amount of rope. Sometimes it can be hard to find the right angle to wrap the rope from and sometimes you will find the place you want to wrap to obstructed by the rope you placed previously.

There are no time limits and you can wrap and unwrap as much as you want to try and perfect your score. I find it somewhat cathartic in the ritual of binding the sculptures, and the fact that I'm free to bind them in whatever way I want means that the end result is somewhat individual to myself.

The only questionable parts of the game is that it can be hard at times to get the sculpture to rotate exactly as I like, and there are times when the rope ends up on the opposite side of the sculpture and I'm working blind as to where exactly the rope is. Overall though a definite recommendation.. Dev promised free MV support, but they instead put up another version on the store for \$25 making this one abandoned and obsolete

On these days "standards", this game would be (at most) a EA... Much potential and so few work/effort put on. Too many glitches (some of which are a bit funny, not that great graphics (even for the time), bad gameplay and mechanics... Even the game history is odd.. This is okay~ Feels like a WIP. Everything is super in your face, point and click \$14.99 is alot for what it currently is. This has potential to be crazy beautiful, I hope it will be worked on and updated.. A very beautiful soundtrack !. I mean this game is very basic. Arcade game, its fun to play once in a while.. Average quality casual tower defense style game, nothing special but the achievements are simple enough,, short and fun

I give it 8/10. Man! Does this game have potential. Man! Does this game mess it all up. I love the setting, and the design, and a lot of the artwork and everything. This game has a mind-boggling amount of potential. The main issue is...it's a pretty poor game. The shooting is strange, the animation is laughable, the graphics are pretty poor, and the controls are awkward. So sad. I'd love to see this game get a remake, because it could be an amazing game, if it didn't have so many issues in the gameplay itself.. An improvement on the first (two) games in many ways but a *major* step down in voice acting quality, and facial animations are incredibly poor: not nearly good enough to show the complex emotions characters need to convey to sell the narrative. Barely good enough to convincingly lip sync. So much effort has gone into other parts of this game it's astounding that so little effort has been put into this key element.. This game is like... really, really terrible. I hate giving bad reviews but even ignoring the borderline-offensive stereotypes and extremely hammy dialogue - the puzzles themselves are super simple. I felt like I was playing a kids game! The story was also pretty much non-sensical as well. Some of the art was nice... so it has that going for it lol

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