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About This Game

You play a young beardless dwarf who dreams about adventures and heroic deeds. Usually dwarves have beards, but for some mystical reasons beard of our hero is not grows. So he decide to make a journey with his friend the bat to solve this problem. During the game you control a group of units each with its own specialties and features. Units can get levels and transform into other forms by your choice. Combats is turn based but fast due to clever control system.

Key features

- Fresh battle system. It is turn based but feels like an action
- Hundreds of units. And you can get anyone to your team (even foes)
- Humorous plot and unique description of every game element
- RPG-elements like inventory and unit classes
- Units evolution and selection of specialization on every 5th level-up

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[/list]

Title: Bravada
Genre: Indie, RPG, Strategy
Developer:
Interbellum team
Publisher:
Interbellum team
Release Date: 22 Aug, 2014

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English,Russian,Ukrainian







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Cool little demo. I don't think the game is worth \$9.99.. This cheerful strategy RPG breathes new life into an old formula with goofy humor and some modern approaches to challenge progression. The most innovative games now include some built-in ability to fail, so that you can fail in big and small ways but still find reason to continue playing, rather than old RPGs which were either far too easy or so hard they encouraged obsessive Save Game-Restore Game loops. One of Bravada's smartest decisions was to make it tolerable to lose your party members: each time one of them dies, you receive an item that can let you copy any unit you encounter, so you can replenish your army with copies of either your current army, or any foe you face. This lets you try on all the units in the game, and incentivizes a manageable amount of death within your army.

Compare this to old strategy RPGs where losing a unit in a level gave you no risk-reward; it simply meant your army was weaker. Add to that many S-RPGs would give each character a minor storyline, and you essentially had no incentive to risk units, because if they died, you lost precious characters you had grown attached to.

Bravada has several challenge innovations like this woven into a deceptively "lite" feeling game. Really great job and I look forward to more games from this developer!. Bravada is an awesome little game.

The low poly graphics are great, the game mechanics are simple and easy to learn and there is this great "let's see what's next" sense to the game, since the composition of the characters you play with is dynamic and there's an evolution system in place for each and every character.

My only complain for the game is that it's too short. But yeah, you could always play the game again with different compositions for your team.. A really fun little indie game with a good sense of humour and a fast paced and enjoyable turn based battle system.. Not enough depth. I am kinda on the fence about how to rate this game, but first the technical stuff.

Played it on Ubuntu Linux 14.04 from the living room couch on the big TV. It went into fullscreen easily and I could see the text and important details no problem.

I had written a rather lengthy review where I recommended it, but then I deleted it right after I posted it. Even though I kept playing the game to the finish, the bottom line is there are too many better turn-based strategy games to be playing. The jokes were not very funny and most of the many items you can collect are not useful. There are better ways to spend your gaming time. This is a great game for kids however. My 10 year old loves it, so there is that going for it.. The concept is great, the character progression is fun, but the randomness of stupid elements like "falling rocks" make this game suck real bad.

Real bad.

Game is good but short. 5 hours and you are done.

It's a bit easy near the end if you have a good setup... 3 flowers + 1 turn W bombs on hero = easy game....

But one bug that prevent you to do any actions, that occurred to me 3 times, the game was running smoothly.

Definitely buy that for 5\$ or less. 10\$ is a bit high but if you want to play something "new" go ahead!.... Amazing game!

Simple yet in depth, this game does have the classic tactical RPG feel with a few great twists. Story is humorous yet adventurous, and i love the vibe of the main character! Worth the \$10 considering the replay value of the game, I played through a 2nd time on hard with a completely diff unit setup/stat build so it didnt feel like trudging through the exact same game twice.

Would love to see more content for this game (maybe an insane hard mode too?) and possibly multiplayer, this game has a lot of potential!!. Cool little demo. I don't think the game is worth \$9.99.. This was fun for a couple of playthroughs, on different difficulty levels. The story with the beard was pretty funny. The gameplay is solid.

The only downside is that the game is pretty short and lost replayability after a couple of times through.. Fun, and kind of funny. However, it's pretty hard, and the English translation is ... well, I'll just say it clearly wasn't written by a native English speaker and leave it at that. It's definitely not a bad game, it just could have really used a team behind it to polish up the gameplay and script.. Very funny and addicted game , would like a co-op mode ?. Bravada is an awesome little game.

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My only complain for the game is that it's too short. But yeah, you could always play the game again with different compositions for your team.. A really fun little indie game with a good sense of humour and a fast paced and enjoyable turn based battle system.. Ever since I first heard of Bravada I knew I wanted it, the art style really was a selling point and on top of that it is a turned based RPG, a genre i really like to play. However Bravada is more then just an RPG, it is actually rather more a (turned based) strategy game.

Still, there is another twist, the levels only go forward, in a straight line and you can't go back. You can place your companions anywhere you want, but you cannot exceed 4 lines. If you move all your team moves in the same direction unless they have an obstacle preventing them to move that way. Your team can grow to as many units as you can keep alive, each unit has their skill (the more typical RPG class kind of skills) and you can't upgrade their gear (you can for the main character). Except when they level up, it is sometimes possible to upgrade them to another kind of unit. For example a healer can heal one unit or you can opt to advance him so that he can heal multiple people but ofcourse less health will be gained. Units only have a limited field of effectiveness, so it is possible that your healer can't heal another unit because it is out of range. It's up to you to arrange your team in such a way that every unit can do its job in the best possible way.

Every level brings something new to the table, that way these simple mechanics keep the game fresh.

It's a funny little game, it doesn't take itself too serious and this is notable in the story (a dwarf on a quest for a beard) and it continues this humorous tone throughout the game. So, in case you expect a serious game, this is not it. I know some people are turned off by these kind of games, and sometimes it can be overdone, but i never got that feeling here.

Music, sound and graphics are all very well done. Simple, but effective.

I can recommend this game, it does what it does well. And if you manage to buy this in a sale it is super value for money, even though it is a bit short. I wouldn't mind a sequel at all.

The game works great on Linux\SteamOS, configure your Steam controller as a mouse and it works like a charm. The game is build on the unity engine and pops up a resolution selection screen at start, because of this it doesn't work with the Steam Link.

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