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About This Content

Never Split the Party is an ultra social rogue-like! You're **one of four adventurers** entering an epic dungeon to take down the evil vampire known only as **The Countess**, who killed your parents and is now constantly bombarding you with insults.

The **Fellowship Unlock** permanently expands on the base game and unlocks additional **classes** and **benefits**.

Included Character Classes

- **The Rogue** - **Fast** movement; Keep an eye on this one. He's for you if you are impatient and he's great at dodging.
- **The Mage** - Weak defense but **Strong Damage**. A great class if you're good at dodging.
- **The Ranger** - Weapons have **Pierce** and can cut thru entire groups of enemies with ease.
- **The Mercenary** - The **Greediest** of classes. Every coin found will increase your damage.
- **The Beastmaster** - A **Familiar** based class where your vicious pets will deal extra damage.
- **The Paladin** - Features a variety of **Team Boost** abilities that enhance the performance of every player in the room with you.
- **The Lancer** - A **Sniper class** for those who who like to take careful aim and pick off the enemies one by one.

Included Challenge Modes

- **Bomb Craft** - All players have **Shots are Bombs**. You'd think this would be OP but team damage is on so it's very tricky.
- **Player vs. Player** - FFA **Deathmatch** FTW! Killing a player gives you 1 point. Killing a boss gives you 3. Don't let them run off with your upgrades! Enemy health is halved and pickup drops are doubled for extra fun.
- **Epic Dungeons** - All dungeons have triple the number of rooms.
- **Four Black Mages** - A challenge from the distant land of World A.
- **Race Against Time** - All players take damage every 3 minutes.
- **Full Plate** - Very Slow, High Damage, High Health.

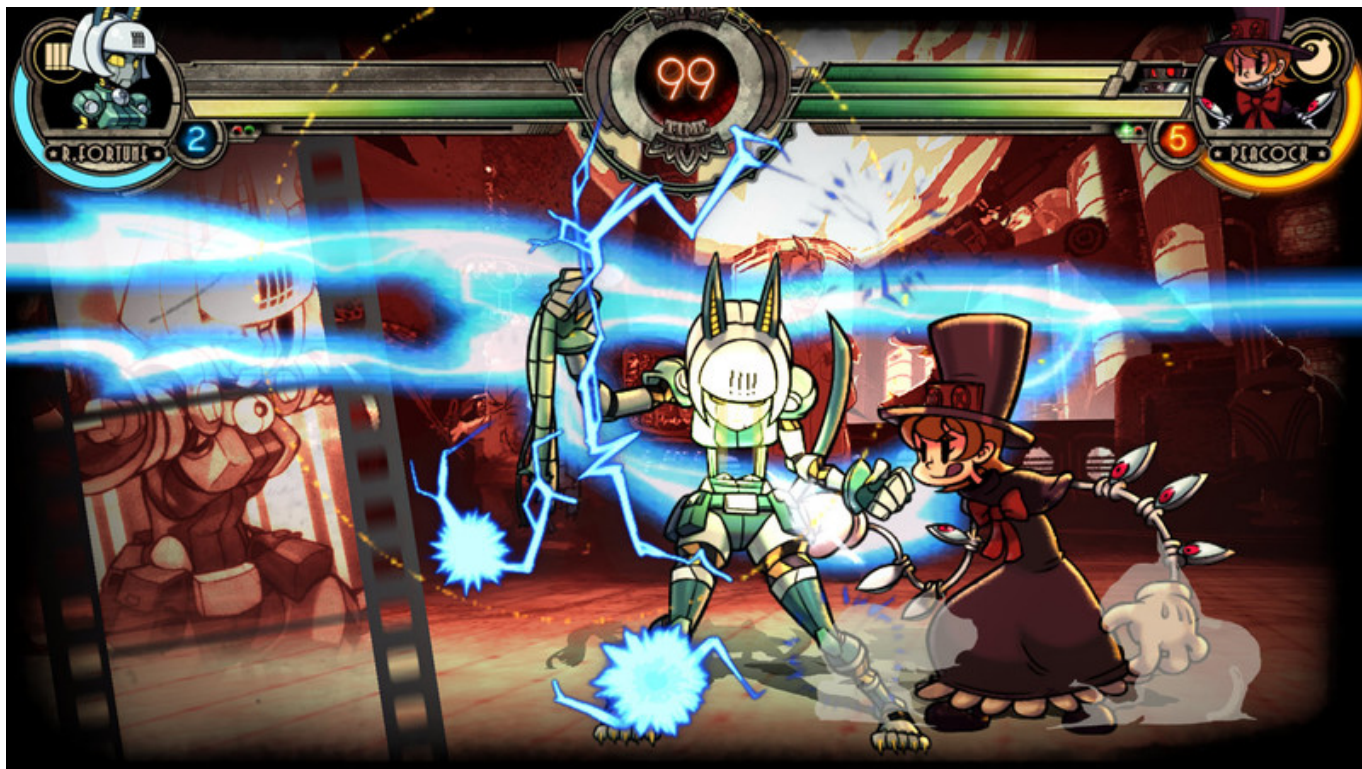


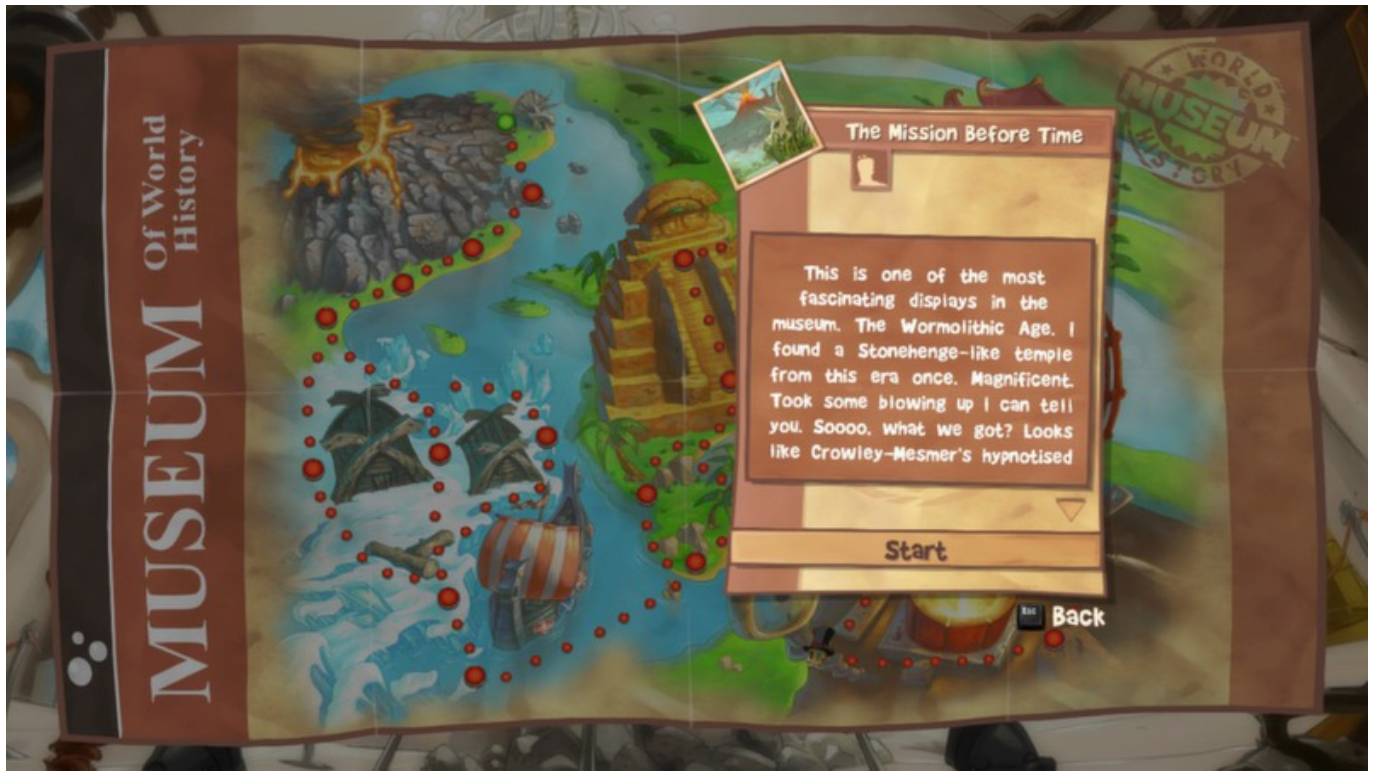
Title: Never Split the Party: Fellowship Unlock
Genre: Action, Adventure, Free to Play, Indie, RPG, Simulation
Developer:
Legend Studio
Publisher:
Legend Studio
Release Date: 14 Sep, 2018

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English, French, Italian, German, Arabic, Bulgarian, Czech, Danish, Dutch, Finnish, Greek, Hungarian, Japanese, Korean, Norwegian, Polish, Portuguese, Romanian, Russian, Simplified Chinese, Swedish, Thai, Traditional Chinese







It's basically Myst, the alternate version (references to this and KSP at the very end of the game).

Play if you want to chill with some puzzles and aren't afraid to dig out pen & paper to take notes - buy on sale for around 15 euros or less.

Also, you can do drugs. Have fun.. +Local Co-op Puzzle

+Can play solo

+Creative!

+Somewhat Difficult puzzles at times.

+Great Price for Content

5/5

Complex, Fun, Great price, and great for puzzle lovers. If you have someone to play this with this game is a definite buy.

If you liked this review [Click here and follow for more reviews of VR titles. And Click here if you want to request reviews on other VR titles..](#) [It was really great to not play to become a hero, or a king/queen, but to uptain godhood. The story was capitvating and it was nice to see your choices really mattered and had an inpact on the story. Your choices really matter as it can determine what kind of god you will become.](#)

[The text is easy to read and udnerstand, there is a nice balance between the length of the text and language. Not to mention all your choices that keeps you engaged and on your toes.](#)

[I can reccomend this game greatly, i really enjoyed it and i hope you will too!. It's good to have games exploring new kinds of narrative experiences.](#)

[But new doesn't equal to good.](#)

[Here, it mostly doesn't work.](#)

[It's like seeing a montage of the "best" scenes with everything between them cut out. You walk and then, you're teleported somewhere else. Each scene is between a few seconds to less than 5 minutes long, so, even if you have the time to click to trigger the next scene \(when the game doesn't force you out\), there's a feeling of something rushed that lingers.](#)

[It lacks the binder to appreciate the scenes.](#)

[Not having a line of dialogue doesn't help understanding what's going on, especially with all the forced symbolism thrown to you.](#)

[You don't even always have the time to read the important pieces of information \(like your first assignment\) as the game leaves you only a handful of seconds before it switches to the next scene.](#)

[I had to replay this scene and even then, I didn't get all the text in one try.](#)

[Too bad, especially when it's a very important part of the story!](#)

[And when you witness, then replicate, illegal actions... Come on, you're a FBI agent! You cannot do this!](#)

[A lot of things don't make sense, too.](#)

[I'll stop here. You understand how disappointed I am.](#)

[The base idea wasn't bad, but the realisation doesn't follow.](#)

[It could have been a lot better if it didn't try to be mystique. \(LSD trips, really?\). Lovely little game that just lack a tutorial.](#)

[Surprisingly Amazing.](#)

[Despite being only 3 songs, this is probably the best out of all the eu4 music packs.](#)

[Recommend.. Well this was disappointing...](#)

<https://youtu.be/efRrOso1tIE>

Cargo Cult was supposed to be a loot based shooter like Void Rangers. At least that's what I thought. It presents itself as a loot based game IMO but admittedly the Steam page does mention upgrades and unlocks. So part of the fault is mine for making assumptions.

The good:

I liked the steampunk look. The minigun looked and felt great.

The music really fit the world. Very light and whimsical.

Butchering Donkey Kong and his family for their lunch money!

The not so good...

I don't really know what was missing, just that there was some sound cue that wasn't there. Probably enemy attacks and some flight noises especially when enemies were off screen. It's very distracting to not have those sound cues that you would expect.

It could also have been that the BGM was so loud that it drowned those other sounds out. The desktop audio is - 15 db and I've got a + 7 db gain on my mic audio and there are still times I'm getting drowned out.

The lack of challenge or depth. I did die once due to me not paying attention. Once I planted the shield in front of my chest, I was unkillable. The gameplay just felt bland.

There are only 3 'levels' or 3 boss fights at the end of a series of waves. All of which are in the same level/world where you follow a linear path through floating rocks. All in all, without the death it lasts about 15 minutes or so.

In the end, Cargo Cult: Shoot & Loot is far from a \$14.99 title and it feels like a bit of a cash grab to me. There have been updates since launch but they appear to be very minor. Steam Trading cards and small tweaks. This may be something to pick up on a sale but honestly there are much better titles out there for less.

I'm all for supporting devs and paying a fair price. The game should be worth it though. Cargo Cult: Shoot & Loot isn't one of those games.. Best engine for making 2D web games, hands down.

Making a game is simpler than other engines (Unity, Godot, etc.) and programming is easier to understand. Also allows you to inject JS extensions so that you could use other APIs.

I've built Facebook Instant Games using GMS2 Web and they all work great.

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