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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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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.. Nice casual and fun to play. I really enjoyed it. A bit short. Nice artwork and sounds. You get really excited when it comes to promoting your units. Some parts were challenging. Some were relaxing. In the end I do not regret any moment spent with Bravada. Cheers!. Curator Review:

This turn-based, party-based, strategy, RPG is a relatively unknown. Take control of a Dwarf without a beard who is on a quest to find his beard. Gain party members and push your way to the mythical flower that always seems just ever out of your grasp. This game is certainly unique and is priced at US\$10. It is worth a playthrough if you are a fan of the genre. 6/10

<https://youtu.be/sfZ4GLo5KcU>. 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!. Fast, simple, grid-based strategy game. Worth a buy.. This is a terrible game, don't waste your time or money. Very simplistic and not fun.. For a moment it was a joyable but most of the levels are pretty long and they just keep repeating same stuff over and over and over and over and over again. Get it? It's pretty boring.

Idea is great but implementation lacks some aspects, like explaining what the actual item does before you spend your last money to buy it from the random shopkeeper that you meet in some random level.

With a proper level design and polishing this could have been a really good game but unfortunately I wouldn't spend my money on this if I could choose again.. Real time strategy games often just make me feel clumsy and stupid. Turn-based strategy games tend to take forever.

Bravada, on the other hand, speeds through the repetitive bits, while also giving enough time to carefully outsmart your enemies in the dangerous parts. It's a best-of-both-worlds solution and I'd love to see it applied to something like Final Fantasy Tactics or Fire Emblem or Disgaea.

. This is a terrible game, don't waste your time or money. Very simplistic and not fun.

A really fun little indie game with a good sense of humour and a fast paced and enjoyable turn based battle system.. Beauty is skin deep and so is Bravada. Screenshots do not give this game justice, it may not look much on its surface, but deep down is an addictive, fun and very challenging game.

<https://www.youtube.com/watch?v=j8DDh4qwqJw>

Once you grasp the mechanics it's like a gust of wind hitting you in the face and the game opens up with endless possibilities. It's superb it really is! - Why are you reading this? just get it now!

Bravada was chosen as Best RPG/Adventure on Intel LevelUP Contest 2014 and will be presented at PAX East 2014.. It looked like a fun, easy to play strategy game.

Instead, it's a poorly programmed game with weird rules that aren't explained anywhere. I had no idea what I was doing while playing the game beyond bumping into the enemy. Mysteriously, some of my troops would disappear for no reason that I could determine (they had plenty of health).

Games are saved automatically at certain checkpoints, which is a bit annoying as I prefer to save when I choose. I gave up on the game when it decided to wipe out my most recent checkpoint.

. Cool little demo. I don't think the game is worth \$9.99.. It is so good, that you even start to enjoy its decadent humour and simple art style.

A linear H&S party TB RPG with rogue style combat+movement, big emphasis on formations and tall upgrade trees. The graphics are simplistic and there is not much animations, but then you start to see all as a figurines on a board game. The amount of upgrades and the tactical depth were big enough for me to finish it three times in a row with completely different playstyles. (I played in all three available languages.)

It is the best game of the 2014.. 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 didn't 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!!!. The concept is great, the character progression is fun, but the randomness of stupid elements like "falling rocks" make this game suck real bad.

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. 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.

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

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