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About This Game

Saturday Morning RPG is an episodic JRPG set in world heavily inspired by 1980s Saturday morning cartoons and pop culture. Players take the role of Martin "Marty" Michael Hall, an average high-school student who has just been granted an incredible power - a power that ultimately leads him to attract the ire of the world's most notorious villain, Commander Hood! *Saturday Morning RPG* features a full soundtrack by legendary composer Vince DiCola (*Transformers: The Animated Movie*, *Rocky IV*) and his composing partner, Kenny Meriedeth (contributor for *DuckTales*, *Power Rangers*, *X-Men*, and others).

TECH SPECS:

- **Episodic Gameplay:** The story and gameplay of *Saturday Morning RPG* takes place across several episodes, each of which tells a complete self-contained story. Players can play any episode in any order, at any time! All of your stats and items carry between episodes. It's a unique spin on the tried and true New Game Plus mode. On top of that, small decisions made in some episodes will carry forth into others – adding a layer of replay to each episode. Five episodes are included!
- **Active Turn-Based Combat:** *Saturday Morning RPG* draws quite a bit of inspiration from games like Nintendo's *Paper Mario* series. Battles in the game are turn-based, but the player is always participating by actively defending against attacks and completing reflex tests to power up their own assaults.
- **Defeat Enemies With Regular Stuff:** Marty fights all his battles in the game by channeling magic through everyday

objects. Use a pack of striped gum to summon rainbow zebras that trample your foes – or call upon a transforming action figure to morph you into a semi-truck!

- **Nostalgia Fueled Everything:** Everything in *Saturday Morning RPG* centers on nostalgia. Marty receives his magical abilities thanks to a certain kind of garish plastic notebook, he can equip scratch 'n sniff stickers to get statistical boosts, and he'll traverse worlds inspired by the entire gamut of Saturday morning cartoons.
- **Endless Battle Mode:** Take on wave after wave of enemies in an endless survival mode where resource management becomes everything!
- **Optional Arena Battles:** Take on powerful enemies in optional arena battles. Two fights are currently included, with more coming as free updates.
- **Controller Support:** Full support for game controllers.
- **Steam Achievements and Trading Cards:** Earn over 70 achievements and collect 8 trading cards.

Title: Saturday Morning RPG
Genre: Indie, RPG
Developer:
Mighty Rabbit Studios
Publisher:
Actigame Publishing Corp.
Release Date: 29 Jan, 2014

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English







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I am actually really disappointed in this game. And you may be thinking (oh well why do you have so many hours than?). Lemme tell you way. Back in like 2014 or some crap. This game was the best free soccer game in the steam market. (for me atleast). one of the things that was amazing about this game was the size. It was pretty small. Which means you knew almost everybody that played the game that was good. Sometimes they even joined your game. But now, they disabled all of the servers and you can even play the game! If i had a time machine I would go back and not only save the world from the end of humanity itself when it comes to the point when US and North Korea go ahead and start bombing each other, but also go and play this game. I really wish we could play this game again. 3/10 (I rated it more than 0/10 because of the memories of the game).. Good WW2 flight simulator. Nice graphics and customizable diffuclt. From the makers of the famous IL2-Sturmovik. Wow! GTA 6 looks great! Well done, Rockstar!!! 10/10. This game is short, but worth the money. Puzzle aren't easy, took several breaks while working on it. Like the art style, and the story as well.

Definitely recommend it for a refreshing mind.

. Fun, relaxing game with a crafting system and combat system and story that were all deeper than expected

Dark souls - Praise the sun!!

Salt and Sanctuary - Pass the Salt?

good gameplay design, well designed boss battle.. This game ranges from bland to un-fun.

The mechanics are overly janky, the physics are unpredictable, and the story doesn't land. Some of this game might be based on skill, but much more of it is based on patience.

Many of the little things give away the lack of polish in this game: Instead of just tapping right to progress through levels, it requires inputting different directions on the gamepad to follow the arbitrary "map" layout; every single title card is too long, with multiple stretches of dead air over a still image; while you can skip animations by holding "B" the game is going to assume you want to watch it regardless of how many times you've been there; and in those semi-cinematics there's a surprising amount of pop-in with the animation... The tutorialization is simultaneously too present while also glossing over important elements. There is one song on loop for all of the menus, but there is absolutely no music in-game. And that's all *IF* you can even *play* the game. Until I manually deleted a config file, the game wouldn't register inputs from my gamepad, and looking at the forums, this is a regular issue. Judging by what people say, the devs are largely unresponsive, so I don't have high hopes that any of these issues will be resolved.

I put in the time to try to have fun with this game, and it fought me almost the entire time. Looking back in it, if the achievements are a reliable metric, I've given it a better shot than 9 out of 10 people who've played it, and I did not have a good time. Some games are frustrating, but you learn to overcome the issue(s). I did not find that balance with this game.. Didn't get past the terrible tutorial. Trying so hard to be funny, didn't bother to explain the game. Lots of attention to useless things like ATK means attack and no attention to the core mechanics. Tried playing for a bit but not intuitive at all. May try again unless I'm busy cleaning the grout in the bathroom with a warped toothbrush.. this is a great tool. actually a good Heroes expansion, which is a standalone version. Campaign is kinda not the best one, but it's not the worst one either.. Terrible game, I payed 30 cents by getting a discount through crafting a badge, and I'm getting it refunded. I get that it's supposed to be a funny parody game, but it's not funny at all. Gameplay is awful.. Uninspired fetch quests, a gimmicky concept ("ooh, we're playing the game out of order"), braindead battle difficulties, and immature characters. If you want to watch every anime ever made and play every JRPG in existence, you might enjoy this. I am picky and did not.

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