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About This Game

The Sceptre of Gods - a primeval symbol of power wielded only by the greatest leaders of the most dominant ancient civilizations in Central America. Legends state that whoever possessed the artifact would be granted divine wisdom and eternal life. Scholars even claim that without it, the Aztec Empire would have never come to flourish.

While most academics considered it to be a myth, a world famous archeologist Tomb Jack recognized there could be some authenticity to the story. After years of research, shrouded in secrecy, he led an expedition to prove the artifact's existence and bring it back to the civilized world. He was able to discover an ancient crypt which led him and his companions to a place none of them could have imagined, even in their wildest dreams. Unfortunately, after many months, none of them returned and soon, all were proclaimed dead.

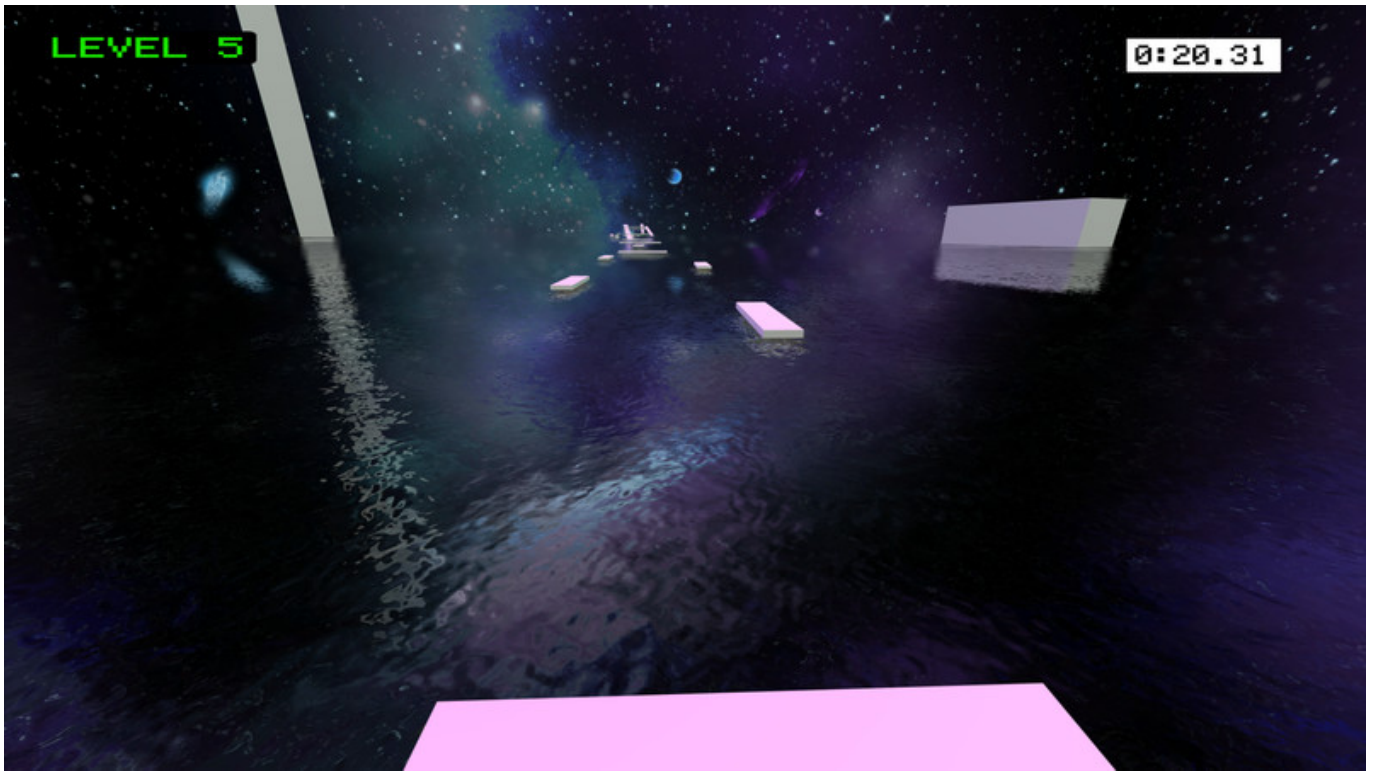
Years later, Tomb Joe, renowned archeologist and a fearless adventurer received a mysterious letter addressed to his long lost father. It only contained two things - an ancient map and a golden medallion engraved with the symbol of the Sceptre. While the medallion piqued his interest, it was the map that made him act. For the first time, he learned the destination of his father's expedition. There was no time to waste. Not an hour later, Joe was already on his way to Central America...

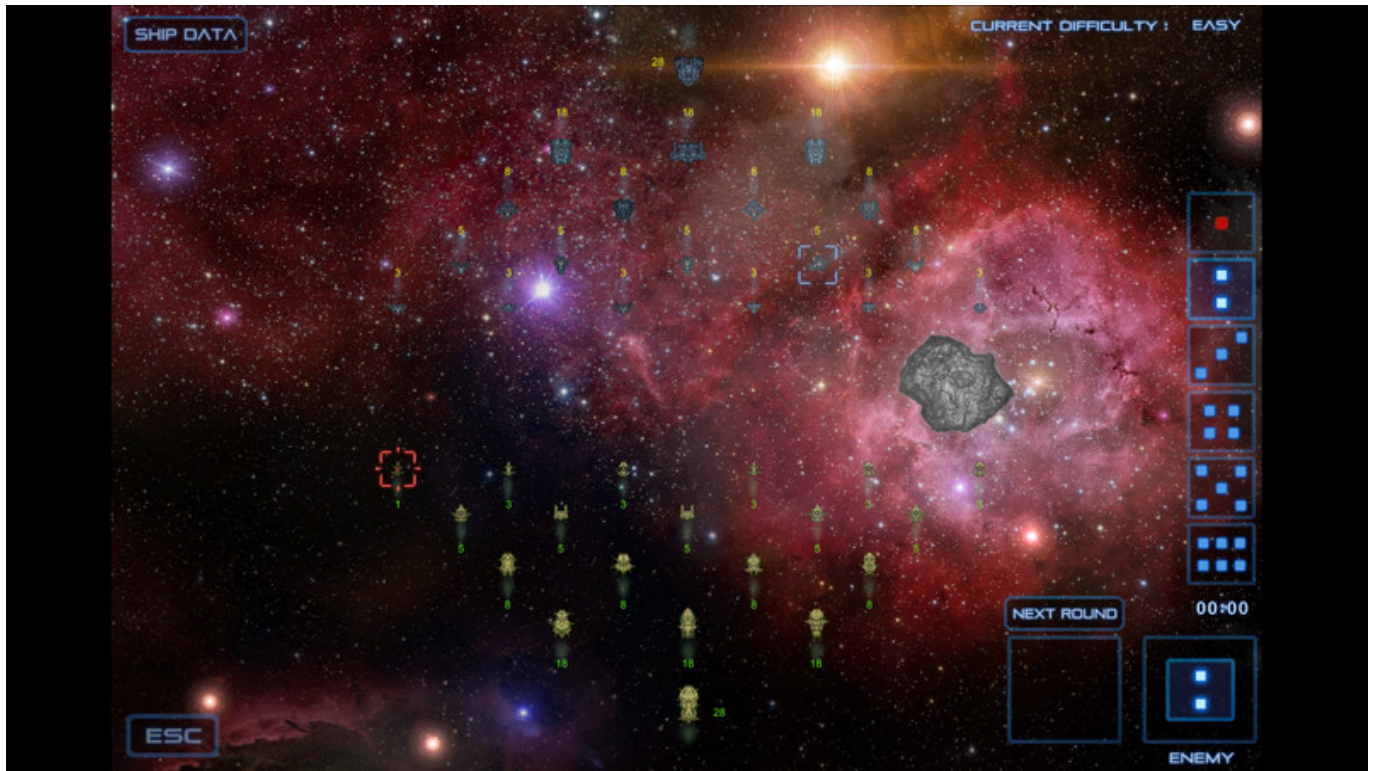
Embark on a journey to unravel the mystery of the Sceptre of Gods and Tomb Joe's father's disappearance. Armed only with his sharp wit and his trusty whip, Joe will have to face deadly traps, dangerous wildlife, and the best soldiers of the Reich to reach his goal and bring fame to his father's name once again. If he allows the Sceptre to fall into the wrong hands, whole humanity could be doomed. Travel through exotic environments, explore long forgotten tombs, fight or sneak your way past vicious enemies, solve puzzles and try to discover the secret behind the mysterious artifact in this thrilling action-adventure parody platformer.

Title: Tomb Joe
Genre: Action, Adventure, Casual, Indie
Developer:
Amaterasu Software
Publisher:
Amaterasu Software
Release Date: 23 Apr, 2017

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English







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I enjoyed this on my iPod years ago. As a PC game - as someone who bought it after the whole microtransactions fiasco - it is horrible.

They removed the frames which allowed you to see whether an element could be used. The game is, therefore, completely random clicking or a guide after the first 50 elements. How am I meant to guess that 'russian roulette' is an element but, say, 'oxygen' is not?

It's dull, repetitive, and lacks any sensibility.

. hooooooooo hhhhhhhoooooooooooo. My childhood! Thank you for bringing this back! Will be buying Freddy Fish also!. A little history lesson; The original game; Beach Bounce was quite interesting at first. Nice character development, a plot... all good. Then they lost their writer and they decided to "remaster" the game. Cutting out character development completely, making characters less dimensional, and making the plot flinter-thin.

Does Beaty Bounce fix that? Sadly, nope... it goes the direct wrong way of making a memorial VN. 3 new characters who are not developed AT ALL (if you don't pick one of the new chars plotlines she has like 2 lines ingame at most), the chars of old have to tear on setting of the old game.

In the game the major choice is which of the 4 girls you support throughout the game. That's what gives it a few runs, but all the content inbetween stays exactly the same. There are a few variations, but nowhere near enough to not see it after 2 runs already. Then there's the extremely weird logic in this game surrounding the ending. First game I ignored the bank and got an "offer" to save it. So second time I actually worked properly for it, the auditor kissed my character and then I get a cold hard bankrupt ending. What? Third time after ignoring again but succeeding in a plotline I saved the resort, then if I won another plotline but actually worked to make rounds, the resort fails again. There's definitely a major logic error somewhere there does this does not make any sense.

Another logic error is that one character may not even enter the peagant, but the game conveniently ignores this at the end and puts her with the entrants anyway. Clearly not intentional, since she has no lines in ANY of the plotlines but her own at that point (talk about half-assing it) but there she is.. Hey real quick question, so I got the Climbing ability for Key. And now he's stuck directly below the roof and between the top floor. Above a one square room, he walks across that one square room fine, but he won't go pastit even though there is room to, and he won't climb back down off the ledge. Am I doing anything wrong? I didn't want to auto escape (assuming that helps) and yeah everywhere I click he just either stays in one spot or i have to click near his feet of get him to move.

For the actual review, Besides that i think it's fairly interesting sofar, im curious where the story will go and how the heists will change. Definitly a unique concept, a bit of room for improvement. It's a huge jump from the previous game for the creator. Obviously will be bugs early on. Art style is absolutely gorgeous, I like that there is a bit of variety with the civilians/peasants. Curious if there will continue to be variety further in the game when we get to the more wealthy areas.

Hope you guys keep making improvements lots of potential here.. First impressions after 30 min of playing.

The game is definitely inspired by the arcade shooters like time crisis and house of the dead. It seems to be very short, as there are currently only three missions. The first mission took about 10-12 min to get to the boss, however the game does pose a challenge and I have yet to beat the first level. There are about four weapon "power ups" that you can shoot to obtain as you go, auto pistols, explosive revolver guns, sub machine guns, and long rifles. You can also shoot power ups during the levels to gain health. The guns seem to auto reload so there's not much moving of your hands, and the enemies' death animations are pretty comical, if not extremely bugged. It's not Fallout VR graphics, but it does remind me of the typical arcade shooters you'd find at dave n busters or something. All in all its good for what i bought it for, to be an arcade shooter for

the Vive. If the game is truly in early access (as the store page and the devs seem to be confused about), then I'll definitely keep it to see where it goes from here. I'd recommend it for your VR collection, but probably would recommend getting it on sale considering the amount of content currently.

. Best SMD game!! Liked this game a lot! Not too easy, not too difficult, lovely art style. Took me about 9 hours to complete with all achievements.

So much fun and incredibly stunning just to look at! great music just wish i could get the soundtrack!!. Episode 2 far surpasses episode 1. If you didn't know these games are short point and click adventures. The stories aren't anything to write home about, there's not really any sound effects, and while the music is nice it rarely pops up and is quickly gone. So why do I recommend these games? For the massive amount of interactions you can do!

This episode takes the interactions of the first episode and cranks it up to 10! In these games your characters have various actions they can do like talk to, take, look at, and more. You can do this with anything! By far the best command is give because you can give anything to anything for unique responses. For example you can try to give a dog to a chicken for a unique response, then try giving a chicken to a dog for another unique response. This episode gives you a ton of items you can find and have fun trying them on all the different things throughout all the screens. Find an empty bottle, fill it with water, then try to pour it on your naked chest in front of your similarly shirtless brother. Or my favorite, when you find your little sister you can get her naked, then tie her up on the couch (which she loves) then tickle her and smack her butt. [Not even kidding.](#)

[If you enjoyed the first episode you are guaranteed to like this one even more!. Accidentally got this from a bundle. wish I didn't. No premise, unresponsive \(and unsatisfying\) controls, lazy graphics "retro art style", meh soundtrack, uninspired dialogue, too much time waiting around for obstacles/platforms to loop around. So far, the only fun part has been the pure platforming aspect while dodging multiple enemies, but then it quickly went back to force-feeding its underdeveloped gimmick. Don't waste your time on this trash no matter what the price is.. Really cool sci-fi explorer RPG.](#)

[Still needs a few updates to fix a few bugs, but has lots of potential.](#)

[Me likey.. Never got a chance to play, game crashes on launch](#)

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