
Youropa Addons

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About This Game

Waking up trapped in a tree, with no recollection of anything, you must explore a strange fragmented city floating in the sky to learn who you are and where you fit into th 5d3b920ae0

Title: Youropa
Genre: Action, Adventure, Indie
Developer:
freclc ApS
Publisher:
freclc ApS
Release Date: 27 Jun, 2018

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel I5

Memory

English,Danish,French,German,Italian,Czech,Japanese,Korean,Polish,Russian,Simplified Chinese,Swedish,Norwegian

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Solid and good looking puzzle platformer. Not much more to say really, just really solid.. Great game, play it.. It's a good puzzle metroidvania. If you have enjoyed puzzle games in the past, I am thinking the Portal series. Then you will LOVE this game! I am 13.3 hours in and cannot put the controller down. What a great game, the level designs are fantastic with the ability to walk on all surfaces in an escher-esq way. Progression is spot on, I just learned how to run! Each tier is awarded with a new ability to use, jump, grab/interact, run, etc. Each tier is a series of levels where you enable the flow of electricity to the main hub VIA 4 inter-connected level chains. There are many different types of puzzles and each map provides it's own unique challenges.. From beginning till end Youropa was a fresh, fun, and addictive experience. Haven't seen graffiti in a game in a long time so that was cool to see. Paint concept was great as well. Pace of the game was good and i never got bored(given abilities and things to ride :)). Such a solid quality game I thought i was playing an Ubisoft side project the whole time.. Very fun to play.. Bought this blind based on other reviews which I don't usually do, but it was completely worth it. An original concept that works very well with the creative level design. Despite the fact that it was made by a very small team had nice production values. Takes around 4-5 hours to beat but has plenty of replay value, so the price is worth it.. Anyone could watch the trailer above and know that this game is very cool and when you play it you'd know the game is extremely fun but I also wanted to call out attention to frecle as a developer. I had a pretty bad problem starting the game on my 4k display and I added a comment to the Discussions and before too long, frecle had fixed it and extended me to test it out on a private internal build. He did in fact fix it but also so many devs would have ignored that Discussion or just not even given it a second thought but he actually followed up and made sure his fix fixed the game (which it did). Devs like that who also have the skill required to create Youropa should be supported and he'll be on my radar from now into the future. Also the game totally rules and that definitely doesn't hurt either.

Pre-Release Update : Yes! We've finally finished getting the last big parts in place, so from now until release it's all about polish and tweaks! Changes in the latest update include: Outro: - Finished outro sequence, if you've already played it, try it again. It's so much better now! Other Fixes: - Loading - Improved level loading by a few seconds pr level - Loading - Fixed missing UI when loading with the map visible - Title sequence - Added required logos - Title sequence - Animated Youropa logo - Performance - Removed debug checks for invalid model matrices - Map - Fixed issues related to zoom / move - Create Mode - Default level has a single block, so you don't fall down as the first thing - Create Mode - Fixed keyboard settings for "Set as Starting Level" - Create Mode - Starting Level is now displayed below the level name - Car - Model updated - Powerup Platform - Fixed "spawning box" being deleted after interaction. - Overview Tutorial - Improved visibility of "vantage points" and made text popups match map tutorial. Animation Fixes: - You - Improved carrying animations - You - Improved Inverse Kinematics - You - Improved animations related to the last abilities Audio Fixes: - Powerup Platform - Audio resets correctly - Fruit Baskets - Impact & friction audio - Trees & Bushes - Impact audio - Metal Ball - Impact & friction audio Thanks to all of you who have provided invaluable feedback and found bugs we could never have found on our own. You've really helped us a lot! As always we ask that you leave feedback if you encounter something weird, or feel something could be improved via the questionnaire at the end, or send us an email at supportfrecle.net!. Launch Day! : Its finally, finally release day! We hope all of you enjoy what weve been working on for so long, and we are excited to hear what you think of the game. Thanks to everyone who helped out during beta testing by reporting bugs and suggesting improvements.. Beta Signup : On Monday (March 26th) we are sending out the next beta update and a new batch of keys for the closed beta of Youropa. If you want to join the fun, and haven't already signed up for our mailing list yet, now is the time to do it! Go to and sign up now! If you're already signed up and aren't already beta testing, stay cool and wait for Monday :) We're sending out a limited number of keys, so you need to be quick to get one. So even if you are on the list we cannot guarantee you'll get a key.. Beta Update : Hi We've been fixing things, and here's what's new in the latest beta patch: 60 Hz - Switch in Options Graphics Fixes 60Hz Mode: - Character controls fixed - Jump Height fixed - Ground collision fixed - Editor movement fixed - Customization movement fixed - Overview movement fixed - Rumble works correctly - 99% of things are working correctly in 60Hz now. Known issues in 60Hz: - Camera has issues when inside a fan - Train stops incorrectly General fixes - Intro - Rope attached correctly to you in start sequence - Intro - Rope swing fixes - Intro - UI fixes - Quickly leaving a paint platform doesn't lock you anymore - You will drop a carried item when entering a paint platform - You will drop a carried item when entering a powerup platform - Teleport effect for objects respawning - UI fixed start sign - UI fixed paint platform instructions - Restarting on a wall works :) - Teleport camera smoothed - Camera sequence when painting graffiti - "Wall Jump" audio - Fix for dropping an item when entering overview Level fixes - Dog Chase - fixed floating sign - Upside Down - fixed floating block - Oil Slide - fixed switch As always please report your experience at the end of the session and send us feedback either to supportfrecle.net or on the Steam Discussion

Forums! Thanks for keeping testing!. Pre-Release Update : Yes! We've finally finished getting the last big parts in place, so from now until release it's all about polish and tweaks! Changes in the latest update include: Outro: - Finished outro sequence, if you've already played it, try it again. It's so much better now! 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Here are a list of changes: Gameplay Fixes: - Improved Look/Overview tutorial - Fix for triggers responding to other items on levels with reset mechanism - Should fix crash + missing box in multiple levels - Spraycans can no longer weigh down a button - You - Added collision push back when carrying an item, to prevent it from being dropped on the other side of a thin wall/fence - You - Clear oil when restarting - You - Disabled overview/map while painting - You - Fixed stall when falling into a portal while dead - You - Fixed kicking through fence / thin wall - Dog - Cannot jump while already in the air - Added AreaLock element, to lock combination panels when they are solved. - Corrected collision settings for multiple elements Crash Fixes: - Fixed crash/stall in IK - Should fix stall when picking up items - Fixed crash related to trails (skidmarks/oil) - Should fix crashing in Crazy Car level Rendering Fixes: - Improved culling performance by 500-1000% - Fixed issue where reflections weren't updated when starting the game - Fixed issue where reflections weren't updated after alt/tab in fullscreen - You - Fixed running in air when being pushed quickly from a piston - You - Fixed running animation while pulling back during vertical slide - You - Improved hand posing while carrying items WIP. - Crash barrier - Adjusted model - Lamp Modern - Fixed glows - Properly turn off light volume on lamps being kicked Audio Fixes: - Fixed birds in trees to correctly match time of day. - Fixed audio on lamps being kicked. - Occlusion partially working again. WIP Editor Fixes: - Settings UI adjusted - Grid properly hidden when exiting Editor Level Fixes: - CamsAndBoxes - fix for fall damage - WallWalkAround - fixed Billie Jean Button not locking - RainyCityCenterEnd - minor adjustments - Tiny Tower - minor adjustments As always let us know if you find bugs or think something could be better! Use the feedback form or send an email to supportfreacle.net to let us know.. Pre-Release Update III : Things are shaping up! This will probably be the second last update before launch, so if you do spot anything buggy, please do let us know asap! If you experience a crash please send us the youropa.log file, located in the install folder, directly to supportfreacle.net This update includes a load of bug fixes and quality improvements, that should make the game a smoother experience for everyone. Here's what we've changed: Startup - Fixed logo transition on loading screen on first play Startup - Removed beta disclaimer screen Menu - Fixed not being able to access main menu / map on first play. How the hell didn't we catch that sooner? Menu - Update correctly before entering on first play Reset Level - Fix for restarting You in wrong position (may not work correctly for existing save games) You - Fix for half kick, if you were punched during a kick, the next kick would not play correctly You - Fixed balance animations not blending correctly You - Fixed hand posing when holding a rope You - Fixed "double kick distance" issue . kick distance should now be consistent Dog - Fixed animations Dog - Fixed animation blending during jump Dog - Improved look IK Onesider - Improved look IK Onesider - Adjusted animations Onesider - Better feedback when countering an attack Onesider - Adjusted timing between punches (faster) Onesider - Fix for brain meltdown if it tries to pick something up it cannot get to. Onesider - Increased chase speed slightly Pogostick - Added tutorial popup UI - Fixed incorrect icon for powerups in map & pop up UI UI - Cleaner UI for Onesider UI - Added feedback option Rendering - Fixed cloud rendering Rendering - Improved wire generation and rendering Translations - Added Swedish (thanks Emma) Translations - Correctly falls back to English if translation does not exist for selected language Translations - Added missing German translations (thanks Daniel) Translations - Changed serialization of language option to use identifier instead of index Audio - Paint regain audio Audio - Adjusted graffiti paint audio Audio - Added paint fill audio Audio - Adjusted rain damage audio Editor - Fix for you being placed at save game location, instead of editor location Editor - Loading / Saving of Onesider & Dog skins, UI is not final but it should work correctly Editor - Fix for characters sometimes being transparent Editor - Fix for character highlighting not working correctly Editor - Added input hints for path editing Physics - Fixed issue with collision filtering when deleting a body that had custom filtering (fan, trigger, gear panel interactions suffered from this) Physics - Fixed issue with callback during simulation step (You could end up in invalid state after being hit by an item thrown by Onesider) Map - Fixed level selection issue Map - Fixed rendering issue Shutdown - Removed questionnaire pop-up As you may notice we've removed the questionnaire (it's coming back as a menu option later),

so shoot us an email with feedback at supportfrecl.net if you find anything that could be improved or feels wrong.. Creator Mode - Preview : We've finally gotten to a point where we'd like you to take the Creator Mode (name is not final) for a spin.

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