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About This Game

Relaxicon is a game that helps you learn English and improve your vocabulary. Combine letters into words to get their definitions, score points, unlock over 70 types of challenges and enjoy original atmospheric background music and in-tune sound effects for a relaxing meditation.

Game contains definitions of over **130000 English words**.

Soundtrack consists of **9 original ambient pieces**, and all sound effects were built specifically in tune with soundtrack, for maximum relaxation and ear pleasure.

Headphones are highly recommended.

Also available for Android and iOS!

Title: Relaxicon
Genre: Casual, Indie
Developer:
Tomas Varaneckas
Publisher:
Tomas Varaneckas
Release Date: 6 Mar, 2018

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English







A great experience to have if you're a Cyberpunk fan, and the best warming up for Cyberpunk 2077 \ud83d\ude0e. y this still on steam

. Bird Game has a beautiful art style and music that makes it truly a work of art. With that said, I was disappointed with the gameplay as I found the visual depth issue to be too jarring which in turn made everything harder than it needed to be. You can read my full thoughts here: <https://\V\whatevo.com\post\237\steam-summer-sale-retrospective>. [I just love this series of games and this one doesn't disappoint. Hidden object scenes and mini-games are challenging and like whole game fun to play. I like all different types of creatures that are met along the way. The pocket dragon and the owl are with Sophia again and they are really helpful.](#)

Pros:

+ voice acting

+ fabulous graphic

+ great gameplay. This game is simply amazing! I can't believe some reviews rated it so poorly. The game itself it's just gun shooting with some time bending powers, but in my opinion it doesn't need anything more than that. It's a story driven game and it achieves superbly in telling the story.

You get a short episodic TV-show and a game with some minor choices, all mixed together. I can't wait for the sequel, if it ever gets one. (Microsoft doesn't seem to be interested in that and without their consent, there will be no game). The best part of Celia's Quest is it's comedy. The game world is as strange and weird as the characters who live in it, and at time it reminded my of Terry Pratchett's Discworld. This game is funny and kind of crazy. You can expect puns and jokes around every corner and while the graphics are not exactly pretty, they do work surprisingly well with this kind of comedic setting.

It's basically a interactive comedy (with some difficult RPG combat mixed in). So if that's something you think you'll enjoy I would like to stop here and recommend this game to you right away.

However if you're still not sure let me elaborate a little more. Celia's Quest is an adventure game with an RPG styled combat system. And while the combat system is fairly deep, allowing you to customize your build by choosing skills and allocating stat points to fit your own play style, there are some distinct differences from a typical RPG.

First being that you don't level up, instead you need to find and use power ups. Many of them are well hidden and rewarded to you for completing an optional puzzle or dungeon which means that if you miss or ignore them you'll most likely struggle with the combat. Though, if an area is too difficult you can always go search for more secrets elsewhere and come back again when you've powered up your stats. Also, since enemies are visable on the map you can sometimes outrun them if need be.

Second thing is that equipment and items does not just simply make you stronger (some do), but are instead mostly balanced around being useful in certain situations or in certain locations. Since you can only borrow one equipment of a specific type at any time this means you might have to go back to town to switch them out occasionally.

Also worth noting is that there is no gold for you to spend in shops either. You'll level up merchants supply by trading them precious craft kits to expand their supply of "borrow-able items". It's also possible to gamble (to get a random buff or healing item) by spending monster tears that you'll get for clearing an encounter - but that's it.

Do keep in mind that items and opportunities to get them are (kind of) limited since once an area is cleared of enemies they don't come back!

I'll end this review with a list of PRO's and CON's to help you decide.

+ Funny story, characters, dialogue etc

+ Challenging combat (if that's your cup of tea)

+ Good exploration with many hidden secrets (feels inspired by the Zelda series)

+ Interesting and challenging puzzles (if that's your cup of tea)

+ New Game+ feature with additional content

- The graphics are not pretty (enemy sprites look fine)

- Some of the maps are too cluttered and passages are narrow making them hard to navigate.

- Challenging combat (if that's NOT your cup of tea)

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- A lot of running back and forth to town to get healed up (especially in the beginning)
 - In game skill descriptions are not enough to plan a build (READ THE MANUAL!)
 - Luna Sky old school platformer not as bad as I expected, but not good enough to a recommendation.

Is "modern graphics" look modern due to the futuristic look of the game. But from the graphic point of view itself, these are quite uninteresting.

As far as history goes, I totally fell through all the time I played. And as for the soundtrack, nothing special either.

Overall nothing special, the recommendation to use the command is valid, but it is as valid as in any other platform game of the genre.

7min of this game

<https://www.youtube.com/watch?v=vAWNKRDUup4>

[there are 2 modes classic and turbo \(turbo is more playable\)](#)

[in both modes you have an attack and a boost that you'll use to try to make it to the end of 24 levels each has 3 checkpoints if you can make it to the star.](#)

[CLASSIC: here you can pic 1 of 6 mask and 1 out of 7 weapon.](#)

[you'll keep moving forward unless you run into a wall or hit something but only for a moment or until you boost.](#)

[you need to use your boosters to avoid obstacles like rocks, cliffs, enemies, incoming fire, and hazardous clouds.](#)

[you can take 2 or 3 hits before you die, and you're able to land and move on the ground.](#)

[weapons will do different things depending on what you picked but normally they will fire strait when your on the ground or at the end of a boost but they fire at a downward angle when you're boosting or falling.](#)

[they can take out some rocks, crystals, enemies, and incoming fire.](#)

[some boards you'll be in something like a tank, a spaceship, a blade transport or firing from your normal transport.](#)

[TURBO: here you pick 1 out of 9 ships each with its own shape and weapon.](#)

[its the same as normal but you die if you touch any walls, rocks, incoming fire, or land but you can move through clouds and some enemies without issues.](#)

[the boards with vehicles in normal will not have them in turbo and you'll just play it like any other turbo level.. It's not worth it..](#)

[I always liked books where you are the hero when I was younger I read many. I did not expect much from this game, but i was pleasently surprised by the quality of the tale in general, writhing, characters, plotlines etc. I found al that i loved from those books I used to read without the intricate stats you had to keep track of, only the pleasure of reading a good story that I could influence. Can't wait to get another one of those, but for now i'll just replay it... differently.](#)

[8/10](#)

[Also worth mentionning that the other games related to this one are very good.. This game is really cool, i love the gameplay,](#)

[and the story behind it. But i did'nt get anything out of that -40% for halloween cause I already own the game, i saw a 2 in the halloween update video, but i dont see a sequel, but overall this game is amazing.. Pico Park is a great example of cooperation in progress.](#)

[A local only multiplayer where you have to work together to complete each of the 20 levels on offer. This may seem few but, throughout all the games I played & watched, non successfully completed all the levels, from start to finish, as cooperation was abit one sided! :D](#)

[It's a brilliant game for a starter at parties & at local 'local multiplayer' events. Easy to pick up and play with gamers & non gamers alike!](#)

[...As well as being one of the most cutest games around :3 <3. I loved East Tower -Takashi. Taka needs more love, I feel like he has the least game time.](#)

[These "Tower" games were my first roseVeRte games and inspired me to buy more.](#)

[Great game series.](#)

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