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About This Content

Book of Demons - Collector's Content DLC features the **original soundtrack**, **digital artbook**, high resolution **key art** with source files, a full set of thematic **wallpapers**, a set of **R2G avatars** and... Book of Demons' prototype.

BOOK OF DEMONS DIGITAL ARTBOOK

70 pages PDF (137 when printed into book format) featuring exclusive concept art from the game. The artbook is divided into **25 chapters** such as: The Archive of Awesome, Pop-up books, The Town, The Rogue, The Maze, The Antipope, Gargoyles & Demons, User Interface, Cards, etc. Includes **Things that didn't make it** and **Wrong Turns** chapters.

DIGITAL POSTER

High resolution Book of Demons Key-art **digital poster** with source **PSD file**.

THEMATIC WALLPAPERS

18 thematic wallpapers in **2160p** (16:9) and **2400p** (16:10) resolutions. All wallpapers are **without any logos or overlay text**.

R2G AVATARS

24 Return 2 Games and Book of Demons avatars in 512x512 high quality JPG files.

BOOK OF DEMON'S PROTOTYPE

This is the earliest playable build we used to see if the game will work (**Windows** only). The prototype features the early Flexiscope, early gameplay mechanics and classes (only Warrior has cards), cards as we envisaged them back then, one of the first Town mockups, developer cheat codes and probably some derelict bugs too. Not to mention totally "programmer art" graphics.

FULL ORIGINAL SOUNDTRACK

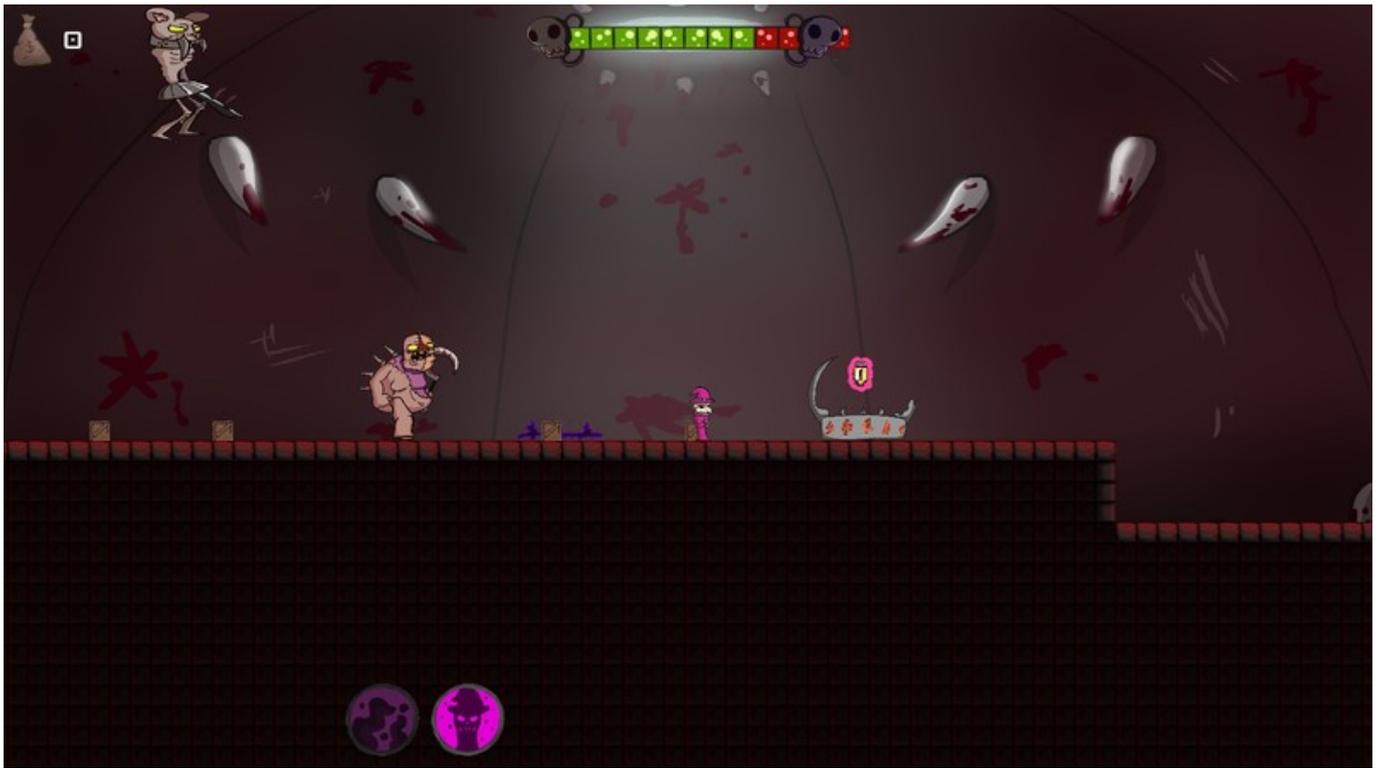
All tracks are provided in **lossless FLAC** and **HQ MP3**. Total soundtrack length is 38 minutes.

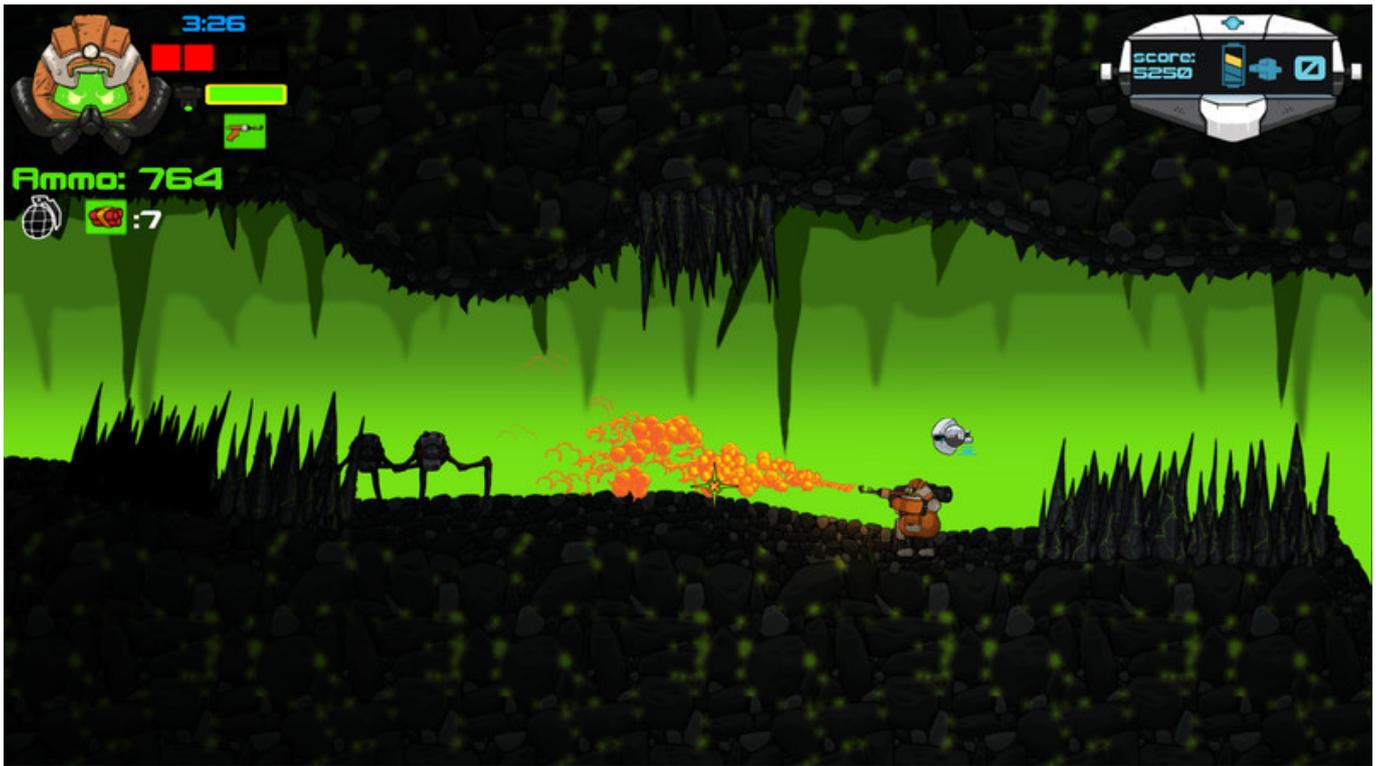
- 01 - Return 2 Games Intro
- 02 - Return 2 Games Main Theme
- 03 - Book of Demons Intro
- 04 - Book of Demons Town Theme
- 05 - Book of Demons Maze Theme
- 06 - Book of Demons Catacombs Theme
- 07 - Book of Demons Hell Theme
- 08 - Book of Demons Hell Battle Music
- 09 - Book of Demons Incantation Theme
- 10 - Book of Demons Antipope Incantation
- 11 - Book of Demons Cook Incantation
- 12 - Book of Demons Archdemon Incantation
- 13 - Book of Demons Archdemon Dies (outro)
- 14 - Book of Demons Die, Demons Die Song
- 15 - Book of Demons Die, Demons Die Song (Karaoke)
- 16 - Book of Demons Die, Demons Die Song (alternate ending)
- 17 - Book of Demons Reveal Trailer Music
- 18 - Book of Demons R2G Main Theme (performed live by 99 dollar orchestra)

Title: Book of Demons - Collector's Content
Genre: Action, Adventure, Casual, Indie, RPG
Developer:
Thing Trunk
Publisher:
Thing Trunk
Release Date: 13 Dec, 2018

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English







book of demons collector's content

first off i got refunded for this game, constant crashing.
Good concept

when you crash to desktop you lose everything, there is no save feature. you crash then you spawn outside base with no eva suit and die immediatly. there are many features listed in the game that just are not implemeted. you were sold a lemon but told it was a cadilac.....

Features:

- Campaign Mode no
- Sandbox Mode yes
- Single player yes
- Multiplayer with up to 8 players does not work
- Play over LAN or Online does not work
- Dedicated servers no there isnt
- Custom player-built bases no there isnt
- Dynamic player-driven economy huh?
- Contract missions yes
- Dynamic weather and random events no weather at all
- Drivable rovers yes very nice
- Programmable cargo bots not implemented
- Multiple career paths maybe?

Bottom line this game IS NOT ready to be released and if steam was remotly interested in protecting its customers it would not have been... instead its easier to issue a refund than to actually give a \u2665\u2665\u2665\u2665 for your cutomers.

BOO steam and boo the developer.. piece of \u2665\u2665\u2665\u2665\u2665.. Nice little arcade platformer.. It would have been a clunky but entertaining game, that you would pay 10 euros for during the summer sale. If this was 2010, that is... This game's a fun little dose of arcade-y dodging and serving action. The game ramps up in difficulty really smoothly, and extra tricks are thrown in on later levels to keep things interesting. Controls are fairly responsive, though not quite as lenient with regards to timing on turns as something like Pac-Man; you might miss a turn occasionally if you change directions right at the turn. If you like fast-paced reflex games like Pac-Man or time management games like Diner Dash, you'll find something to enjoy here.

There's not a ton of content in the main game to play through, but challenges and unlockable goodies, as well as endless mode leaderboards, provide some incentive to keep playing, and there's certainly enough to do for the modest price.

Also the crabs are cuties. I really love this game, and maybe when the dust settles the developer might add a way to change the color of a plant after it grows, decorate the pots with lights or add more places to put plants or keep plants that you really like. It\u2019s amazing what one developer made. I love how relaxing it is. No currency, no time limits, just smooth progress. Sometimes you just need this type of game. My only complaint is that there aren\u2019t enough variety in the succulent plants. I have a huge stockpile of small to medium green succulent plants. My hope is that eventually every word will be super unique. I know it will take time, but maybe one day. I recommend this game if you want to relax and type in silly words that turn into fast growing plants.. This is a classy game that involves keeping objects in the air to put them in the right place on the level. It is a great game for at the office and having some time to play around. It is set in Venice and you put different objects through different spins and turns to get the object in its correct spot to trigger the end of the level. The graphics are basic. The gameplay is simple and easy to learn. A child would have alot of fun with this game. I highly recommend it for anyone ready for a good challenge and a fun time. This is a ideal game for any casual gamer!

What a weird\cute little game! keep up the good work :). Good concept, good music, nice art.

Was a lack of controller support originally, but dev added it in fairly quickly!. This was amazing! Still getting familiar with the controls, and for now having fun using a sword to hack off the limbs of any skeleton or zombies who dare challenge me! This game is better than a chunk of adventure games that I actually paid for. You would be missing out if you dont give this a shot...espacially for free!. Really irritated. Read reviews and everything on this game before I bought it this morning. Now every single time I've went to open and play it the damned thing crashes and quits responding. What in the world Steam? I get to the character select screen and it does this. I am really starting to question the actual integrity of Steam, a lot of the games, and the user reviews lately. So far, I don't recomend this game. If it starts to play, instead of freezing up, maybe I'll give it a recomendation but until then I am not going to recomend it and I'm not going to NOT recomend it. Just that so far it crashes directly after the character selection screen. (Changes my thumbs down just now to a thumbs up thanks to the seemingly overnight fix of this game. The players spoke and the comany fixed it.). This is the better, and dare I say only playable, part of the three out. Seriously, stop after this part and then just imagine the rest of this story. You will be 100% less frustrated.. Lured by the soundtrack and charming graphics I bought this game yesterday. I was a little bit concerned about the slow-paced speed shown in the video, for the low price however I did not care too much.

Music is good. Really, I would buy the game again solely for the different tracks and all these lovely bling and beep sounds. The graphic also fits my taste, quite simple, quite retro. And the gameplay is fun, not overwhelming fun, but good fun in an addictive way. At first I've thought that a slightly higher speed maybe would feel better, but after spending some time with the game I really much like the speed as it is. There are three different ships of choice with different speed and for me it is the high maneuverability in small areas that brings the sexiness. Dodging feels good, power-ups are basic but nice, there is also a boost ability which is kinda useful and a charged shot, which I don't use often.

I definitely like Space Codex and recommend it. The preview pretty much presents the game as it is. Don't expect too much more. It is a nice little game, if you like what you see and hear, get it. Apart from that I'm really impressed by the fast and friendly feedback from the developer, I've sent him some small points for improvements which have been implemented already. This guy is doing a great job!

7V10. remains unfinished and buggy, amazing gameplay, but everything else is sloppy. this game should only be bought to be played offline but i cannot support buying unfinished games. online that REQUIRES port forwarding (not even fightcade requires port forwarding anymore).

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