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Kaiju Big Battel: Fighto Fantasy Activation Code [FULL]



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## About This Game



Kaiju Big Battel: Fighto Fantasy is 16-bit styled RPG featuring turn-based combat, plenty of exploration, and a funky soundtrack to pump you up. This is an officially licensed game based on the live-action monster wrestling group Kaiju Big Battel, who have been performing their Godzilla-meets-WWE act for over 20 years.

Designed for Kaiju fans and newcomers alike, Fighto Fantasy takes players on a quest across time and space as they work to undo damage caused by the evil Dr. Cube as he rampages through history in search of fame and glory. With seven main playable heroes (and a secret one to unlock), players explore six time periods and punch out dozens of deadly monsters.



All the world is watching as the Kaiju Big Battel Title Fight is about to begin: The diabolical Dr. Cube vs. the patriotic pugilist,

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American Beetle! Things take a sudden turn when Cube pulls out a secret weapon that rips open portals into history. Now it's up to the Kaiju Heroes to pursue Cube across the centuries, from Egypt to Rome to Russia and beyond! Is the mad doctor pursuing dangerous artifacts lost to time, or does he just want to deface famous landmarks with his own ugly mug?



## FEATURES

- Combat: No random encounters here; touch enemy NPCs on the map to trigger turn-based battles. Each of the seven main heroes has their own strengths and weaknesses.
- Side stories: When you're not chasing Dr. Cube through time, take a minute to help out some locals. Slay a musclebound mummy, rescue lost Kaiju heroes, adopt cats!
- Map abilities: Each hero has a unique ability to interact with environmental objects, unlocking hidden paths and secret treasures.
- Difficulty selection: Easy Mode for a relaxed experience, Normal Mode for players who want some tense fights, and Hard Mode for players looking for more deadly dangers.
  - 12+ hours of RPG adventure.
  - Future expansions will be released as free updates; no paid DLC here!



## WHO ARE WE?

Super Walrus Games has been making independent games for over 15 years, starting with the release of Walthros in 2002. Fighto Fantasy is written and designed by Super Walrus Games boss Paul Harrington, with graphics by Soda Piggy (W. James Pandelis), music by Glock & mr8bit, additional graphics by Zack Corcoran, and minigames by James Paige and Richard "Spoonweaver" Upchurch.

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Title: Kaiju Big Battel: Fighto Fantasy

Genre: RPG

Developer:

Paul Harrington

Publisher:

Super Walrus Games

Release Date: 31 Oct, 2018

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English



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16



Pekin

London

Washington

Riga



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I'll sum up what the game shows since the bugs and design of the game make it nearly unplayable

god is ♥♥♥♥♥ off at mankind because they all suck  
god kills them all except one guy, zoah  
zoah walked with god and god says that if he gathers all the shiny things in the wasteland he will be rewarded  
god sends him to the wasteland to get the shiny things  
while gathering the shiny things he sees carvings on stone of people shooting each other with guns  
finds god, that looks like some space probe  
god analyses his body, receives the shiny things he has already collected, and sends him back into the wasteland  
back in the wasteland he finds a futuristic bike  
more carvings on stone, this time about humans being trapped in cages by some "monsters", then being consumed  
zoah goes through a lot of dangerous dungeons and finds some shiny things  
after each shiny thing he is teleported to god  
deep inside a dungeon he finds a space ship, similar to god  
under the ship there are a lot of eggs containing those "monsters"  
zoah has to fight one of those "monsters" with a lightsaber  
then proceeds to attempt escaping  
the whole place is trying to kill him  
he manages to escape and sees a ladder (jacob's ladder maybe?) with the last shiny thing and god on the front  
zoah sees god one last time and now that he has all the shiny things he is to be rewarded  
he is teleported to a nice place with a woman in front of him  
starts a family with her

\*I presumed that the spaceship is god because of the steam card. I like this game. It has an addictive quality to the levels and there is enough gut spilling explosions to prevent the zombie hoards from becoming too frustrating. What's your favourite weapon?. Pretty good. BEST FPS buy it if u love fast paced fp'shooters, classic and always will be. Trust me.. Sadly i had to move this "game" (more of a tech demo) to my "abandoned games" catagory on steam. this looks amazing, but that's all it is. no updates in a long long time. makes me feel that the dev just forgot about it. sad, it had good potential. After a couple days of Server issues, everything seems to be working as it should. If you like the lagoon environment from TM Turbo, you'll find this just as good (or better, as there's no racketous dubstep)

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very good

- . I would liken this more to an interactive novel than a game. The dialog was interesting, but overall I didn't think it was worth the time I put into it.. The soundtrack is really nice! There\u2019s a lot of songs, and the price is fair. Highly recommended! :).
- 1. needs live. but can run if you find the 2 to 4 files needed to run this game in windows 10.
- 2. great detail visually.
- 3. the AI cheat major.
- 4. the racing physics are WAY WAY OFF. some of the adjustments dont even work.
- 5. onces the AI gets a 4-5 second lead, its impossible to regain a comeback
- 6. the turn in adjustments are great for the first 5-7 laps. but fade FAST after that EVEN with a pit to change the tires.
- 7. needs a "wheel" like adjustment for controller users. not everyone is going to blow \$200 for a wheel.
- 8. i hope 2012. that i bought else where is better.
- 9. you will restart A LOT when you slide off the track on corners even with traction control on at 50mph.
- 10. if you still cant get wins going, get a trainer or stop playing.. This game is pretty basic and would greatly benefit from some extra gameplay mechanics.. Wow. This is a good breakout type game.

#### **Kaiju Big Battel: Fighto Fantasy Trailer 2 - TwitchCon 2017:**

It's the debut of a brand new trailer! Check the main store page to watch it. This trailer debuted at TwitchCon 2017 during a live Kaiju Big Battel event. For anyone who couldn't be there and didn't get to see the stream, here it is, with some minor improvements!

There will be a playable demo of the game available at Kaiju's booth at the convention. Be sure to stop by to check it out! The demo will be released to the public the first week of November.. **Releasing this month!**

Play testers have finished up their final tasks and we're preparing for release! Just a couple more little things to work out and we'll be ready to launch some time before Halloween. Thank you for your patience!



#### **. Patch Notes 12/28/18:**

Bug fixes:

- Minor wall mapping issue in Proulx Tower 10F.

- Failing the Tower 50F boss fight caused the game to lock up in certain circumstances.. **11/11/18 Patch Notes:**

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An update is now available!

- A few typos have been fixed.
- Soup's Chopped Up spell no longer has a delay between the 1st and 2nd attacks.
- Minor wall map issues.
- Glitch where players couldn't activate main menu after quick exiting Doodle Town fixed.
- Fixed glitch where players could potentially become stuck in Pyramid basement.. **Player Satisfaction Survey:**



If you've played Kaiju Big Battel: Fighto Fantasy we'd love to hear your thoughts! Here's a VERY EXTENSIVE survey that will devour your time, but we'd really appreciate the feedback.

<https://goo.gl/forms/l6ihTcPU1Ff0b5r13>. **12/1/18 Patch Notes:**

An update is now available!

- An updated version of the game is now available that fixes a bug where players could get stuck after dying to certain bosses.

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