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### About This Game

He lost the most precious thing he has ever had - his family.  
And now his only purpose is revenge.

He'll slide through Corn Mafia's foes, squads of corrupted authorities and the entire cartel of fertilizers just to neatly put a bullet in the killer's head.

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You will find yourself in this exciting shootout-action as a cucumber!  
A seasoned detective and a skilled soldier whose family died from the hands of the leader of the criminal syndicate.  
You will have to participate in the wars of gangs of the city of San Vegano,  
fight with the corrupt police, drug cartel, mafia, and the mafia in order to take revenge on the murderer(s) of his family.

## **Features**

- Exciting plot
- Realistic physics
- Interaction with the environment
- Beautiful cinematographic graphics
- Unique dialogs

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Title: Cucumber Blues  
Genre: Action, Adventure  
Release Date: 3 Apr, 2017

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel Core i3

**Memory:** 1 GB RAM

**Graphics:** Nvidia GeForce GT430

**DirectX:** Version 10

**Storage:** 300 MB available space

English,Russian





Select up to 4 countries  
Game performance may be impacted by selecting a higher number of countries

Confirm

Select up to 4 countries - [1 / 4]



England



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Choose League



English League 1



English League 2



English League 3



English League 4



English League 5



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As someone who tries to keep a look out for new and interesting Card Games on Steam, Harald flew right under my radar for a whole 2 weeks before I discovered it. Buried alive in the plethora of Steam releases of late September, it appears to have bypassed almost everyone else too!

This is a great shame. Because I will say upfront that 'Harald' is an absolute hidden gem of a card game! It's also beautifully presented, highly polished, runs smoothly and is incredibly fun to play!

Although very simple to learn and play. Harald is a game that takes time to master. This may only be a game with 6 card types (7 with the expansion) But do not be fooled. This is a game full of depth, tactics and strategy! Every card has a power and a function, which is in turn tied to the other character cards within the deck. How you play these cards is vitally important throughout every turn. Which can be the difference from winning well, to throwing it all away.

Since all cards are on display at all times, you have to be mindful of what cards your opponent has. Requiring you to adapt accordingly. Turns are very limited though, so you do have to maintain your focus.. Did I also mention this is just Vs a single AI opponent?

That's right. The AI is not a pushover. It will play fairly, but it will also play well just on Normal difficulty. It is very competent, sometimes a rarity for these games. Once you manage to understand all the mechanics of Harald, you will start to beat it, and you will find the nuances that make it tick. It is then you can move upto Hard difficult for a tough yet fair challenge where the AI will punish you for holes in your strategy.

If you want even more of a challenge.. There is also modes against 2 or 3 other AI opponents. Here. the AI does put up an even more interesting fight, and you really do have to attack opponent villages hard and/or get a very strong focus on how you structure your own village. Since there's less turns with more players, Your Council & Village strategy has to be on point and you do have to determine what your strategic focus actually is. A supportive backup plan is usually always necessary as well.

Online Multiplayer is also available here. Allowing you to take a rest from the solid AI and instead having you exploit the impurity of human nature in a 2-4 player format. From what I can tell, since this is actually a mobile port, you can take on iOS and Android users too! Although finding actual human players is hit and miss due to Publisher Asmodee Digital being more interested in focussing their efforts on the less superior Smash Up! and Ticket to Ride: First Journey titles across all formats. Such is their franchise priority.

Also in Harald are basic stats tracking (For self goals), in-game achievements (Not Steam), and the ability to unlock each of the characters from original deck of cards from the physical card game to play as an alternative. Plus you get the Badger/VScholar expansion already built into the game. No additional DLC purchase needed!

So as it stands. Harald is one of the best card games on Steam! Easily beating most of the F2P CCGs that are available, and also being better than a large selection of the premium titles also for sale. For the price point too? You're getting a wonderfully small yet enjoyable game that packs a massively large punch!

Highly Recommended!. lightweight platformer game where a green cat you are playing for runs on randomly generated blocks - you have everything in a game - enemies, traps, mines, weapons - just be careful and fast - i would call it a hardcore platformer where you need to try again and again.

can recommend for any platformer lover - its not expensive, properly done, and a real challenge.. I love using my blowtorch to cook up some LAMB SAUCE!!!!. Basic in every way.

0,1 hours of gameplay, 3 hours of farming cards, hmm. The place is huge and you dont even get a map only some sort of radar, they just let you wander around, all places look the same, there's no feeling of accomplishment since is just rinse and repeat; Basically just running around destroying objectives. Also, it takes maybe like 15sec to reload weapons. Music is desolating, the whole game is desolating, i stopped at hive 26V50.. Don't be fooled by the name: this game is not an RPG. It is first and foremost a puzzle game. The title isn't misleading though: DROD has become synonymous with excellency in puzzle games, and RPG means it will appeal to every fan of min-maxing or theorycrafting one can usually find in RPGs.

This is a numbers game wrapped in a pleasant interface, an original soundtrack and a deep backstory sprinkled over all the

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DROD games. This game is story heavy for a puzzle game, but story light for an RPG: there is no complex story to read or numerous anecdotes and side-quests. The story elements are delivered through voice acting and will make you love Tendry for is panache !

The game is best enjoyed with at least two playthroughs. Saving often and backtracking is an inherent part of the gameplay. You have to strike a balance between going forth to gain knowledge of level layout and going back to better optimize your road. The DROD series is user content friendly and DROD RPG is no exception: if you liked the game, you can get more !

I highly suggests you visit the official website [caravelgames](http://caravelgames.com) for additional content... including FREE games !. This is the first time I write a review for a game because this was a big disappointment for me. If you are a Paradox fan like I've been, you will most likely be disappointed with this game.

I would like to start with the positive aspects first, as there aren't many.

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#### POSITIVE:

+ Nice graphics

Now words needed tbh. The graphic is really pretty and miles better than their aging titles like CK2 and EU4.

+ Combat

The combat in the game is certainly deeper and more dynamic than CK, Victoria and EU (I'm not gonna add HOI because the combat there is completely different). You can choose the order of attack and battle tactics that will be more important than having just the numbers.

I believe when it comes to combat, they are on the right track. Hopefully, they will make it more like in "Dominions" where you can choose where your units should focus and so on. It would be a perfect combination.

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#### NEGATIVE:

- Poor performance

This was affecting my game, but it has now been addressed with the 1.0.1 update although some people are still experiencing problems with the FPS.

- Terrible UI interface

Really terrible interface stuff missing in the menu's tooltips, not enough info, terrible provinces & regions interface, polluted icons and so on. Popup windows with not enough information and so on... This alone deserves its own in-depth criticism and you can find a lot on YouTube.

- Left out features

Some features that they always had in their other titles are not in this game, for some reason. Things like a ship attachment button, auto-transport or moving your capital.

\*Although I've read somewhere that auto-transport is in the game, but the interface is so bad that I don't even know how to get it enabled.

I don't even know what is their random excuse for the lack of change-capital and troops attachment features, oh wait, it is coming in the next update... because? choices.

- A new and deeper random mana system



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Unfortunately this is part of the core of the game and most likely won't be getting removed in the future. It is really sad that they decided not only to copy it from EU4, but to expand it and make everything costs mana. Bribing? Mana, changing province policy? Mana, adding a policy? Mana.

Not only that, but to make things worse the system was terribly implemented. Some points are rarely used, like religion and even military. Everything else in the game costs oratory power (90% of all the actions that cost mana).

It is on a browser game level of mechanics for culture and religion. Get your mana points and convert everyone to your culture, religion and pop type.

- Gamey mechanics

The game has some terrible random gamey features that they just randomly decided to implement in the name of "balance", like not being able to ally countries that are not in the same power level and so on. Its almost like they are developing age of empires.

This mechanic is so bad that pretty much makes diplomacy an almost entirely useless feature. This wasn't always there, it was a decision made during their dev clash events and it completely killed the diplomatic aspect of the game. It is so bad that even a Total War game has better diplomacy than this and trust me, this is a shameful comparison.

- Trade & Resources

I've mixed opinions about this. It was a great idea to introduce resources, but it was terribly implemented. You can't select a country you want to trade with and then pick what they or you can or can not trade... no, that is not how it works, it is some confusing system based on province.

- Intentionally shallow

Religion doesn't do anything, apart from spending mana on a random bonus every few years and giving you happiness penalty for having people of different religions. But hey, you should have expected this as they said in the dev diaries that religion wouldn't play a big part... they were serious about that, as it plays no part in the game, at all. Funny enough, I've the impression that religion will eventually play a big part once it is nicely packaged in a DLC.

But that is not all... you thought religion was shallow? Wait until you see the building system. There are literally only 4 buildings you can construct... that its. Oh but don't you know Paradox? They flesh-out those features with time and DLC. Eh sorry? Both EU4, CK2, Stellaris and Victoria had a richer building system while this game has some pathetic 4 option.

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All in all, I WOULD NOT RECOMMEND THIS GAME.

It is not worth \u20ac40.00, it has a terrible UI, it is extremely shallow and feels unfinished. Playing it at the moment is like playing a browser game like Travian or Vikings Clash of Clans.

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cant progress without paying.. Despite the fact of having to pay for everything, so the F2P bs comes was false advertising bc of the limitations imposed to free players, and even the premium players dont really have everything at their disposal with amount of money they pay.

This is one of the worst F2P systems i had the displeasure of encounter here on steam, and was much was i like the game and had fun with it, it simply against my standards to recommended it bc of such advertising vs what you really get, more so, if you arent in the mood to invest money in the game, you will quickly reach a wall that you cant pass otherwise.

Dont take me wrong, DCUO is fun and have interesting gameplay, various missions and heroes to play, just isnt a free game at all and in end cost much more that 5 triple A games if you pretend to complete the game like any other you play.

Just have that in mind before you start your playthrough bc i really doubt you wait for sales if you get engaged in game and end trowing more money that the game really deserve.

. WARNING! This game is impossible to play. Take a good look at the Replay Level screen. That is pretty much all you will see.

The idea is to get your animal through the maze without touching the walls. This I found impossible even on the first level. Also I posted on the Discussions board for the games - with no response from the devs. Apparently the game has been released and abandoned.

Idea=10 Game=0. Definitely a very fun game, and highly recommend it to those who love 16 bit based games.. I love the Fantasy Mosaics series. And 14: Fourth Color does not disappoint. I eally like that its possible to reset the puzzle without having to go out to the menu. The pictures are brilliant and some of them are hard enough.

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