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## About This Game

Developed by true shooter veterans in Croteam, Serious Sam 4: Planet Badass reignites the classic series by improving on the old-school formula. Enjoy the high-adrenaline action combat with an unbelievably destructive arsenal and experience Sam's iconic enemy-annihilating circle-strafing and backpedaling dance-routine on an even bigger scale.

## KEY FEATURES

### AAAAAAAAAAAAA... BOOM

Serious Sam was always about using whatever comes towards you for target practice and this time it's no different. Fight through giant hordes of relentless foes, both those that defined the franchise like Kamikaze and Kleer and those ready to become iconic in the future.

### Bigger, badder, better

Fight and explore your way through huge environments populated with optional objectives, secrets and deadly ambushes. But, fear not! Serious Sam 4: Planet Badass is still a focused, linear experience you have come to love, and NOT an open-world game.

### Wroom, wroom

Traversing big environments is no easy task. So get your driving skills ready and jump on a motorcycle, a combine or even a bulletproof popemobile and drive your way through unfortunate enemy pedestrians.

### This time, Sam's bringing friends

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Companions no longer appear only in cut-scenes, but are taking part in the action. Rodriguez, Jones, Hellfire and the rest of the crew are joining Sam in this epic journey through Planet Badass.

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Title: Serious Sam 4: Planet Badass

Genre: Action, Adventure

Developer:

Croteam

Publisher:

Devolver Digital

Franchise:

Serious Sam, Croteam

Release Date: TBA

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** TBA

**Processor:** TBA

**Graphics:** TBA

**Sound Card:** TBA

English

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- ARGENTINA
- BELIZE
- BOLIVIA

# U.S.A. LEAGUE


## U.S.A.


INFO STANDINGS SCHEDULE STATISTICS

**INFO**

 **HOST COUNTRY** U.S.A.  
**RECURRENCE** EVERY YEAR

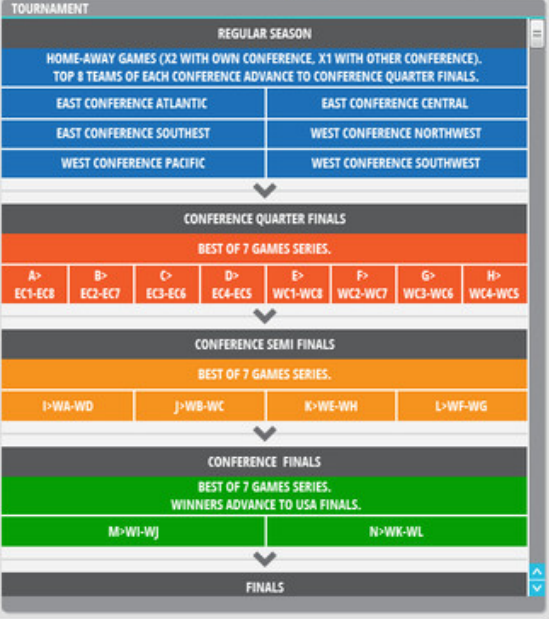
**DIFFICULTY** 

**TITLE HOLDER**  **CEVALIERS**

**MOST TITLES**  **CILTICS**

**NOTES**

30 TEAMS PARTICIPATE. EACH PERIOD LASTS 12 MINUTES AND PLAYERS ARE FOULED OUT AFTER THEIR 6TH PERSONAL FOUL. NO TEAMS ARE RELEGATED.







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**Public Defense Corp by Clymenia!:**



Hello everyone!

We're excited to announce that Clymenia would like to work together with Kagura Games to officially bring, Public Defense Corp!

[https://store.steampowered.com/app/1078320/Public\\_Defense\\_Corp/](https://store.steampowered.com/app/1078320/Public_Defense_Corp/)

Years after her hometown was destroyed by an evil group, Haruka joins the company, Public Defense Corp. Now, armed with a bipedal robot, Haruka can work towards getting her revenge for what happened to her home.

Also, don't forget that Alternate DiMansion Diary will be available May 24th!

[https://store.steampowered.com/app/1015720/Alternate\\_DiMansion\\_Diary/](https://store.steampowered.com/app/1015720/Alternate_DiMansion_Diary/)

Thank you for all of your support and we hope you'll enjoy our upcoming releases!

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Publisher Page: <https://store.steampowered.com/developer/Kagura>



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Group Page: <https://steamcommunity.com/groups/kaguragames>

Catalogue: <https://store.steampowered.com/developer/Kagura/list/35076>

Twitter: <https://twitter.com/KaguraGaming>

Facebook: <http://facebook.com/kaguragames>

Discord: <https://discordapp.com/invite/8Qsn5en>

Website: <https://www.kaguragames.com>. **December 2019 development update:**

As 2019 nears we have some exciting news to report about the future of AFC!

The current version of AFC will be updated for 2019 before the start of the new season, and possibly before the start of the new year. This will be a relatively small update, with new lists and an updated injury model to reduce the number of long-term injuries and increase the number of short-term injuries.

What's even more exciting is that the new AFC version is well on its way. This is a ground-up rewrite of the original Australian Football Coach, with an entirely new GUI, a rewritten match engine, and a completely different style of simulation.

The original AFC - the game up on the site now - was written to be very player-centric. The new version of the game has been designed to create a full and accurate simulation of the world of footy which you as a player will then drop into. Except for the fact the GUI's completely up to date, you probably won't notice much difference in terms of gameplay, but redesigning the game in this way has a number of added benefits:

- human players can coach multiple teams simultaneously. This feature may not ultimately be added, but the option exists to develop it, whereas it's impossible in the current version
- a full 365-day calendar
- player/coach skills/aging occurs dynamically during the season
- players have proper birthdays
- leagues now have a degree of autonomy from each other, making it easier to add/change/edit team compositions in game, or even run multiple national competitions alongside each other
- a women's league runs during the correct time of the calendar, and female names have been added to the game
- salary calculation has been updated and more accurately reflects reality

As a result, the new version's currently a simulation without any human input, and work on how the human player interacts with the game will start once the simulation's entirely finished, as opposed to the old version, which developed all of the human coaching elements first.

The game engine has also been updated and now runs faster, even though it now plays out in 1/10th of a second intervals instead of every second. The rewrite also allows things like disposal efficiency to be tracked easily, which the current disposal module incredibly isn't able to do.

While the new game's technically a ground-up rewrite, a lot of the old good code has been recycled, including the dynamic weather module, the stadiums module, the percentage module, and the finals module which allows for some extremely customisable end of season combinations.

A number of features have been planned, as well. A few examples, some of which are already complete:

- Players will have different expectations of playing time and will refuse to resign if their demands are not satisfied
- An overhauled injury module which will expand upon the hidden injury proneness statistic which may cause players to retire early if they continually take a beating
- Different clubs will have more clearly different characteristics: while the old game uses memberships as a proxy, a team will have both a short term and a long term prestige ranking which will affect whether players want to sign with the club. This will allow you to define your own challenge - take over a strong team with a proud background, a struggling team with a proud background, or a struggling team with no background whatsoever and you'll experience more a clearly defined challenge with

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each club

- Teams will also have presidents/board members, who will change over time, with different levels of patience for the head coach
- Traveling interstate will now have a greater impact on player fatigue - something to watch out for if managing a club on the west coast!
- An improved narrative structure
- A sandbox mode, which will allow you to match up two teams of your choice.

There's also a few things that are needed: if you have any knowledge on the salary structure for state leagues or have knowledge of different positioning strategies in dead-ball situations, especially kicking into the forward 50 from a marked position, please get in touch! This will help make the game more realistic.

Thank you for your support of Australian Football Coach!. **January 2nd, 2019 [Beta Patch Note]:**  
Hello guys,

**We've found some issues that need to be fixed from the beta service and going to update on steam during 17:15 ~ 18:45 KRT 01.02.2019.**

You can check the details at below and like always, please let us know if there's any question for the update.

#### **[01.02.2019 Beta version 0.9.1296 Update]**

##### **1. Bug Fixes**

###### ☒ Inappropriate Character Status During Combat

- Issues that cause immobile situation improperly during combat because of Character status including stun and knockback have been fixed.

###### ☒ Inappropriate Character Status During movement

- Issues that cause immobile situation improperly during Chi-step or consuming items have been fixed.

###### ☒ Functional Issues With Sub Skill

- Functions for sub skills including [Stealth] and [Detection] caused unexpected issues during game play so we've fixed the issue on this patch.

##### **2. Improvements**

###### ☒ Matching system

- Game will now show the remaining time to finish the matching process
- If there are enough players on matching queue, it will start before 120 seconds
- In any condition, the matching queue will be finished after 120 seconds pass from the beginning

###### ☒ Game map

- We've modified some of the surface which was a bit bumpy

##### **. New Update! X31.4.0:**



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Hey everyone!

Winter finally comes to an end.

We're happy to announce the addition of partial ST bonuses, which will give you a bunch of new interesting build choices! Ninja and Samurai also received some well-deserved stat increases. On top of that we have a bunch of other changes and additions, you'll notice that Realms will finally pick from the full list of possible names, which has been around since 2011!

The End of Winter. **Patch notes:**

- Explanations about map modes added
- Font changed
- Unbreakable box visuals changed
- Main menu visual changed
- Volume of "hit sound" for the player increased. **Cat puzzle 8 is released!:**

<https://store.steampowered.com/app/1045876/>. **Mitsurugi Kamui Hika** Joins the Holiday Sales!:

The holiday sales have kicked off on Steam, and we have added Mitsurugi Kamui Hika to the festive activities!

Take on the role of a warrior maiden forced to hunt down her best friend who has stolen a sacred demon blade. End the feud between two warrior maidens and the demon sword between them, told through high speed action!



Grab Mitsurugi Kamui Hika now for 67% off!

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