

Review Juicy Realm - When humanity no longer stands at the top of the food chain

Set in the context of human philosophy when people are no longer leading the food chain, but in fact what happens in Juicy Realm is much more dirty.

The story today in Juicy Realm tells that, at a time no different in the distant future, the circulatory circle of creatures will have a slight change when predators or say that humans are no longer is the dominant species when standing on top of the food chain. Of course, the hegemonic position always has a flutter, in the time of Juicy Realm the plants are no longer immobile creatures no matter what humans want to do, they evolved extremely strongly. The culmination of evolution is that the plants come alive when they have the power to move, even to perceive them, and as a result, they start to fight against humanity. Like many roguelike games, now the battle that determines humanity's destiny will be in the hands of the player and you are the one chosen to start writing that journey.



In terms of graphics, there is nothing to complain about because Juicy Realm gives gamers bright colors that combine harmoniously with fun style throughout the game. As mentioned above, the game's storyline will seem overwhelmingly heavy when it comes to the rebellion of plants, thereby condemning the destruction of the human environment. In fact, after a few hours of experience, the messages are still clearly remembered but in a joyful way with colorful shimmering images is an extremely important highlight. Each line, each bright array full of highlights, all the tactics in graphic images are fully utilized by NSX SpaceCan to bring in a magical feeling. Lush green forests, stormy deserts, eternal glaciers, dark caverns . all environments, the lands you set foot in are extremely vividly displayed.



Legend of Zelda and things that are a bit 'strange' as an adult - Part 1

The Legend of Zelda is an iconic brand, but there are elements in the game when growing up that the players don't feel right.

The environment is delectable, followed by entities within that space. How to say it because the creatures in Juicy Realm also stand out in a strange way. When wandering through the adventure of the land in the game, it's hard to say what could make you more impressive about the game if you have to compare the environment landscape and the creatures in it. From clown toad monsters we can later be blown away with a single shot to elaborately designed bosses. Everything is as vivid as it should be and people will be 'tired' of encountering countless fruit and flower fruits, characterized by the land on which they land. In short, the point where Juicy Realm shines most brightly is the way the game has created life or in other words, blowing soul for a virtual world. From character shaping to spatial design, the environment, all are attention to the number, quality fill, highlight from every small detail to the whole look.



Playable characters in Juicy Realm are also quite diverse with markedly different strengths and weaknesses. The task in the game from the beginning is very clear, how to take down the enemies (and the boss of each zone) and prevent yourself from being knocked down will help gamers unlock new areas. Each character has a different fighting style, with obvious advantages and disadvantages, so choosing which character to use depends on the player's inspiration. Diverse characters, arsenal even more horrible when in addition to the relatively proper

food, we will encounter countless toys at first glance very evil. Blacksmith hammer? Normal. Wrench wrench? a bit weird but still acceptable. Light Saber typical of the Jedi? Play your game. Or even a **PUBG** style frying pan will appear in this game.



Nice picture, good sound, good gameplay but in fact like many other products Juicy Realm still has incomplete points that make us regret. The first is the monotony when the land later has less things that make people startled when they discover it. Besides having to play too often the past screen will make people easily discouraged, especially when the default difficulty of the game is very unfriendly. If you are playing a difficult roguelike game like Celeste or Guacamelee, the difficulty will not only reduce the experience value but also make people excited. But Juicy Realm is too friendly, too popular, so when they are fed onions, weak hearts will be harder to accept.

Overall SpaceCan products are very good, also very suitable for many other customers. Of course, unless you're a vegetarian, the rest of the world is a fun experience that everyone should try out for a bit.

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