

# Review Super Fowlst 2 - A more relaxed and hands-on experience

Super Fowlst 2 uses extremely cute 2D graphics with a strange way of playing will make it difficult to take your eyes off the screen, because leaving is ... losing.

Every time I review a **mobile game**, I always prefer to select games with the criteria of light capacity but must be really quality, of course free, the better. Because only such games can reach the majority of mobile phone users. However, one weakness of light indie games on mobile is that the majority of their gameplay is the same. But with Super Fowlst 2 is different, Thomas K Young has provided us with an attractive game with 'cute cheese sticks' chicken. The gameplay of the game will be extremely entertaining, but also extremely challenging. I would say that Super Fowlst 2 is easy to hear and easy to hear, but once you press the Start button, it is hard to stop.

## Gameplay

As I said that Super Fowlst 2 has a relatively simple gameplay and resembles the first part, but is greatly expanded. You will play as a lovely chicken, tasked to defeat all the monsters in the game screen by controlling the chicken to step on the head or stab into the weak points of the monsters. Of course the game will not stop at a chicken that will have a lot of different characters. Players will have to unlock or plow gold coins to unlock. However, it is a pity that the characters will only have different cute shapes without any difference in strength.



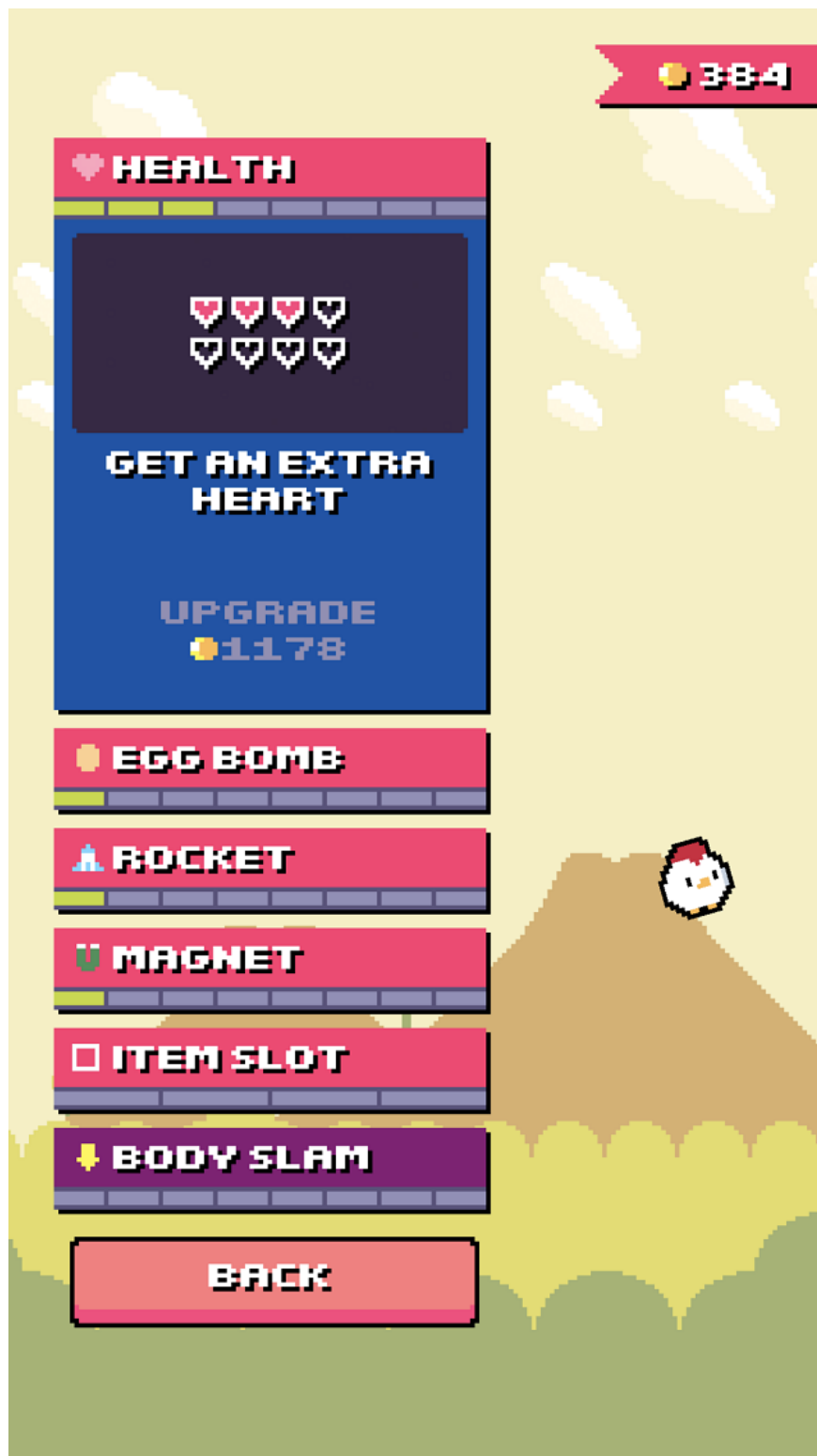
Control operation in Super Fowlst 2 is not difficult. You just need to press the right or left side of the screen to control the chicken to jump in the same direction. The more you press the screen the faster the chicken will fly up high. To make it easier to imagine, it's like you use the double jump mechanism in games but you can jump up unlimitedly.

The difficulty of the game is that the game will not have a target locking mechanism. You will have to adjust the steps of the chicken to get the most accurate. The higher the level, the monsters will be upgraded can shoot bullets or wear more armor, making the game's difficulty greatly increased. In each map, there will also be more characters or items, such as touching, chickens will be shot away or bomb containers exploded, . All for the purpose of making you feel the most difficult to control. And you will only have 3 hits.



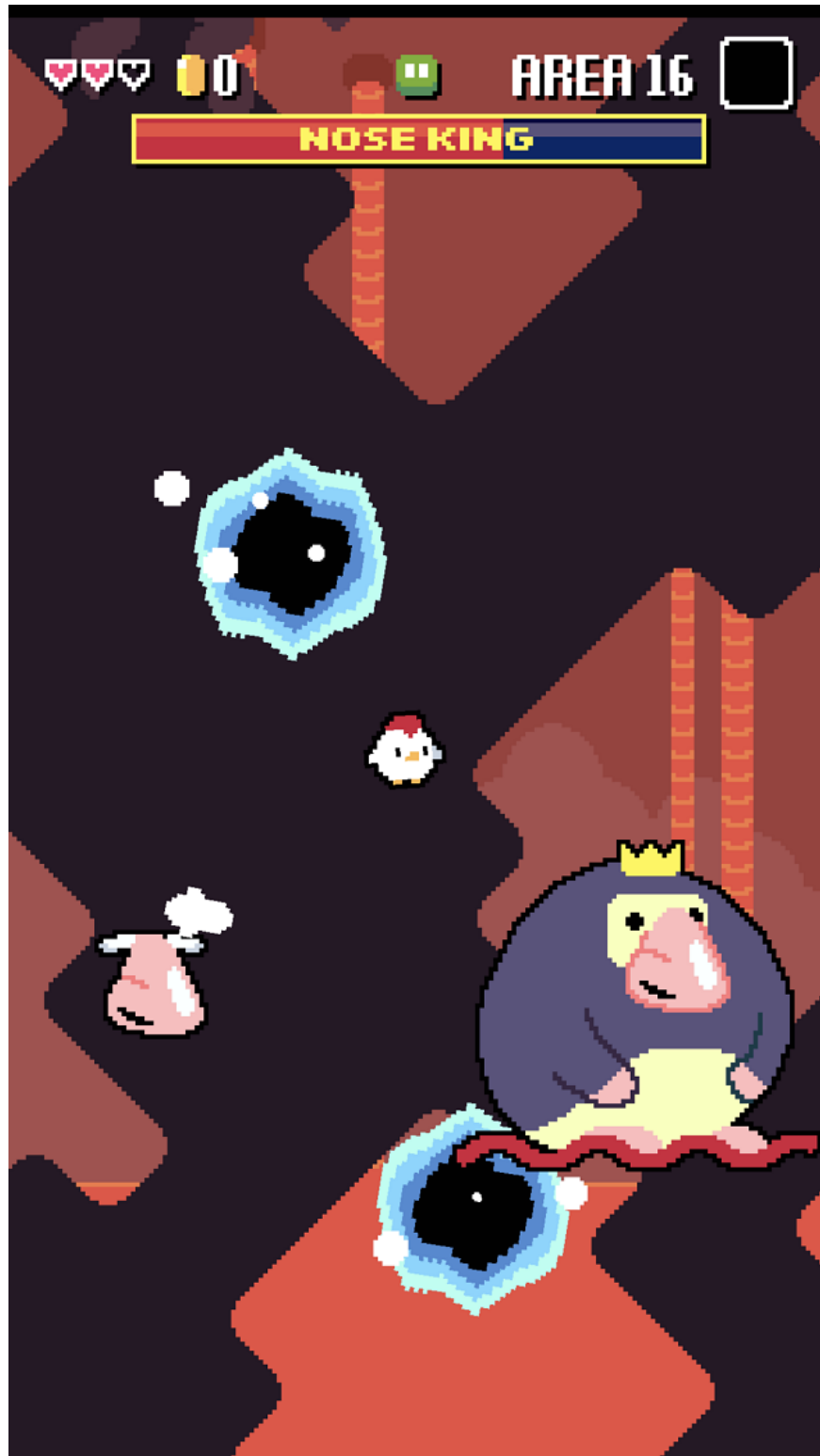
This is fascinating but also makes me feel most inhibited. The game without the target lock mechanism will sometimes make you unable to control the main character to enter the area you want. That is, the distance of each jump of the chicken is the same, the player must calculate how to keep the chicken from jumping over the area he wants to enter.

For example, you want to jump into a hole through the next area. Because the game does not have a lock target, you will fall into the situation of over-jumping, and cannot jump into the position of the hole. The game will force you to think how many times you have to jump to the left or right with the speed of clicking on the screen to be able to jump into that hole. The same thing applies when confronting all bosses. Sometimes, players will have to jump around a round or two to be able to control the chicken to jump or attack at the position you want.



Not only stop at the small monsters, Super Fowlst 2 will still have interesting boss battles. The bosses must be up to 5 times the size of small monsters but do not mistake the big boss for easy fighting. The bosses in this game are really diverse in shape and skill. Players are pushed into extremely difficult situations when both calculating and controlling the chicken, just having to destroy the long la, just dodging bullets but at the same time must find a way to kill the boss. The boss battles I have nothing to criticize because Thomas K Young did too well with moderate difficulty but still makes the player can not take his eyes off.

If you want to fight monsters easier, players must plow gold coins to upgrade skills. The game will only have about 6 to 7 skills and apply to all the characters you unlock. Sometimes, the game will also provide players with hegemony weapons, you just need to swipe up to use. But the rate of occurrence of such items is not high.



Overall, the gameplay of Super Fowlst 2 is not to blame. However, its weakness is that there is no mechanism to automatically lock the target, so the control is quite inhibited for beginners. This control is also easy to make players feel confused when the number of monsters starts to increase and attack the main character. But you can completely overcome this drawback if you are familiar with the game. That is, the more you play, the more you will find this control very interesting.

Besides, I also want Thomas K Young to add more upgrades to all the characters. This will give players the incentive to plow money to unlock more characters, as well as the replay value of the game is also pushed higher.

## **Graphics and Sound**

Super Fowlst 2 continues to be developed with 2D Pixel graphics. However, instead of nostalgic features, the graphics of the game bring a fresh, more modern color. Design extremely cute characters whether it's a boss or a monster. And even though it's a lightweight game, the maps are almost identical and there is only a little bit of variation, but it's the developer's color scheme that makes us feel like each map each has its own characteristics.



Besides the gameplay, what I like more about Super Fowlst 2 is that the soundtrack is so cool, soothing and feels extremely relaxing. If the gameplay of the game is somewhat inhibiting, the background music will balance the emotions of gamers to be able to continue the game experience. I really hope Super Fowlst 2 will release its own soundtrack soon so I can enjoy it everyday.

## summary

I'm sure Super Fowlst 2 is a good game, worthy of being on everyone's mobile. This game is suitable for everyone whether you are a casual user or a professional gamer. The most important thing is that Super Fowlst 2 brings tremendous excitement to the game, as well as a sense of relaxation and comfort. Although it is released as a free version, if you want to remove the entire ad for a more complete experience, I think the price of 4 to 5 USD is not too expensive.

### Advantages:

1. Cute pixel style graphics
2. New and challenging play
3. Fascinating boss fights

### Defect:

1. No target locking mechanism makes it quite difficult for newbies to get acquainted

## Link Download Game

Android

<https://play.google.com/store/apps/details?id=com.thomasyoung.superfowlsttwo>

iOS

<https://apps.apple.com/us/app/super-fowlst-2/id1509619377>

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