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## About This Game

Cheeky Beetle The Worlds Most Modest And Secret Superhero.

A mysterious enemy has assembled a robot army and taken over a peaceful world. The fate of the planet now rests in the hands of a group of creepy crawlies led by 'Cheeky Beetle' a shy and unproven beetle superhero. These unlikely heroes must collect all the robot power-cells scattered around 12 different locations in order to slow down the enemy long enough to give the rest of the planet time to organize a resistance.

Take control of Cheeky Beetle the worlds most modest and secret superhero. Move him around mazes in 12 different locations collecting the power-cells used to power the evil robot army. You'll need to use quick timing and jumps to avoid enemy mechanized robots and even friendly creepy crawlies who want you to prove yourself worthy enough to lead them. Collect power-ups including extra life, extra jump, speed-up, invincibility, pass-through, and enemy slowdown to give to yourself an advantage. Avoid pick-ups such as enemy speed-up, enemy invincibility, and player slow down that will help the enemy. Avoid and even jump over obstacles that fall from the sky or appear from the ground aiding or hampering your movements. Computer controlled towers on each level will shoot at the enemy giving that extra help and with 5 difficulty settings you'll need it!

- 12 Different Levels
- 5 Difficulty Settings
- Player Power-ups
- Enemy Power-ups
- Obstacles
- Jump Move

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Transporters and Tunnels  
Computer Controlled Allied Towers  
2 Views  
Colour Blindness Settings  
Fast Gameplay  
Mini-Story  
Parental Controls Timer

English with limited language support for: Portuguese(Brazil), Japanese, Spanish, Chinese(PRC), Italian, Korean, German, Dutch, Hindi, Russian and French.

Linux And Mac Versions Coming Soon!

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Title: Cheeky Beetle And The Unlikely Heroes

Genre: Action, Casual, Indie

Developer:

Rocksoft Ltd

Publisher:

Rocksoft Ltd

Franchise:

Cheeky Beetle

Release Date: 22 May, 2019

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**Minimum:**

**OS:** Vista 32bit

**Processor:** Intel Core 2 duo 2Ghz

**Memory:** 3 GB RAM

**Graphics:** Geforce 8600m 256 Mb or equivalent

**DirectX:** Version 10

**Storage:** 400 MB available space

**Sound Card:** Integrated Sound Card Stereo 2.0 or better

**Additional Notes:** Not tested on Windows 8 - Contact me if any problems

English,French,Italian,German,Dutch,Japanese,Korean,Russian,Simplified Chinese







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Overall, this is a good route if one like american freight. It has a lot of atmosphere. However, like most of the U.S. freight routes in TS, this is mostly linear single\double line traffic, slow freight, and after a while, it becomes repetitive and a bit limited operationally.

The route tends to be a bit laggy unless one have a powerful computer. Provo and Helper are nicely detailed, other areas of the route in between these two points looks sometimes a bit bare (bare hills without trees, with only a short "corridor" of details kept closer from the line).

I don't like the "advanced" braking script of the SD40T-2 and GP9 (it is so laggy that it is behaving erratically)

The GP9 seems to have an issue with dynamic braking (no "whinning" sound when switched on, and the dynamic braking start almost immediatelly without the expected delay)

It would have been nice if more of the Utah Railway line toward Mohrland coal mine had been included in the route, rather than just Martin Yard. Utah railways engines and rolling stock as optional DLC would have been nice. For now, the SD40-2 repaint available on Railworks America will have to do.. Very realistic, it's just like being at the amusement park. High recommend if you like playing fun games.. An endless roguelike shooter similar to The Binding of Isaac but not as fun due to the slow painful gameplay & minimal content.

Don't get me wrong I love retro games as much as the next guy who still plays his NES, but even this boring indie game isn't even worth the 59 cents I pay for.. Controls are very clunky. User interface is badly designed.

Whoever decided that a controller should be required for an adventure game should be fired.. No FFB, graphic bugs, crash game. Excessive price for an unfinished game and Codemaster prefer sell DLC rather than fix problems.

More than 2 hours to try to fix the problem by yourself and find compromises. Too late for ask refund.

The DLC is out and FFB is still not fixed.. game. no new and innovative items. bugs. bugs. aaand its just boring.. Amazing! So friendly game! It was full relax and fun, want more games like this!. Soooo slooow game. Even with x8 speed.. I had this game on my wishlist since Feb 2015. I waited patiently. Back then the developers promised to release a full playable game. Then they switched to Early Access which is something I could live with. And then comes the release. This game far far away from being finished or playable. Most of the features shown in the Devblog are missed. You can't even delete walls! I also did not find a way to edit the floor. You open up windows that will kinda stick at the place they open. You open other windows and they are overlapping the ones you opened up before. There is no way to move them. The tutorial is not very helpful at the moment. Employees simply walk through closed doors.

Sorry devs, I doubt that this game will ever be finished. There is so much left to do. But by the time this game is finished, no body will care anymore. You should have taken one more year or maybe two and should have sticked to finishing the game instead of releasing EA.

I am very disappointed and I hate to say it, but I can't recommend this game. I am willing to change my mind. But I fear that by the time this game gets playable I might have already forgotten that my review exists.



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Played a quick couple rounds and first impressions are good. It definitely made me about as salty at losing as rocket league.. A nice little gem. I enjoyed my playthrough a lot. Nice (but sparse) music and atmosphere. It gets repetative for sure but that is part of the charm here.. After playing, and acutally finishing the campaign of Heroes V, I thought this would be a great expansion with a new faction. I was sorely disapointed. And unless some major changes have been made since playing it, several features that made Heroes V great have been removed, including the tracking bar of how much energy you have to use for necromancy which now makes it difficult to play that faction. Save your time and money and buy Tribes of the East, which has the new Dwarf faction, and a new Orc faction while bringing back the great features from Heroes V.. Feels like the youre zoomed in the entire time, the highest graphics look like trash. Controls are a all kinds of messed up.. You dont get alot but i did like the new outdoor BBQ set! and the outdoor TV is awsome. I think \$20 is alittle high for it but it is what it is.. Note: This is a copy-paste of my review for the original "Death to Spies" review, as I have nothing else to add.

Personal rating: 6/10

replayability: Low

Budget: If you liked similar games, buy it on sale.

Lenght: Probably a week at least.

Death to Spies is actually a good game. It's just old.

I first played this game as a kid, coming back to it many years later was a weird experience. I admit, I really find the game entertaining and challenging, but the game has bugs and a degree of randomness that can be unforgiving at times.

It's also so old and primitive that many obvious options that were the stuff of dreams back then, but is quite ordinary in games now, feels like are missing.

Over-all, this game is for people who like games like Hidden & Dangerous and other stealth-based games where you have a big map and an assignment to completel. Pretty straight forward.

Unlike titles like Hidden & Dangerous, this title doesn't really feature co-op.

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