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Oh...Sir! The Hollywood Roast Download Thepcgames



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## About This Game

The boys & girls are back, and they look better than ever! Oh...Sir! The Hollywood roast is a brand new spinoff to the surprise indie hit Of 2016, Oh...Sir!! The Insult Simulator. This time around we're taking tinsel town down a few notches, whilst classing up the joint. Play as one of many famous, but for legal purposes, slightly different pop culture icons and verbally spar with other Hollywood elitists using a deep battle system

Verbally joust by yourself or take you verbal skills on a global PR tour and battle friends and family from anywhere in the world.

## Game Features

- Unleash the sickest burns on your opponents in a Hollywood-style roast
- Play alone, online or couch multiplayer
- Deeper-than-you-think mechanics featuring combos, continuations and exploiting your rival's weak spots
- A star-studded new cast of crazy Hollywood characters
- Free updates with new characters and scenes coming soon to a screen in your house
- Set the scene with a slew of iconic film backdrops

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- With the new Character Creation Mode powered by Steam Whatever, you can create your own formulaic celebrity clones in a lab-- just like they do in real Hollywood!
  - New controller integration that critics everywhere are calling “gripping”
  - With more than 2x the vocabulary of the original Oh...Sir!! The Insult Simulator, The Hollywood Roast is Bigger, ruder and insultier!
  - New comeback mechanic: charge your anger and finish the sentence with a unique closure
  - Expanded career mode: master each scene to win Golden Parrots and use them to develop your character
  - Redesigned scoring system: more fair, more clear.

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Title: Oh...Sir! The Hollywood Roast

Genre: Adventure, Indie, Simulation

Developer:

Vile Monarch

Publisher:

Good Shepherd Entertainment

Release Date: 31 May, 2017

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English

England v South Africa 1st Test Match														
		M	Runs	Bat	Agg	SR%	CpM	Type	Overs	W	Bowl	Econ	Form	Fitness
1	A Cook	140	11057	46.46	Def	46.9	1.01	OS	3	1	7.00	2.33	★★★★★	<div></div>
2	K Jennings	2	167	41.75	Def	46.6	1.00	RM	5	0	-	4.00	★★★★★	<div></div>
3	J Root	53	4594	52.80	Agg	55.0	1.23	OS	237	15	48.07	3.03	★★★★★	<div></div>
4	G Ballance	21	1413	39.25	Avg	47.0	0.95	LS	2	0	-	2.50	★★★★★	<div></div>
5	B Stokes	32	1902	33.96	V.Agg	63.8	0.69	RMF	799	79	34.47	3.41	★★★★★	<div></div>
6	J Bairstow	38	2435	41.27	Agg	55.0	2.58	RM	0	-	-	-	★★★★★	<div></div>
7	M Ali	37	1927	35.04	Agg	50.7	0.51	OS	1111	98	42.22	3.72	★★★★★	<div></div>
8	C Woakes	17	591	29.55	Agg	46.0	0.53	RMF	458	48	29.33	3.07	★★★★★	<div></div>
9	S Broad	102	2691	21.36	Agg	65.0	0.31	RMF	3500	368	28.54	3.00	★★★★★	<div></div>
10	J Anderson	122	1093	10.21	Def	41.1	0.63	RFM	4473	467	28.50	2.98	★★★★★	<div></div>
11	S Finn	36	279	11.16	V.Def	31.0	0.22	RMF	1068	125	30.40	3.56	★★★★★	<div></div>
	J Ball	3	52	8.67	Avg	47.7	0.33	RFM	76	2	114.00	3.00	★★★★★	<div></div>
<div>Combined</div> <div>Test Match</div> <div>Career</div> <div>vs Australia</div>														
<div>Load Team</div> <div>Conditions</div> <div>Play Match</div>														



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# FUTURISTIC ATMOSPHERES

Composed and created by:  
Joel Steudler

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I just post a review to vote this game up because I feel it doesn't deserve that many negative votes, but while I'm here I'll try to give something.

**PROS:**

- it's pretty funny
- the metaphorical part of this game is huge and it really cuts deep .
- it doesn't take itself very seriously (could it anyways ?)
- tons of 4th wall breaking moments, and I LOVE it.

**CONS:**

- although the fighting system is a pretty big part of the game, its balance is really weird and unpolished.

(example, you can get a negative status that makes your char unable to attack for the next turns, if you heal this status the monster might just throw the same attack the next turn and put the status back again immediately, if the game was more polished, healing a status would make you immune to said status for at least a turn in order to avoid that kind of spam.... that being said, it's pretty insignificant.)

In the end, it's a low price RPG maker game, sounds terrible right ?

Yet it's awesome. Play it, you'll be hooked in 10 minutes!

Sharp controls, classic but creative levels, incredible graphics! (big thumbs up for graphics!) and some pretty rocking music. What more would you need?. how did this even happen. It can be funny if you're looking for basic arcade game like haxball, pong etc. to play with your friends at one computer.

Otherwise; I DO NOT RECOMMEND. Don't waste your money.

. idk why i have this game



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Bad Controls, it has no mousecontrol for the Camera.

Refund is out.. them hourrrrrssss. I am playing risk from 12 years old , and i really loves this game as a board game. This is a s\*\*t working as a phone application. Now really, missing my 5 euros ,on summer time sales period . it only worth if it is about 1 euro max .... Congrats EA company ! [CAPs] AND NO MULTIPLAYER MODE OMG!

2/10 , sorry !. Sanjou! Hisshou! Shijou saikyou!!  
(Nan da tten da? Furasutoreeshon ore wa tomaranai)  
ONE PUNCH! Kanryou! Rensen renshou!  
(Ore wa katsu!! Tsune ni katsu!! Asshou!!)  
Power! Get the power! Girigiri genkai made. The creatures in this game are very cute ??????????????

I like very much ☹️ (\*'▽'). Very fun game, pretty tough at first but its really fun. I believe now is a great time to buy as the dev(s?) are pushing out updates seemingly every week and ones that are very noticable. I have a suggestion though and I believe one that can be done very easily, I would love to see that ammo that has been looted will stack instead of sitting in your inventory in stacks o 6, 11, 13, etc etc and having to manually combine them all. Other wise great game!. Well executed... nicely done! Simple yet it can be very challenging. Hope to see a co-op version or a player vs player where the boxes go to the opposing player until things gets too chaotic. XD. Great game, really challenging and doesn't get boring with the stage select. Its a bit short though.. This game is kinda disappointment even though I payed only 2.50 for both this game and its sequel. I didn't expect much. I expected a subtle beat em up with limited controls, not too much of plot and a quick ending (since I read the reviews), but this game even manages to get UNDER these expectations. The controls are simply one thing: A ♥♥♥♥ing shame. You can't (always) use your mouse to change perspectives for some reason. When standing still, you can rotate, while running it has like a 50/50 chance to work or not to work. It's like the controls are totally randomized out of the inputs you give. Sometimes even attacking doesn't work and you hear some error-like sounds. Plus the game is bugged as ♥♥♥♥. When charging enemies it happened a few times, that I just popped out of the scenery and somehow fell like 2km away down into nothingness. The bugs don't make it unplayable, but when you spend 5 minutes on a boss, and right before finishing him you pop into nowhere, thats ♥♥♥♥ing annoying!

If you wanna play some beat em up for little money, go get prince of persia or anything else, just not this game.

### **Diesel Brothers: The Game announced:**

Hey Everyone!. **Update 1.4:**

This update fixes a lot of the bugs that weren't already fixed since release, including:

- Fixed a bug that would cause some special items to continue scrolling dialogue infinitely, preventing the player from continuing
- Tweaked some of the UI menu screens to better fill the screen at various resolutions
- Fixed audio glitches involving some environmental and enemy sounds
- Fixed a bug that would prevent some items from displaying text properly
- Fixed a bug causing text to sometimes be cut short

### **UPCOMING CHANGES:**

- Design tweaks, such as how the xenolith functions
- More audio tweaks
- Alterations to some of the enemy behavior



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- Fine tuning of sanity / xenolith balance

Thanks for playing!. **Twitch Livestream Kickoff This Friday- Q&A, Suggestions, Steam Keys!:**

From the Team. **Upcoming Homebrew Features: Audio rework part 1:**

**From the team. MultiPrayer update coming soon!:**



We're back with some news about the upcoming DLC called MultiPrayer\*, which will be available to you on 23rd of June.

The main focus of this DLC is a co-op mode for 2 players, where you'll be able to play with your buddy and overcome the dangers of Thea together!

So, how does it work? Both players start with their own village, not too far from each other, and lead their people autonomously under the banner of one god. Each player has their own Inventory, Experience Points and Research tree unlocks. They can trade supplies and villagers and work together to complete the main game events, but random events can pop-up for each player independently. Turns are played simultaneously and while you can't jump in to help your friend in a fight, you can resolve your own fights while you wait for your buddy to finish theirs.

Of course the DLC is not only about it. It also includes new stories, art, UI improvements, a new building and of course bugfixes.

So, stay on your toes, it might be a good occasion to introduce your friend to Thea and enjoy its perils together.

\* (yes, we are aware that multi technically means anything more than one. But two is more than one and we just couldn't resist using the MultiPrayer name for this DLC).

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