

= Scarygirl =

Scarygirl (also stylized as ScaryGirl) is an adventure @-@ platformer video game for the Xbox 360 's Xbox Live Arcade , PlayStation 3 's PlayStation Network and the personal computer . Prior to being adapted as a console and PC game , Scarygirl was a graphic novel by Nathan Jurevicius , a Flash game , and a downloadable title for the PlayStation Portable . Developed by TikGames and published by Square Enix , Scarygirl was released on January 18 , 2012 with an ESRB rating of 10 + .

Scarygirl places the player in control of a girl who is sent from her home to a far @-@ away city on a rescue mission . The girl is able to jump , grapple , and hover her way though seven game worlds , either alone or with another player in a cooperative multiplayer mode . Combat is handled through combining strings of light and heavy attacks , with grapple @-@ based attacks becoming available once enemies take enough damage . Roundly praised for Jurevicius ' art , ScaryGirl received otherwise mixed reviews upon its release . Critics found fault with both the control scheme and its combat system , although boss battles did receive some praise .

= = Gameplay = =

Scarygirl is a side @-@ scrolling adventure game with platforming and action components . Players control the protagonist Scarygirl as she navigates and fights through twenty @-@ one stages spread across seven distinct worlds . The game uses a 2.5D visual style and employs parallax scrolling to create visual depth .

Outside of combat , Scargirl navigates the game world by running , jumping , gliding , and using her tentacle arm to grapple onto objects . Scarygirl eventually gains access to a feather attachment that can replace the hook on her tentacle arm , allowing Scarygirl to hover and reach otherwise inaccessible locations . Stages contain deadly traps that have to be avoided , often by grappling over them , and most stages contain at least two paths through the stage , although after choosing one the option to backtrack and take the other route exists . Crystals , which can be used to purchase combat upgrades for both combat and exploration , and heart fragments , which increase Scarygirl 's maximum health , are scattered throughout stages . In order to get all of the crystals and heart fragments , players will have to traverse both paths through stages that have more than one path .

In combat , Scarygirl has light and heavy attacks , which can be strung together to form combos . Heavy attacks have the ability to launch enemies in the air . After enemies take a certain amount of damage , they can be grappled and thrown or used to bludgeon other enemies . Additional moves are available for purchase using crystals , such as a grappling attack that heals Scarygirl or an attack that turns Scarygirl 's tentacle into a club with a smashing attack . Additional weapons , which replace the hook at the end of Scarygirl 's tentacle arm , are also available for purchase , and include an anchor and a fan . Scarygirl charges a meter when she attacks , and is able to enter a " Rage Mode " once it is fully charged . In rage mode Scarygirl gains the ability to eat enemies , restoring her own health in the process .

Scarygirl does not have an online component , but does support two player cooperative multiplayer . The second player is able to drop in or out of the game at any time , and plays as Bunniguru . Bunniguru is faster than Scarygirl and has a different , martial arts inspired , set of moves in combat , but lacks Scarygirl 's ability to grapple .

= = Plot = =

In the game , the player controls Scarygirl , a young girl with an eye patch , a sewn @-@ shut mouth and a hook @-@ capped tentacle for one arm . The girl , an orphan , was raised and cared for by Blister , an intelligent , mustached octopus that built the girl a tree house to live in . Plagued by recurring nightmares that featured a mysterious man , the girl consults Bunniguru , a rabbit that lives in the bottom of the tree where the girl makes her home . Bunniguru offers a vision of a city far

away from the girl 's home . The girl is then sent by Blister into a forest to investigate why the Tree of Life is losing its leaves , where she discovers that one of the keepers of the forest has been kidnapped and taken to the city from Bunnyguru 's vision , and becomes tasked with seeing to the keeper of the forest 's safe return .

= = Reception = =

Scarygirl received mixed reviews upon its release . The game received a Metacritic score of 66 for the PlayStation 3 and a 63 for the Xbox 360 . Critics praised the game 's visuals , with Nathan Meunier of GamesRadar stating that the game " really stands out " as one of the " more visually impressive and creatively designed downloadable offerings " in recent years . Peter Eykemans of IGN wrote that " the art highlights the journey " and that " the overall aesthetics are beautiful " . Edge Magazine , in a highly critical review , called the game " successful only as an interactive showcase of Jurevicius ' art " . Simon Parkin of Eurogamer , in a review that was much kinder to the game overall , also called the art and animation " the strongest aspects of the game " . Several reviewers compared the game 's visuals to the style developed by Tim Burton .

The gameplay itself was viewed in a significantly harsher light . Several critics took issue with the controls , which were viewed as imprecise , both in the platforming and in the combat phases of the game . Reviewers took issue with various parts of the combat system . Several reviewers found combat against large groups of enemies to be frustrating . Jason Venter of GameSpot singled out a specific combat stage taking place on an airship as particularly demonstrative of the game 's shortcomings in combat , calling the scenario " cheap " . Venter did , however , have praise for the game 's boss battles , which he described as " a nice change of pace because victory relies more on pattern memorization and intuition than manic combat " . Edge Magazine echoed the praise for the boss battles , and both reviews lamented that such segments were not more common .

Reviews were mixed on the co @-@ op mode . While reviewers praised Bunnyguru 's martial arts @-@ inspired moveset , they did not like Bunnyguru 's inability to grapple , which limits the second player 's utility in some situations . Edge Magazine also complained that even when there were two players playing , the camera would always center on Scarygirl , even if that meant that Bunnyguru wound up off screen . Reviews were also mixed for the exploration and collection aspects of the game . Parkin of Eurogamer described these aspects by stating that : " Branching paths through levels add the illusion of depth but , for players who wish to collect 100 per cent of the gems in a stage , trekking backwards and forwards through a level is an inelegant slog " . Peter Eykemans of IGN found that the game 's branching paths created difficulty for players seeking to gain a rating of " perfection " , but goes on to recommend the game to people that enjoy searching for collectables .