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2017 South Park role-playing video game: The Fractured, but WholeDeveloper (s)Ubisoft San FranciscoPublisher (s)UbisoftDirector (s)Trey ParkerChristopher BrionJason V. SchroederProducer (s)Eric StoughAdrien BeardBruce HowellTodd BensonElena-Diana SfeciDesigner (s) Kenneth StricklandProgramer (s)Hiro CobotArtist (s) Joel HanlinInho Hricz Writer (s) Trey ParkerJody MenzelMatt StoneComozor (s) Jamie DanlapSouth ParkEngineSnowdropPlatform (s)Microsoft WindowsPlayStation 4Xbox OneNintendo SwitchRelease October 17, 2017 Microsoft Windows, PlayStation 4, Xbox One October 17, 2017 Nintendo Switch April 24 2018 Genre (s)Role-game Yod (s) Single-adult South Park ; The Fractured but Whole is a 2017 role-playing video game developed by Ubisoft in San Francisco and published by Ubisoft in collaboration with South Park Digital Studios. Based on the American adult animated series South Park, it is a sequel to the 2014 video game The Year of South Park: The Stick of Truth. The story of the game takes place the day after the events of its predecessor: it follows a new kid, who recently moved to South Park and will be involved in an epic role-playing game involving two rival superhero factions vying to create their own superhero media franchises. The game of superheroes inadvertently uncovers a conspiracy to increase crime in the city, bringing them into conflict with supervillains, genetically modified monsters, police, criminal families, and a new crime kingpin. The game is played from a 2.5D third-person perspective, replicating the aesthetics of a television series. New Kid is free to explore South Park, interacting with characters, taking quests and accessing new areas, moving through the mainstream history. The player can choose from ten superhero archetypes ranging from high-speed speedsters, close combat brutalists, powerful psychics, and healing Plantmancers; each of which offers unique abilities. New Kid and up to three allies fight their enemies using attacks including melee, range and powerful farts. Battles take place on a grid around which participants can move freely. Attacks have specific areas of impact that require tactical positioning for attack and defense. After Ubisoft acquired the rights to The Stick of Truth in 2013, the company moved the development of a sequel from Obsidian Entertainment to Ubisoft San Francisco. South Park creators Trey Parker and Matt Stone weren't sure whether to continue the 2014 game or work on a new movie project when choosing a game. Parker and Stone were involved throughout the production of the game; they wrote his script, consulted on design, and voiced many characters. The show's composer Jamie Dunlap worked on the soundtrack to the game with Ubisoft San Francisco, creating music that was inspired by a host of several superhero movies. Like its predecessor, the release release Fragmented, but the whole was subjected to several delays. The game was originally released in December 2016, but was postponed for almost a year. It was released worldwide for Microsoft Windows, PlayStation 4 and Xbox One on October 17, 2017. The game received generally positive reviews, which praised the improvements and creativity of combat scripts and the loyalty of the source material. Reviewers were divided about the story; Some critics called it a humorous improvement, while others said it was less effective and relied too much on toilet humor. The game received a post-release, additional mission story as downloadable content (DLC), and Nintendo Switch versions in 2018. South Park: The Fractured gameplay, but Whole is a role-playing video game that is viewed from a third-person 2.5D perspective. The player controls the New Kid as they explore the fictional colorado city of South Park, around which the player-character can move freely. The fast travel system allows the character to move between unlocked travel points. The game allows the player to choose one of ten archetypal superhero characters; Nimble Speedster, short-range, high-impact Brutalist, long-range, moderate damage blaster, weather-based elementalist, crime-bringing Cyborg, long-range, status-effect psychic, hidden killer, gadget-assisted Gadgeteer, Healing Plantmancer, and High Damage, Fast Combat Artist. At first, only three options are available (Blaster, Speedster and Brutalist); The New Kid can eventually gain access to all ten classes by freely matching the forces of available classes, such as the player being able to use Blaster explosions, Assassin's knives and martial arts masters' punches. The player can assign four forces from the classes, three regular attacks and one final attack. Final attacks can only be used after the Ultimate Bar is filled, a pool of points common between New Kid and their allies, which increases by completing the time of pressing the button during the attack and protecting phases. Throughout the game, the player can select up to three allies from twelve characters to accompany them in battle, each with three abilities and the ultimate attack. The New Kid (bottom right) and their allies (right) in the battle against raisin girls (left); the bottom left corner shows the available attacks, while the bottom right corner shows the order of the turn. The blue circuit on the grid highlights the moving area, and the red area shows the current attack area of the effect. Fractured, but Whole retains the fight of the previous game in the series, South Park: The Stick of Truth (2014). Instead of happening on a static plane, battles are fought on a variable-sized grid through which the player and enemies can move freely to create strategic [11] (12) (12) can contain environmental hazards such as exploding chemical barrels and lava (red Lego bricks). The player selects attacks from the menu. Attacks can be supplemented by contextual clicks for additional damage. The abmal clicking of the buttons during enemy attacks can restore health after impact and increase the ultimate meter. Attacks suggest effects including abilities with knockback damage, which can be used to forcibly move opponents around the battlefield and inflict the effects of a condition such as poisoning, freezing, burning, and bleeding, which cause damage over time. Each attack touches different areas of the grid, requiring strategic positioning to hit enemies and avoid attacks. An attacker can increase the damage by knocking targets into each other or into an ally. Medical items can be used in combat, requiring one turn per use. The player can collect artifacts and equipment to increase the player's power by making them stronger in combat and offering advantages such as enhanced defense. As the player's level increases, you can use more artifacts. The player-character has a DNA slot that allows them to use strands of DNA to enhance attributes called Brawn, Brain, Health, Spunk, and Move. A non-gaming character, PC Principal, can teach the player to recognize microaggressions, allowing the player to freely attack the enemy in combat. Some characters, such as Jimbo and Ned, Claxie, Gerald Broflovski and Moses, may be called during the battle; Moses heals all allies, while others deliver powerful attacks. The New Kid can manipulate time with his farts; This ability can be used in combat to skip the enemy's turn, pause time to move around the grid and cause off-rotation damage, or trigger the past version of the New Kid to join the battle. The power of the New Kid farting can also be used to change time, fix objects, and pause time to avoid obstacles or fast-moving targets. Some parts of the city are inaccessible until the player recruits specific allies who can use the power of the new Kid to overcome the obstacle: Captain Diabetes can be sent into a rage that allows him to move heavy objects; Man Kite can fly the New Kid at an otherwise unattainable height; The Toolshed sandblast can clear the paths blocked by lava that caused the player to burn; And Professor Chaos can launch a humanka from the New Kid's rectum to reach and sabotage the electrical panels. The player can change the appearance of new Kid, superpowers, gender, sexuality, race and ethnicity at any time of the game. Gender choices include men, women and trigenders. Costumes be collected, mixed together and repainted, but do not affect the ability of the New Kid. The New Kid race selector is presented as a difficulty level slider, with lighter skin and and skin is harder. The slider does not affect the fight, but affects the amount of money a player can get and the way some characters talk to New Kid. The game has three levels of combat complexity that affect the power of enemies in relation to the player; Everyday (weaker enemies), Heroic (normal enemies) and Mastermind (stronger enemies). The crafting system allows the player to use recovered or acquired resources, such as glue, glue, sports drinks bottles and taco-related products, to make items such as healing burritos and quesadillas, costumes and artifacts. The player is encouraged to explore the wider gaming world to defeatate in the toilets in a mini-game, find the art of yaoi, depicting intimate moments between the characters of Tweek and Craig, or take self-portraits with the city's residents to increase their followers on Coonstagram, an Instagram-like social media feed. The player must accumulate a certain number of social media followers to complete certain history missions. The character's mobile phone serves as the game's main menu containing items including inventory, character profiles, and active quests. Summary Installation See also: List of Characters South Park South Park: The Fractured but Whole is located in South Park, a fictional town in the Colorado Rockies. The game takes place the day after the events of its predecessor, The Stick of Truth; The player again controls the New Kid, a silent hero. Children give up their fantasy role-playing game to become superheroes and create a superhero franchise. Unable to agree on who will get the movie or The Netflix SERIES, the characters are split into two rival factions, Kuhn and Friends and Friends of Liberty, and are vying to create their own franchise in the first place. Led by raccoon claws Raccoon Kuhn (Eric Cartman), Kuhn and Friends work out of Coon Lair, the raccoon's basement. The group includes The Human Kite (Kyle Broflovski), 2029 - Mosquito (Clyde Donovan), super-fast Fastpass (Jimmy Walmer), the powerful Super Craig (Craig Tucker) and the New Kid. The Liberty Buddies are led by telekinetic Dr. Timothy (Timmy Birch), and includes Mysterion (Kennny McCormick), (Stan Marsh), Weather Wonder Tweek (Tweek Tweak), and mechanized Tupperware (Token Black). Other characters include the hacker Call Girl (Wendy Testaburger) and the super-strong Captain Diabetes (Scott Malkinson). The journey of the heroes brings them into conflict with groups such as the local elderly population, the ninjas, the sixth graders, the parody raisin girls, and Kyle's cousin Kyle Schwartz, and the supervillain Professor Chaos (Batters Stotch). Fractured but Whole features characters from the show's history, including Stan's father Randy, Butters' father Kyle's father Gerald, the school's headmaster, Moses, the Sailor, Mr. McKay's school counselor, (36) Detective Yates, strippers Spontaneous Butay and Klassy, Big Gay Al, 19 gun lovers Ned and Jimbo, Father Maxi, Jesus, Crab People, The Berry Members, 3 Towellie, and Kanye West-Gay.- The game also features Morgan Freeman as a taco shop owner. Places from the show featured include The City Wok restaurant, 20 Peppermint Hippo Strip Club, 17 Kenny's House in the derelict, gentrified SoDoSoPa neighborhood, classier Shea Tpa Town, containing Skeeter's Bar and Jimbo's Guns. The Memberberry farm and the road to Canada are also shown in the game. Many of the characters are voiced by South Park co-creators Trey Parker and Matt Stone. Plot Cartman and other children decide to play superheroes in order to launch a superhero media franchise, finding the missing cat and claiming a \$100 reward. New Kid joins the game and Cartman provides them with a tragic backstory; to see their father having sex with their mother. Children's search reveals a conspiracy led by a new thief-in-law who united the police: Italian, Chinese and Russian criminal families; and sixth graders to steal cats and use their urine to contaminate drugs and alcohol, forcing the townspeople to act insanely and increase the crime that will blame the mayor. Kuhn and friends defeat the henchman thief-in-law Professor Chaos and Cartman suggests that mastermind Mitch Connor, the gruff hand puppet drawn on Cartman's left hand. New Kid and Chaos are heading to infiltrate Liberty's Buddies to get more information, culminating in the collaboration of two groups to remove the police department that are helping Mitch become the new mayor so they can have fewer restrictions on fighting crime. After that, the children join Freedom Pals after learning that they have developed a franchise plan that is more inclusive than Cartman. The next day, Mitch kidnaps new kid's parents and destroys the Freedom Pals franchise plan. Liberty Pals captures Cartman, who insists he has no control over Mitch and reveals that New Kid's parents are being held in a genetic engineering lab. There, Liberty Pals learn Mitch is funding the creation of an army of mutated cats and sixth graders, which Mitch unleashes on children. Fighting through the mutants, the New Kid finds his parents and is forced to kill one of them to continue. On the way out, Friends of Liberty was ambushed by Kyle - a mutated clone of Kyle and Mitch's cousin. New Kid uses a powerful fart to defeat a clone that accidentally transports Freedom Pals one week into the future, where Mitch is mayor. With the help of Morgan Freeman, New Kid learns to travel in time with his farts. They travel to the future, where Mitch his master plan is to make every Christmas day, causing drunken anarchy across the city. They then travel back in time and confront Cartman before he can start playing superhero. Mitch reveals himself and punches the New Kid, causing a fart that sends them back to the superhero origins of the New Kid. The intervention of Cartman and the New Kid does not allow the father of New Kid to have sex with his mother, changing the past. Parents of the New Kid reveal their secret; they have a superhuman ability to accumulate social media followers. The government kidnapped the parents to use their powers, during which they fell in love and had a New Kid. They fled to protect their child and gave them medication to suppress their powers, causing extreme flatulence. Knowing the truth, New Kid time travels with Cartman on the day of Mitch's inauguration. Cartman avoids confrontation with Liberty's Buddies and prepares to be sworn in as Mitch. Freedom friends are using social media to publicly uncover Mitch's conspiracy and accuse Cartman of increasing crime so that Kuhn has more crimes to fight him, giving him a bigger franchise. Mitch admits he was traumatised when he saw his father having sex. Mitch's mother appears on Cartman's right hand and reveals that she had sex with his father. They fight and both die, ending the conspiracy of Mitch, while the townspeople decide to get clean drugs and alcohol from a nearby town. After the credits, New Kid returns home to find both parents alive and, unencumbered by the secret they kept, their relationship happier. While New Kid's parents go upstairs to have sex, Professor Chaos confronts new Kid with the truth that no matter how much they change the past, New Kids parents will have sex. Chaos offers new Kid the chance to go the alternative way. In March 2014, Matt Stone and Trey Parker announced that they were open to creating a sequel to The Stick of Truth, depending on its reception. When Ubisoft proposed to develop a new game, Parker and Stone discussed the proposed sequel or the possibility of making a movie. They wanted to provide quality control and decided that because of the commitment to the television series and their families, they could only work on one big project and decided to work on the game. While developing the previous Obsidian Entertainment game for publisher TH, Ubisoft bought the rights to the game after TH went bankrupt. Ubisoft decided to develop a sequel internally, replacing Obsidian Entertainment with nearly 100 team members at Ubisoft San Francisco (USF). The team responsible for Rocksmith's music video game series has hired experts in role-playing games and related systems. Additional support work was done by Ubisoft Osaka, Massive Entertainment, Ubisoft Ubisoft Reflections, Blue Blue and Ubisoft quebec. Parker and Stone were involved throughout the development cycle. At the beginning of the development, they met with a team at Ubisoft to determine the game's plot and elements of The Stick of Truth that they were unhappy with. Ubisoft game developers, including senior producer Jason Schroeder, visited South Park studios twice a month for several days or held teleconferences. Schroeder was responsible for rejecting Stone and Parker's requests when necessary. Although the meetings did take place, Parker and Stone became less accessible to the Ubisoft team during the South Park production, which had a busy production schedule. Ubisoft has adapted Snowdrop, its own game engine, to allow Autodesk Maya to import the art assets used in the show rather than emulate them, as in The Stick of Truth. This allowed Ubisoft's team to iterate and implement changes to the game and storyline at the end of the development schedule, which means that it can satirize recent events that occurred just a few months before release, and include elements from South Park episodes produced during the game's design, including the nature of PC Principal, and the gentrification of the city's neighborhoods. At the last minute, Schroeder said, if it doesn't mess with our age rating? That shouldn't be a problem. Senior animator Lucas Walker said the engine changes could have been implemented for about a year, but they were needed for more unobstructed collaboration with South Park Digital Studios, including the use of original animation devices to emulate the movement. Even with the ability to easily import the assets of the South Park series, the engine was designed to develop 3D environments rather than 2D animation. The game required a lot of detailed work to match the show's movement style and the expressions used by the characters. The game's executive producer, Nao Higo, said it would be impossible for a relatively small team to create all the game's content, believing they would need three or four times as many staff to host the project. USF has worked extensively with South Park Digital Studios to help create animation and assets for the game. The Fractured, but Whole, was publicly revealed on June 15, 2015, at Ubisoft's Press Conference at Electronic Entertainment Expo 2015, and was scheduled for release on December 6, 2016. In September of the same year, the game's release was postponed to the beginning of 2017. In February 2017, it was rescheduled for April 2017 and March 2018. In May 2017, it received a final release date of October 17. Discussing the delays, Hego said USF is unhappy with the quality of the game and wants more time to improve it. These refinements often led to changes in history, sometimes for walking or comedy which meant the whole games and their assets must be recycled. Some missions were completely removed, despite the fact that they were far in development. Unlike more typical video game prototypes, in which designers experiment with simple gameplay demos, USF relied more on interactive script storyboards to get an idea of location and storytelling. Parker and Stone provided feedback, and the designers changed the storyboard until it was deemed perfect. The Fractured but Whole was officially released on September 22, 2017. Writing by Parker and Stone wrote the screenplay in the film Magic Screenwriter, complete with stage directions that were edited or translated into the gameplay of narrative designer Jolie Menzel and her team. According to the show's executive producer Frank K. Agnon II, the script of the game is 360 pages, which is twice as much as in the previous game, and is equivalent to four or five feature films. Between them, Stone and Parker recorded about 20,000 lines of dialogue. During production, Parker fell ill and underwent emergency gallbladder surgery. Parker persuaded his doctor to allow him to temporarily leave the hospital to record a dialogue. On his return to the hospital, Parker told Agnon, I just want this game to be sweet. Parker and Stone felt it was important not to let the superhero setting not be stunned by the main focus of the story, which is that fourth-grade children play together and dress up as heroes to improve the experience. Stone said it's important to preserve the charm of the game and remind the player that the characters are kids playing. The original concept of Parker and Stone for the title was The Butthole of Time, but Ubisoft told them that retailers would not stock up on the product with the word butthole. Parker said he sat at his desk for hours working out a way to penetrate the word in the title. Parker said: How can I get buttocks, buttocks, butt hole, butt hole, but hole, but whole! The design levels were designed to allow the fight; when battles occur, the player is not accepted on an abstract card, as in the Stick of Truth. Schroeder said: When we have to cut off from a certain background to fight it's kind of broke feeling I'm struggling where I'm exploring so we think about what we can do to make a place where I explore also combat space? The team considered removing movement from the previously branched area not working, so they added movement to the battle, which in turn led to a more tactical battle in the fragmented, but overall. Schroeder described the concept as a mixture of Parker's love of board games and Stone's preference for shooter, action and sports games. The project team kept the Battle System of The Stick of Truth in turn because it allowed it better time for jokes. [6] [6] invited Schroeder and lead designer Ken Strickland to play The Star Wars: Imperial Assault tincture, which helped them develop a unified slang language and a common understanding of the game's campaign. Later, in development, Parker and Stone played early game builds, helping them visualize their planned changes. They wrote ideas for change and feedback on the board that the Ubisoft team used to understand what was required of them. Parker and Stone watched PewDiePie's Let's Play video from The Stick of Truth to watch the consumer play it and give feedback about the game and consider what works and what doesn't. Schroeder said the USF team had to adapt to the priorities of comedy and comedy time over gameplay, which means it's more important to convey humor than to improve systems. Sometimes they had to move away from the less comfortable aspects of Parker and Stone's design, at one point contemplating the option of autogames that would complete segments for the player, such as a sequence in which 9-10-year-old heroes dance on their knees in a strip club in a mini-game. The team decided to allow players to opt out of interactivity to remove the essence of the joke, forcing the player to participate in this ridiculous thing. Menzel said that a good interactive comedy depends on a more intimate relationship between the joke and the receiver, and to make the player participate or even be responsible for the joke; for example, giving them control over questioning someone, farting, elevated South Park humor by making the player responsible for what they see in the show. The finished game includes ten classes of superheroes, but at the beginning of development it differed to twelve, including Mystic. USF chose Brutalist, Speedster and Blaster as starting classes because they were easy to understand. The developers decided to separate the player's stats from the choice of clothing. Schroeder said players can create their own superhero brand by dressing the player-character as they want, citing the popularity of Stick of Truth for online broadcasting. They developed a System Artifact, which could be used to improve statistics, as an alternative to The Stick of Truth was the choice to play as a girl who could not be included without changing the entire narrative. They decided to include it in Fractured, but overall; Stone said he always plays like a girl where the option exists. The Fractured but Whole offers twelve allies compared to the Six of Truth; The USF wanted them, their powers and related dialogue to be a more frequent presence, involving them in both battles and intelligence. While some children have genuine superpowers, such as the immortality of the Mysterion, the realism forces of the rest of the characters intentionally ambiguous to support the illusion of children playing the game. Menzel said: We want to constantly dip into their imagination and let the player be in the imagination of children. Kuhn will greatly exaggerate his ability to offer things he is not capable of, so designers have added small touches like having him travel or fall. Sound by Jamie Dunlap - The main menu of the score was inspired by the soundtracks to various superhero films. Problems with playing this file? See the media report. South Park composer Jamie Dunlap and USF audio dealer Nicholas Bonardi were responsible for the sounding of the game. While The Stick of Truth mainly used music and sounds plucked directly from the show, the USF team sought to create the original sound. Early in the development, Bonardi created a temporary score by mixing music from the show to the game, but found Dunlap's experience on the show's fast-paced show meant he could deliver the music fast enough that sometimes it was easier to ask him directly for the original music. Bonardi and his team also created original

music for The Fractured, but Whole, but Dunlap's contribution ensured he retained the sound of South Park. The sound design of the game was inspired by several scores of the superhero movie; and Mysterion's themes are based on Christopher Nolan's dark knight trilogy. The score for Kuhn and Friends is based on that of the Avengers (2012), while their rivals Liberty Pals is inspired by the X-Men film series. Other inspirations included Superman (1978) and Batman Returns (1992), and the Castlevania video game series, which inspires the Vamp Kids theme. The Ubisoft team had access to cheap sound effects albums used for Foley's sounds at South Park, but needed to make additional sounds for the game. THE USF was an area reserved for making fart sounds, stocked with pistons, vuvuzela, and putty noise. Bonardi calculated that they created more than 100 unique fart sounds for the game to reduce the monotony of sounds that are often used in the game. They also mix in other sounds, such as farts heard when the player and Kyle work together mixed with the sound of the jet engine. The Fractured but Whole was released worldwide on October 17, 2017 for Microsoft Windows, PlayStation 4 and Xbox One. Unlike the previous game, The Fractured, but Whole was released worldwide without censoring any content. In an interview in September 2017, usF associate producer Kimberly Weigend stated that the content of the game is not tamer than That Stick of Truth, and the censorship release may be a sign that censors are becoming more open to ideas and that interactive media is a relatively new medium and the ratings system is evolving with it. Design director Paul Cross said to prevent difficulties stick truth USF tried to avoid content knew it would be censored, but that Parker and Stone would tell the story they wanted, regardless of censorship problems. In addition to the standard game, special versions were released at the start. The gold edition included a set of game costumes, a bonus chair and a season ticket, to give access to downloadable content after launch (DLC). The Steelbook Gold Edition, which was presented in a metal case, featured a standard game, all Gold Edition content, as well as a series of lithographic prints displaying the art of South Park Studios. The collector's standard edition contained the game, lithographic prints and a 6-inch Cartman model called The by UbiCollectibles and ArtToyz. The collector's gold edition contained all additional items. People who pre-ordered the game received a downloadable version of The Stick of Truth and the towelle character as an assistant in the game. PlayStation Store offers exclusive avatars of Kenny, Butters, Stan, Kyle, Cartman, and Kuhn and friends; And Amazon released an exclusive game package that came with a Steelbook case and a remote-controlled model on a tricycle. The announced figure can be controlled by an app available to Android and iOS users. As an advertising element, the team developed and created the Nosulus Rift, a parody of the Oculus Rift that appeared at the PAX West event in September 2018. Developed internally by Ubisoft as a joke about fake team props will contribute to how real, the team decided to develop an item. Nosulus Rift, which has not been released for sale publicly, will release the scent of the fart to create an olfactory immersive experience. In October 2017, Ubisoft held a worldwide I am fart competition; The jury, which included British meteorologist Mr. Methan, judged the video entrants farting and chose the overall winner to be taken to Ubisoft San Francisco to record their fart sound for inclusion in The Fractured, but overall. A 12-character series of collectible figures based on Fractured but Whole was also released. The Nintendo Switch version, adapted by Ubisoft Pune, was released on April 24, 2018. First aired in October 2017, the South Park episode of Franchise Prequel serves as a narrative prequel to the game and features characters dressed in outfits and performing roles similar to those in the game. In the episode, Kuhn and friends try to run their superhero media franchise, but are thwarted by Professor Chaos, who launches a conspiracy to spread fake news on Facebook about the boys. Chaos is defeated, but the boys are divided over their media franchise, leading to events fractured, but overall. Along with the game, downloadable content from Several Downloadable Elements (DLC) was released. These items were provided for a fee and in itself the Relics of the Sron package that contains contains Suit items and perks, and Towelle: Your Gaming Bud, which causes the character towelle to appear and give funny advice to the player during the game. DLC's first post-release, Danger Deck, was released on December 19, 2017. It includes a combat challenge in Dr. Timothy's Dangerous Deck, in the Freedom Pals training hall with iPad, where the player can participate in increasingly complex virtual combat scenarios in new locations. Success is rewarded with items and costumes that you can you yulut in the main game. For The Fractured, but Whole developed two DLC packages based on stories. The first, From Sunset to Casa Bonita, was released on March 20, 2018. This requires the player to team up with Kuhn and Mysterion to save Mysterion's sister from Vamp Kids at Casa Bonita. DLC presents the Netherborn class with four new abilities, and goth Henrietta as an ally of the witch. The second DLC, Bring the Crunch, was released on July 31, 2018. In it, the player teams up with Mint-Berry Crunch, an alien wielding a huge power of mint and berries to uncover the mysterious disappearances of camp consultants on Lake Tardika. DLC represents the Final Girl class, which includes new combat tactics and traps. All downloaded content was available with an additional Season Pass. Although Parker and Stone were up against DLC in The Stick of Truth, believing that it would consist of content that was cut from the main game due to lack of quality, during the development of The Fractured, but in general they had ideas for side stories that they felt too far from the main story, but they wanted to expand this material as DLC. Receiving Critical Response Admission Aggregated scoreAggregatorScoreMetacritic (PC) 81/100 (PS4) 79/100 (XONE) 8 4/100 (NS) 80/100 0'86Game Informer8.0 75/10'GameRevolution 35'GameSpot8/10'20'GamesRadar 1IGN8.5/10-PC Gamer (US)/86/100 (Polygon7/10) South Park: The Fractured but Whole received positive reviews from critics. Review aggregator website Metacritic provides consensus for generally favorable reviews for Microsoft Windows, PlayStation 4 and Xbox One versions. Like its predecessor, the game was considered a successful adaptation, with GamesRadar calling it the true, best adaptation South Park ever made, with well-balanced comedy and humor, and IGN, saying it looks and sounds like an episode of the show. Giant Bomb, GamesRadar and Shacknews said it was an improvement in almost every way over the Stick of Truth, being deeper and more polished than its predecessor. GamesRadar added that after twenty years, South Park was created, which was as fun to play as it was to laugh with. PC Gamer named it creative, and extremely entertaining; And Electronic Gaming Monthly (EGM) said it would be hard to find a more complete South Park experience that is just as funny. Game Informer called it a welcome sequel, featuring both smart and immature jokes and moments of sincerity that resemble the charm of childhood. Slant Magazine mechanically said it was one of the best, most accessible RPGs in a long time. Reviewers alternately said that the humor was more original and less dependent on callbacks, and sometimes too dependent on references to the series. Several reviewers criticized some of the humor they considered intentionally harsh, banal, or overly focused on farts and pock. Slant Magazine singled out strip club battles as terribly sexist and racist. Others said that it is constantly amusing and provocative throughout, but without the typical edge of the series, and containing nothing more shocking as Stick of Truth's Nazi zombie Fetuses. It was noted that the game still delivered shocking moments such as corrupt police, self-tagging priests, and children in a strip club. Critics have been consistent in their praise of the fight and its improvements compared to the system shown in The Stick of Truth. PC Gamer's Andy Kelly described it as one of the most enjoyable RPG combat systems he had experienced. Reviewers said he offered positive changes from his predecessor, prioritizing strategic thinking over reflexes, and the variety of commands possible from the widest line-up of available characters. PC Gamer said the fight was deeper, richer and more strategic and, among other things, called it amusing. Game Informer and GamesRadar estimated that the ability to move on the combat grid allowed for greater agency and thoughtfulness. Boss battles have often been cited as highlight for their departures from normal combat by introducing timed, out-turn attacks, and side tasks such as reaching the end of the battlefield before the boss pleases the player-character. The giant bomb said that these elements are some of the smartest and most enjoyable parts of the game, and GamesRadar appreciated that the designers had removed the opportunity to patiently strategize. Polygon said that these elements, with their unique requirements adding to the intensity but sometimes becoming disappointing, were the only time they found the fight challenging. Others called the fight too easy, even at the highest difficulties, but IGN said that while Stick of Truth became easier as the game progressed, the ambitious battle of The Fractured But Whole was prevented from getting obsolete by the various combat sabotages it introduces. The various Ultimate moves were considered as hilarious and impressive, with The Polygon saying they were in Final Fantasy, but they have also been criticized for making them irrefutable, making them feel too long and repetitive later in the game. VideoGamer.com said the fights sometimes seemed too long, and IGN noted that the fights used only three time mini-games, making them repetitive. IGN emphasized the character's small touches in combat, such as the vomit of the Tupperware character in his own helmet when he knocked out, and Destruird said that each character is different enough to justify tactical thinking about which characters to add to the New Kid game. The story received a polarized response; Reviewers alternately called it well thought out and improved compared to the Stick of Truth, or confusing and smaller than its predecessor. Game Revolution and VideoGamer.com that the story was not as strong as that of its predecessor; VideoGamer.com emphasizing repetitive jokes as a negative. PC Gamer said that the main story suffered from problems that slowed things down, that it was entrogent, and that his satire was not as acute. Destruird said that despite some uneven spelling, the game was like a long, high-quality episode of South Park, and Game Revolution said it was too addicted to jokes. The bombshell giant also said it might seem like a cavalcade of feeds jokes, but The humour and charm of South Park are evident as the plot evolves. IGN said the quality of the letter met high expectations, and EGM said it had both a well-thought-out basic story and comedic side quests. GamesRadar said the game starts slowly but the tempo quickly escalates into an intriguing mystery with one of the television series's best villains, and Shacknews called it an absurd but fascinating tale, but not until it overstates its reception or become obsolete. Some reviewers said that the story found moments of sweetness or innocence in its characters; Slant Magazine called it poignant for its mission involving New Kid, resolving a dispute between gay couple Tweek and Craig. Other reviewers noted heartfelt moments in scenes depicting the difficulty of being a new child with unhappy parents, and sweet and silly touches, where epic battles are interrupted by passing cars, or some characters arbitrarily change the rules of the game during battle. Some comments were considered as an issue that was never properly addressed. Several critics have singled out a series of events in which corrupt police send New Kid to arrest innocent black men. Slant Magazine said that the race-based difficulty slider encapsulated everything they thought was wrong with Fractured, but Whole; biting social commentary, but one-off jokes because the slider doesn't affect any elements in the game. Some reviewers are critical к сходу между The Fractured But Whole's и The Stick Stick Game zone of Truth, which no longer had the advantage of the original novelty. However, Destruird said it was no less interesting to explore and find many references to the history of the show. GamesRadar said that despite its relatively small card, the game sometimes felt like there was too much to do. 7 Reviewers criticized the crafting system, which they felt gave too many items and not enough others, and said it seemed unnecessary because extra items could be bought directly in stores. The friend's various abilities were praised for encouraging out-of-combat research, but were criticized for becoming repetitive and non-complex. PC Gamer, VideoGamer.com and Polygon assessed the proposed scale of the setup, giving the player ownership and companion selection throughout the game. Similarly, reviewers liked the Artifact/Upgrade system, which allows the new Kid to be customized to the player's needs and be independent of the costumes so that the player could create the New Kid at will, although EGM was critical that Artifacts became less important later in the game when the New Kid became more powerful. Game Informer said that tracking selfies with the city's residents was one of the best side-effects that PC Gamer called strangely compelling. Sales in October 2017 in North America, South Park: The Fractured but Whole were the fourth-selling game on all available platforms, the third-selling game on PlayStation 4 and the fourth most sold game on Xbox One. Global digital sales of The Fractured, but Whole, made it the eighth-selling game for consoles in October 2017. Along with other single-game games, Assassin's Creed Origins and Middle-earth: Shadow of War, South Park: The Fractured, but Whole made more than \$160 million in digital sales for the month. Intelligence firm SuperData said single-player games won't stay at a high level in the charts until they're monetized with microtransactions like multiplayer video games. It was also among the top 100 highest-grossing games of 2017 on the Steam digital distribution platform. During the first week of sales in the UK, The Fractured, but Whole became the third best-selling game on all available formats in terms of box sales, behind FIFA 18 at number two and debuted Gran Turismo Sport at number one, and ahead of debuting WWE 2K18. Sales of the game in the first week were 7% lower than the sales of The Stick of Truth. Its sales were considered strong, based on competing titles released at the time. It was the sixth-selling game in October 2017 in the UK. By the second week he had dropped to eighth place in the overall standings; and by the third week he had left ten games as a whole, as a whole, place on this chart. In 2016, MCV and IGN named South Park: The Fractured, but overall the best role-playing game of the year Electronic Entertainment Expo. The game was nominated for Best RPG at the Gamescom 2017 Awards, and for Best Role Play at The Game Awards 2017, losing to Persona 5. It was also nominated for Best Narrative Design, Best Adventure/Role Game and Best Interpretation at the Titanium Awards, giving way to two of them Horizon zero Dawn and one legend of zelda: Breath of the Wild; IGN's nominee for Best of 2017 for Best Game for Xbox One and Best RPG. The game won the Best Collectibles award at the RPG of the Year Awards 2017 game Informer; In the category Best Reader Choice of 2017 he took second place in the category Best Role Play. EGM ranked 12th in the list of the top 25 games of 2017. He was nominated for the SXSW Gaming Awards 2018 for Excellence in Convergence. Inquiries: b c d e f g kollar, Philippe (October 16, 2017). South Park: Broken but all review. Polygon. Archive from the original on October 17, 2017. Received on October 16, 2017. a b Griffiths, Eric (June 21, 2007). Young offenders. New York. Archive from the original on February 6, 2013. Received on May 3, 2009. b c d e f h i j k l n o p r s t Stapleton, Dan (October 16, 2017). 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