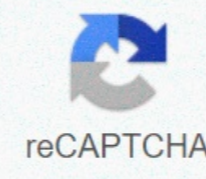




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Cruz brothers trophy guide

Ease: 7/10 Time required: 8+ hours Seasons After Fall is one of the simplest Platinum trophies for a very simple reason: you can't die. No matter how troubling the puzzles can be or the amount when the fox falls on a ledge, the game is a sincere and relaxed affair that you can walk in your own leisure time. The only difficulty that really poses is finding the flowers scattered across the vast forest, but since they originated on the PC, guides will show you the way without problems. Plus, as a bonus, the game is actually pretty neat. The story is a bit lacking and it's not the most fascinating cases, but it's certainly one of the most relaxing. Recreate nature and earn a dirty Plat once you're on it. 22. The Walking Dead: A New Frontier Easiness: 10/10 Time Required: 6 Hours One of the last Telltale games to be released will be held in the great tradition of giving the player a piece of cake with Platinum trophies. All you have to do is beat the five episodes. The question is, can you stagger the emotional turmoil or the serious lack of Clem? 23. Hellblade: Senua's Sacrifice Easiness: 6/10 Time required: 8-10 hours Hellblade is not an easy game in terms of the subject, but certainly when it comes to getting the Platinum. Theoretically, you can only get all your trophies with a video guide ready. Sometimes it offers a challenge, but the fight is intuitive and the puzzles are difficult without being renn of whether you will be able to map your way to the finish line within eight to ten hours. Hellblade totally does out Golds, just playing the story. The only thing that gives you pause is the thought of the game form collections that are lorestones. These are easy to miss, but with a video guide you can enjoy one of the best games of 2017 and add another Plat to your collection as well. 24. Undertale Easiness: 6/10 Time Needed: 10+ Hours The beloved pacifist RPG debut on playstation systems came with a lot of unusual trophies, clearly showing that Toby Fox doesn't have much time for performance hunting – the Undertale PS4 Plat is called Don't You Have Anything Better To Do?. There are a lot of other silly trophies too, including the trophy each time you pick up the top four items in the game. There's even a silver waiting for you to pick up the fourth. The other trophies are primarily earned by just playing the game, but there is also the opportunity to donate money to a dog sanctuary and unlock trophies to do so. It's somewhat time consuming, but totally worth it, so check them out here. 25th Slayaway Camp: Butcher's Cut Easiness: 8/10 Time Needed: 10-12 Hours It wasn't out that long, but you can already tell the list of trophies and who earned that completionists are all over Slayaway Camp. It's a jigsaw puzzle, which means you'll find a lot of scripts on YouTube - it doesn't hurt that it's been on PC for a year before it jumped to PS4. Most trophies are a mixture of progression through the story and feats that are open to the game of course. A lot of the trophies also come down to unlocking gorepacks that require currency, so there's a bit of a grind, but not too terrible - it doesn't hurt that it's a big game either. 26. His Majesty's Spiffing Easiness: 10/10 Time required: 1 hour Of His Majesty's Spiffing is way too short and never gives itself enough time to go properly. Still, we supply a charming mix of British humour and simple puzzles that even we can power through. The jokes feel completely alien to non-Britons, but we really enjoyed releasing a trophy looking at a rock. Some guides suggest that you could bang Plat HMS in roughly 45 minutes, but if you've never played the game before and aren't used to controls and mechanics, you can round up about an hour. 27. The Bunker Easiness: 10/10 Time Required: 1 hour 30 mins Another of these narrative-driven types, The Bunker is an FMV game set in a post-apocalyptic world made on a small budget. As you might expect, it's not exactly a wonderful game, but it tells that story as well, and there's a Plat that you can walk through without much fuss. There are a few collectables you can skip (and you may not want to play the movie again to record them), but if you follow the guide tikket written above, you'll be fine. 28. Blackwood Crossing Easiness: 10/10 Time required: 1 hour 15 mins Blackwood Crossing is a charming little adventure game that will strike a tying for Firewatch fans. It's a fantasy tale with some very light horror elements that don't stay welcome, especially if you can pick up Plat in just over an hour. Again, make sure you don't miss the collection (like rabbits) and you should hear that comforting ping before too long. 29. Full Throttle Remastered Easiness: 8/10 Time required: 1 hour 15 mins Similar to Day of the Tentacle, Full Throttle Remastered is an old school game given fresh licking of paint and a simple Platinum trophy boot. It's hard to box fir into a genre, which is why I recommend playing it first for the charming experience, and then hunting for dem juicy trophies. You can speed through it in just over an hour if you miss absolutely everything to do with the narrative. 30. Black & White Bushido Easiness: 7/10 Time required: 2 hours Black & White Bushido is a quirky little game where invisible depending on your location versus the two-tone background. You're a ninja, too. If this Enough, what about the fact that you can Platinum it in roughly an hour? That being said, some systems are a bit picky and can be a bit challenging, so I'm going to add an extra hour onto the time it takes. As a bonus, it's pretty dang cheap. NEXT PAGE Some of the coverage you'll find on Cultured Vultures includes affiliate links that provide us with small commissions based on purchases made by visitors to our site. We cover game news, movie reviews, wrestling and much more. Difficulty: 2/10Estimated Time Platinum: 30/45 MinsMissable Trophies: NoneGlitched Trophies: NoneDifficulty Related: NonePlayThrough: 1 Introduction: Welcome to the Crosskrush Trophy Guide! Defend your peaceful aamble by blowing up as many cars in a row as possible, or whack and hack them with your stick to finish them off. This game was developed by Thince Games and released on the consoles of Ratalaika Games. Itinerary: Step 1: Last will mode. This step is optional, but it is recommended to play in Last Will mode as you can unlock all trophies in the game without cleaning later. Remember that if you play in this mode, you will instantly die if you get hit once, cars move faster and the earth cells will be left broken until the roller is transferred to them. If you choose not to play in this mode, you can unlock all trophies, but 2, which requires you to play two specific waves in a given level in Last Will mode. Before you start, be sure to check the How to play and controls sections from the main menu to learn all the mechanics of the game. There are 10 levels and each has 10 waves. Note that there is an AFK mode you can use to complete harder waves, or the one that is useless for the purpose of just unlocking trophies: To get to the AFK mode, go to the lower right corner of the street and keep running against the wall. In this way, the cars can not hit and you can complete waves without problems. Here you will find a schedule where you can attempt all trophies. Remember that you can also recreate a wave if not something. Level 1 – Wave 1: Destroy one of 2 cars in a ground cell and then the other in the cane. Repeat 5 times or more if you also want to unlock the cane full damage related to the trophy. Meet my puta. Civics are different than roaming, My 6 is my best friend; Level 1 - Wave 5: Destroy the ambulance 3 times. Also, destroy the roller once and let it kill you once. Put a land cell on the bus line near the intersection and wait for it to come to an end. As soon as he crosses the intersection, blow up the land cell. Cross-murder; No insurance; No more rolling; Overturned; Level 2 - Wave 7 and 8: We recommend using this AFK method until Wave 7. In Wave 7, be sure to collect the laser update (the cube has a beam on it) and don't shoot until you reach Wave 8. Once Be sure to hit 5 car cars one shot. Laser Number: Level 5 3 - Wave 8: We recommend using this AFK method until this wave. You will see an ambulance with a health powerup (with a cube heart). Be sure to hit the vehicle with the cane to let it drop for life. Basic worker; Level 3 - Wave 10:It is recommended to do this using the AFK method wave 9 as well. When you reach wave 10, try to complete this with a bonus score of +250 or +500. To get such a bonus scores, you need to do less or up to 9 moves. Perfect will; Level 6 - Wave 8: We recommend using this AFK method until this wave. You will see a big size powerup (one cube with 4 arrow keys on it). Pick up and destroy 10 cars. If you fail, simply restart the wave until you get the trophy. Great destruction; Level 7 - Wave 2: We recommend using this AFK method until this wave. When you get there, you'll see a diagonal trt-sajka. Explode one on the far right to trigger a chain reaction and unlock the 2 combos associated with trophies. Give me 10; Give me 20; Level 8 - Wave 10:We recommend using this method until this wave. When you get there, be sure to complete this wave by obtaining a +500 bonus score. To do this, you must complete the wave by less than 7 steps. Check out the trophies for more details. Incredible will; Incredible wave. Step 2: Level selection and cleaningThe step may be optional, as you can aim for the last missing trophy while going to the others. However, it is easier to focus on the last trophy of normal difficulty. Complete level 1 and complete all 10 waves by obtaining 250 or 500 bonus scores for each wave. If you are struggling with it, be sure to check the related trophy description in a video guide. At the end of this step, you can get these trophies: Perfect level Platinum Disc Trophy Guide: Platinum Disc Get all other trophies Meet my cane Destroy a car using the cane to destroy the car from the cane, hold the button while close to it until it explodes. Be careful not to hit the car tho. Citizen Cane Destroy 5 cars using the cane (stacking) to destroy the car from the cane, hold press the button while close to it until it explodes. Repeat 5 times and you will receive this trophy. Make sure you don't get hit by the car. Crosshit Destroy a car at the last minute, right on top of the crossover this trophy is easily earned when you see a bus or a truck on a level. These vehicles are 2 cells long, so they're the best option. The best strategy is to place a ground bomb in the last cell near the intersection and wait for the vehicle to come. After the car ouse the bomb, it explodes to earn the trophy. Laser Number 5 Destroy 5 cars 3 laser shot The laser can be found for the first time wave 7 level 2. If spare him for the next wave. DO NOT use your uterus as well as Shoot the laser. Immediately after the vehicles are sent to the ground on wave 8, press the button to use the laser. Be sure to destroy 5 cars in one shot to make this trophy pop. Great Destruction Destroy 10 cars of large size (stacking) To get this trophy, you need to pick up a large size upgrade which can be found for the first time wave 8 level 6.It's a cube with 4 arrows on it. Pick up and destroy at least 10 cars. If not for the first time, you can simply restart the wave and try again. No insurance; Destroy 3 ambulances (accumulating) Rescuers in yellow vehicles with sirens. The game says not to destroy them, but this trophy, you have to blow up 3 of them. No more rolling Destroy the rollers are useful in Last Will mode as they repair broken cells. When you find one of them, blow it up to get the trophy. Rolled over Get killed by a roller rollers are useful in Last Will mode as they repair broken cells. When you find him, let him roll over to unlock this trophy. Give 10 Make an x10 combo See the Give Me 20 trophy description for more details. Give me 20, make an x20 combo to get this trophy, you'll have to blow up at least 20 cars with a single explosion. The best wave to try this trophy wave 2 level 7. You will see a diagonal row of TNT cars; Explode one on the far right to trigger a chain reaction and get a 20+ combo that will unlock the trophy. Perfect level Get +250 or +500 bonus score in each wave in one level This trophy is easily available in 1. To get this trophy, you need to complete each wave with less or max moves required (You can see them in the upper right corner of the screen). Follow this video guide and remember that if you don't have a wave, you can simply press the settings button and restart the wave without losing your progress. Perfect gets a bonus score of +250 or +500 for the 3rd time. Reach the last level 3 and earn +250 or +500 bonus points on the wave with less or up to 9 steps. Follow this video guide and remember that if you don't have a wave, you can simply press the settings button and restart the wave without losing your progress. Incredible Wave Get 500 bonus score anywhere Check out the Incredibles Will Trophy description for more details. It will be incredible to get +500 bonus score on the last wave of Level 8, playing in Last Will mode this trophy is only available while playing in Last Will mode. Reach the last wave level 8 and earn a +500 bonus score by completing the wave in less than 7 moves. Follow this video guide and remember that if you in a wave, you can simply press the optionsbutton and restart the wave without losing your progress. Basic worker Choose a health powerup without destroying the ambulance that carries Sometimes you can find the health powerup (the cubes with one heart) on the ambulance. To get this trophy, hit the wand with one that is carrying a powerup, and it will fall down the street. In my cane my best friend Reach 1000 points for damage to the cane hits (cumulative) Every time I hit a vehicle in the cane, it does 5 damages. To get this trophy, simply keep hitting all vehicles in the cane until you reach the full 1,000 damage. Related related

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