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Minimum:OS: 7 - 64BitProcessor: Intel i5Memory: 8GB RAMGraphics: Nvidia GTX 730 or equivalent with 1GB VRAMStorage: 9GB Available Space Recommended: OS: 10 - 64bitProcessor: Intel i5-2300 (2.8 GHz quad core) or equivalent: 8GB RAMGraphics: NVIDIA GTX 960 or equivalent with 2GB VRAMDirectX: Version 12Storage: 9GB Available Space Minimum:OS: OS X 10.11: El CapitanProcessor: 1.3GHz dual-core Intel Core i5Memory : 8GB RAMGraphics: Intel HD Graphics 615Storage: 9GB available Space Recommended: OS: macOS 10.13: High Sierra Processor: 3.1 GHz or 3.3 GHz dual-core Intel Core i5Memory: 8GB RAMGraphics: Intel Iris Plus Graphics 650Storage: 9 GB Available Space This article about the game. Maybe you're looking for a song, Grumpyface StudiosFinite Reflection Studios (PC) Cartoon Network (digital) Explicit games (physical) PlayStation 4, Xbox One, PC, Mac, Nintendo Switch 2017 (PS4) November 3, 2017 (Xbox One) August 13, 2018 (PC and Mac) October 30, 2018 (Nintendo Switch) May 17, 2019 (Physical Release) Adventure Action, Role-Playing Games All 10 (ESRB) (Fantasy Violence) Save the Light Steven Universe video game developed and published by GruStationface Studios for Play44 Xbox One, PC, Mac and Nintendo Switch. The game is a direct sequel to Attack the Light. It was released on October 31, 2017 for PlayStation 4, November 3, 2017 for Xbox One and August 13, 2018 for Windows and Macintosh operating systems. The game was later ported to Nintendo Switch on October 30, 2018. It was released physically in a bundle pack including OK K.O.! Let's play Heroes on May 17, 2019. The sequel, Unleash the Light, was released on November 27, 2019. Content show Summary Coming to Consoles this fall! A mysterious warrior arrives in Beach City and steals powerful weapons, and it's up to the crystal gems to embark on a magical mission to end all magical missions. Steven and the gems must travel far beyond Beach City, fight an army of creepy creatures, and stop the not-good Prism-kidnapper to save the light! Features An Updated Combat System with a customizable character selection scheme. The player can choose who will lead the team. Only Steven can't be removed from the group. More attention is paid to the research and solving of puzzles in 3D environments. Original story from Rebecca Sugar and her team show Steven Universe. The game will feature a total of eight game characters, not including mergers. One of the eight characters will be available as DLC after the game starts. More mergers will be available as the character's abilities. Side quests, crafting system, character privileges and upgrades will be available. Help in side quests will bring random rewards for the characters. There will be situations throughout the game where the player has to make decisions affecting the gameplay. This can vary from which Crystal Introduced into the game first to naming monsters. Helping characters during the battle increase their communications by adding new strategies to the combat system. This can range from special command attacks to allowing certain characters to merge together throughout the fight. The plot of the game begins when Stephen tells the story of the previous game. After the intro, Stephen and Connie are at Beach House, playing with the White Light. And suddenly Prism begins to feel a different presence and leaves Stephen, which makes him follow the Prism. Stephen and Connie, after that, ended up on This Wash. They find a giant spaceship hovering over the car wash, and a frightened Greg. The ship lands on the car wash, destroying the building, and the gem leaves the ship. The newcomer, called Hessonite, takes Prism, only to discover a lot of her frustration that the form he takes is weak. After leaving, Steven and Connie and his father fight with a group of Light soldiers who attack Beach City. During a battle with several soldiers of Light, Steven finds one of the Crystal Gems, who tells him that Hessonite has gone into the woods, and goes to find her. During their journey through the forest, they discover Hessonite in the terminal, trying to fix the Prism, only to discover the Crystal Jewels. She then attacks Prism, creating a creature to destroy them. After defeating the creature, Garnett appears and tells Steven that they must go to the Forge, where they upgrade their weapons, after which they leave for the Greater North. Traveling through the Great North, Crystal Gems find another Peridot, whom Steven nicknamed Squaridot, who tries to defeat them on the orders of Hessonite. They later plummeted her into the shed where Lapis and Peridot are located, as Stephen believes they can convince her to make friends with them. Only for Squaridot not only angry at Perido because of her rebellion, but also tries to attack Steven only to be poofed, but not before revealing by chance that Hessonite is on the battlefield of strawberries. Later, Perido says she can repair the computer terminal and track Hessonite using tungsten, which is located around Battlefield. During the journey, Peridot reveals that Hessonite's behavior is strange, since she knows them for being important military commanders, and then shows that the hessonites they are being hunted down to is an important war hero because of the uprising and that Prism is her weapon, which she used against crystal gems. Having collected all the tungsten, Peridot can repair the terminal and discovers that Hessonite is on the Sky Arena. In an instant they fight a giant armored creature they defeat. After defeating him, they travel to the Sky Arena, where they find Hessonite unsuccessfully trying to make Prism take a stronger shape, only to continue to take the form of Steven. Upon departure, they discover that Hessonite went back to Gem Battlefield, the place where temple before, where they discover a secret entrance to the Temple. Exploring the temple, the Crystal Gems find Hessonite, who easily defeats them in battle, but before she hits Steven, Prism dazzles them. When Connie wakes up, she discovers that Garnett has been defused, Sapphire instructs Connie and Perido to find two keys to open the door. While Pearl, Amethyst and Greg are instructed by Ruby to fix several mechanisms and the key to the exit. Steven wakes up in astral terms, where he learns that Prism was a gift from the yellow diamond Hessonite, who used it to fight during the Uprising, only to lose it during the battle with Rose and had to leave it when the corrupt light was used. He is then found by Connie, Peridot and Sapphire, and then reunited with the others. After being reunited with the place where they were defeated, they encounter the Warrior of Light who attacks them. After defeating the design, they learn that Steven has visions and discovers that Hessonite is now in the forge. To get there, they discover a secret part of the Forge, made by Bismuth, which Hessonite is trying to use to update Prism. After fighting their way through, they discover that they are too late and find out that Hessonite has gone back to his warship. Stephen and Crystal Gems use Leo to go there and fight Hessonite, who uses the modernized Light Warrior only to be defeated. When Hessonite loses, she admits to self-disappointment for losing to Crystal Gems and Prism, who decide to stay on Earth, while Hessonite decides to rebel and leaves to open herself up. Back in the barn, Crystal Flowers celebrates their victory with Prism. An alternative bad ending can be unlocked if Prism decides to stay with Hessonite; to her surprise, she welcomes back Prism and announces that together they will have a fresh start and together can conquer new worlds. After escaping Connie fears what will happen, while Stephen feels frustrated and fearful about Prism, now that he has decided to stay with Hessonite and stay with their original programming. Characters Playable By Stephen Connie Maheswaran Greg Universe Pomegranate Amethyst Pearl Perido Fusions Stevonnie Smokey quartz Sugilite Sardonite NPC Bosses Places Elements Stephen Elements Fry Beats Fire Salt Fry Bits Ranch 'n Bacon Fry Bits Together Breakfast Fruit Super Star Fruit Cookie Bacon Fry Bits Bottle Tears Roses Thoughtful Gift Together Forever Breakfast Salt White Star Fruits Feelgood Tea Feelawesome Tea Bagel Bear Key Elements Weapon Scheme Mayor Dew Doodle Big Ice Cube Doughnut Doughnut Tungsten Oda Sam, Onion, and Amethyst) Secret Hoozywhatzit engraved stone figures Perfect Pinchop icons a healthy human badge: Increases overall health by 15%. Can only wear people and semi-human XP badge: Get XP 15% faster! sluggish icon Regen: Very slow to regenerate health at all times. It's slow. Attack icon: increases ATTACK by 2 Harmony icon: Increase overall health by 15%. You can only wear gems and semi-flowers. Hardhat Icon: Immunity to THE STUN effect of the freebie icon: a small chance for each attack to make one of your abilities 0 star points for one use! Leaf Shield Badge: Increases protection against green and yellow enemy attacks by 25% parachute badge: No more taking damage from falling into the pits of Lucky Badge: Increase luck by 30% iron Boots Badge: Impervious to roll back and slip on ice Bundled Badge Up Badge: Impervious to all cold, frozen and crystallized effects of a sneaky sneaky icon: Enemies have a harder time to notice the owner. Outside of combat, the wearer can get closer than usual. Inside the battle, the owner's actions pose less of a threat. Insult icon: Wearer's actions all generate more threats than usual, causing enemies to attack them more often. Star Starter Badge: Star Meter Team starts 1 Star Point higher than usual at the beginning of the Economist Badge battle: At the beginning of the battle, all your star costs are reduced by 1. After using any ability, all costs per star return to normal. Friendship icon: All relationships with the owner build a 15% faster Nicer Regen badge: Slowly regenerate health at all times Healing Aura icon: radiate a small aura of healing for nearby allies every time the owner is attacked by the Kudos icon: Adds Kudos to the owner's ability to ring ability. Using a point of contact with the chosen target is created. Lucky Engager icon: Guaranteed LUCKY hit while bringing the enemy out of the fight Lucky Berserker badge: Although at 15% health or lower, all attacks are guaranteed to be LUCKY Lucky Restore Badge: Lucky Hits have a chance to restore the health of Lucky zap badge: Happy hits have a chance of electric shock and DISABLE enemies Lucky Star Badge: Lucky Hits have a chance to recover 1 star Lucky Flame Badge : Lucky Hits have a chance to BURN enemies Em Badge : Chance to BURN enemies in attack or block fireproof icon: Immune to EFFECT BURN Turtle badge: Increased defense by 25%, but reduces attack by 15% Speedy Badge: Outside combat traffic speed increased by 30%. Inside the battle, the star meter speed of the team increased by 10% Berserker badge: Although at 15% health or lower, automatically receive ATTACK buff Rose Tear badge: After hitting, the revive timer length decreases by half the immunity icon: 25% chance to withstand all the negative effects of Poison Badge: Chance OF POISON enemies when attacking or block Perfect Cast Badge: Wearer's Charge: good luck by 95%, but reduces defense by 50% Star Block Badge: Enemy blocking sometimes rewards 1 star point Star Cap Badge: Lift the star cover in 10 to 12 for Grumpy Badge: increases ATTACK by 30%, but DEFENSE is reduced by 50% CBF Badge: Reduces the team's stats in half! Yikes! (For When You Want a BIG Challenge) Achievements Donut Hole in One: Go Through the Big Doughnut Attack of Light: Defeat 100 Light Designs Perfect Ten: Perform 10 Perfect Blocks in a Row Someone Perfect: Perform 10 Perfect Attacks in a Row Delivery Boy: Complete All Fish Stew Delivery Pizza Work Of Art: Help Vidalia Finish Your Masterpiece Future Boy Boltron: Get Every State From BOLTRON: Get Every State from BOLTRON: Not letting any party members defeat Trifecta: Defeat of three enemies with one POW attack!!! Deliver more than 100 damages with a single Team Building Exercise ability: Perform every synthesis and attack team Lil' Dudes: Restore Every Lil' Light Steven Crying Breakfast Friend: Defeat of any boss while wearing the CBF Adventure Badge Out : Journey to each zone Perfect Porkchop : Complete the game 100% Believe in Stephen: Collect all the other achievements It's Canon?: Experience an alternate sequence of events ... We always save the day: Keep the Light of Stephen and Prism Best Screenplay: Win the Fight and then go out on pizzaz! Back in Bismuth: Completely upgrade all the weapons at the Forge Trivia Game was originally scheduled for the summer 2017 launch, but was pushed back to fall 2017. On June 1, 2017, Cartoon Network released The Light Series stickers for iMessage. On August 31, 2017, a demo of the game was released from 5 p.m. to 9 p.m. during the annual Pre-PAX Open House ID@Xbox. Like its predecessor Attack the Light, the game's design is based on a distant design of characters for rendering purposes. An interview about game development and development was shown at CN GAMES on September 1, 2017, revealing some of the concept artes of Fusion Gems, Peridot and Squaridot. Grumpyface Studios said it plans to release some DLC for the game. On The Steven Universe podcast (Vol. 3/Ep. 1), creator Rebecca Sugar stated that Save the Light isn't really a Level 2 Canon and just a canon. When gems fuse, they use choreography borrowed from their Fusion dances on the show. Stephen and Connie dance exactly the same dance they used to get to form Stevonny in Mindful Education, but end up jumping to each other rather than standing back to back. The amethyst uses dance moves from the first formations of opal and sugilite. Pearl uses the same pirouette from the very beginning of the sardonics dance. Pomegranate has been using its dance moves since the first dance-like use of Alexandrite synthesis. Unused audio extracted from the game's files shows several interactions between playable characters and Lapis azure. The (quote needed) Cultural Links Poses that Stephen and White Light do are Fusion Dance from Dragon Ball and Bond pose from the eponymous character. When Amethyst speaks Go fast! On performing her spin dash, she quotes lyrics from the theme song of English dubbing Sonic X. Stephen said: Cheeseburger backpack! Don't leave the house without him! - refers to the Advertising slogan American Express. Connie says: Adventure is there! Links line Charles Muntz from Disney/Pixar Movie Up, and two versions of Up Video Games: The Beginning Levels on the Nintendo version of DS says: Adventure There!, And on the Wii version, three clips in the movie version that the narrator says the last part was Adventure There!. Connie Look, it's in the book! Line links educational children's show Reading Rainbow. Connie says: Never give up, never give up when her health is low during a fight referenced by Peter quincy Taggart in carchphrase from the 1999 film The Galaxy quest. Stephen is rarely said: Item, I choose you, where he is about to issue a key point for the npc. This is a reference to the Pokemon anime, when Ash Ketchum exclaims the words when choosing a Pokemon. Peridot's Molten Core ability and Greg's ability to Amp It Up are probably a reference to the abilities of the same names from Overwatch. Luck that Boltron gives Stephen Bad Luck and extreme trouble will haunt your pitiful soul for all eternity. It is a reference to Rocko's Modern Life episode of Fortune Cookie, where Filbert gets bad luck after getting a good luck cookie containing the message. Continuity Greg mentions that he is still rich from the checks he received in Drop Beat Dad. Stephen and Connie's dance is like a Mindful Education dance. Lars still has olive skin and orange-brown hair, indicating that this is happening before Wanted, and therefore StevenBomb 6. White Light still has his form of Stephen from the end of the first game. Beach City Funland has a new machine called Boltron, said to be the son of zolltron. It turns out that Bismuth's Forge can still be introduced, despite bismuth's ascendant Bismuth in Bismouth, that it has a secret room with a statue of Rose quartz. Crystal gems must rely on the Lion Warp to get to the Hessonite warship, as they do not have more conventional means of space travel. The smoky quartz played in the game places it after the Earth, where they first formed, as well as Back to the Moon, which occurs immediately after the first. Crystal Gems take hold of the roaming eye of the spaceship in the latest episode, but lose it to the fleet in Room for Ruby, suggesting that the game takes place after this episode. Hessonite recalls the events of the Rebellion from the Reunion of Monsters as she comments that her troops were forced to leave Earth very quickly and that she lost some of them. The centipede (identifying itself as Jade) is confirmed as Hessonite's fleet in Legs from here to his native world. There are Citrine guards watching the entrance to the Hessonite warship, as they are said to be a quartz type made to service elite gems. To the events of Lars Stars, sixty-seven of these types of gems guarded the Solar Burner when Off Colors managed to sneak past them and steal it. Perido mentions Connie's New Crystal Gems. Stephen reminds Greg of the events of Ocean Gem and StevenBomb 5 as the two crazy weekends he went through, and also shows that the other was about taking the 200 taco challenge. In his interview, Bill Dewey comments on the upcoming election. Dewey will lose this election in Dewey victory. Bugs Content Smokey quartz accidentally call her/she, not them/they. This was fixed in patch 1.02. Peridot says quote Well, I certainley will not know, not of course. This was fixed in patch 1.03. The gemstone Amethyst is missing from the opal. Sugilite and Opal's clothing does not reflect the change of Amethyst's outfit from her regeneration in Crack the Whip, although none of their new outfits were revealed when the game was released. The technical game tends to freeze during combat or when interacting with objects. Preservation and exit is still possible, however. Grumpyface Studios will push for an update to fix this. This bug patch was released on November 10, 2017. Another bug patch was released on December 11, 2017. Another bug and stability patch is underway, but they don't have ETA to provide at the moment. Another bug patch was released on June 25, 2018. Character models sometimes pass through key gates depending on the angle of the gate. Sometimes the sound tracks will play on the replay, but it seems to go away after a few minutes. While holding Y as Peridot use her Metallokinesis, he tells you to keep X to use it instead of the Y. Gallery Video By Steven Universe Save the Light Gameplay Show - PAX East 2017Stive Universe Save the Light - 20 Minutes GameplayLIVE from E3! Steven Universe Save the Light Cartoon NetworkSteven Universe Save the Light - San Diego Comic Con Official Cartoon NetworkCN PLAYIN Save the Light Interview with Rebecca Sugar and GrumpyFace Cartoon Network7 Minutes Steven Universe Save Easy Gameplay - PAX 2017PAX WEST 2017 - Cartoon Network presents Inside Game Design OK K.O.O.! - Steven Universe Universe Save the Light Running TrailerSteven Universe Meet the New Villain on Steven Universe, HESSONITE! Cartoon NetworkSteven Universe Let's Play Peridot plays Save the Light Cartoon NetworkSteven Pearl Universe and Amethyst Play Save the Light Cartoon NetworkSteven Universe Onion Gameplay Save the Light Cartoon NetworkAdd photo in this gallery External Links PlayStation Store Xbox Live Steam Nintendo eShop Links No 1.0 1.1 Save the Light Release Release - Grumpyface! on Tumblr and Just

like the show, the history of STL is seen from Stephen You won't be able to swap it from the party, but the other three slots are up to you! - Grumpyface! on Tumblr and Waldron, Chris (March 9, 2017). Steven Universe Save the Light strain of the PS4 this year. Cartoon Network - via PlayStation.Blog - IGN (March 11, 2017), Steven Universe: Save the Light Gameplay Show - PAX East 2017 - via YouTube - Paper Mario-like Steven Universe RPG Coming to PS4 and Xbox One - GameSpot What's one of the things we're most excited about with #SaveTheLight? Easy: FUSIONS! - Grumpyface! on Tumblr - You have side quests, crafting system, character privileges, updates, customizable commands. - Chris Graham on The Verge - Peridot and Squaridot in Save the Light! - Grumpyface! on Tumblr - Sign up now for the fourth annual Pre-PAX Open House ID@Xbox - news.xbox.com - Cartoon Network Presents: Inside the Game Design of OK K.O.! Steven Universe - west.paxsite.com DLC to keep the light still going, but not ETA at this time. - Grumpyface! on Tumblr - Arrow barrage your enemies with opal and hammer them out of your way with Sardonyx's Save the Light, soon! Save Light Technical Problems - Save light - v1.02 Patch Notes - Save light - v1.03 Patch Notes steven universe save the light chroma. steven universe save the light chroma locations. steven universe save the light chroma farming. steven universe save the light chroma respawn. steven universe save the light yellow chroma. steven universe save the light orange chroma. steven universe save the light red chroma

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