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About This Content

The Overcooked Lost Morsel content pack continues the chefs' crazy culinary adventure through six new campaign levels, featuring challenging new kitchens set in an exotic jungle world, a new vehicle to navigate the world map in and six new chef characters to unlock!

Contents

- New world map, accessible via the new DLC option
- New helicopter vehicle to navigate around the world map
- New visual theme in-game, "Jungle"
- Six new campaign levels
- Six new chefs to unlock

Title: Overcooked - The Lost Morsel
Genre: Action, Casual, Indie, Simulation
Developer:
Ghost Town Games Ltd.
Publisher:
Team17 Digital Ltd
Franchise:
Overcooked!
Release Date: 15 Nov, 2016

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English,French,Italian,German







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The game is great, the DLC is brutally overpriced. \$5 for six levels is already bad, but these six levels are about as good as the worst 30% of the base game. Really not worth money, which is a shame.

Totally disappointed.. very short for its pricetag, no new mechanics, no new recipes, just 6 more basic levels. pick it up for 1-2 dollars, not more. The DLC is not really bad. It's just lackluster.

There are only 6 levels and 6 new chefs. The chefs are pretty good. In my opinion, 4/6 levels were fun and not annoying. There are 2 with so -so mechanics, but overall, it's good.

The island looks fine and the helicopter is amusing. Not much to report there.

Out of all the levels you cook the following dishes: Burgers, Soup, Burritos, and Pizza. A little dissapointing, I would've liked more levels with the dishes fish and chips or salad, or maybe a level that mixes more than one dish instead of one dish per level.

After completing the levels, there is no ending level. Also, in the intro onion house, I noticed a spelling error, which points to it being rushed?

It's not a terrible DLC but definetly not worth \$5 dollars, or the discounted \$4.45. I'd say it should be free, or only \$1 at the most for the content it provides. I would wait to purchase it until it's put on sale, or updated.. Me and my friend loved Overcooked, so I decided to pick up this DLC. We were NOT expecting it to be this short, and for \u00a34, I wouldn't recommend it. It's good, but I think it's way too short and the festive DLC was miles better and free.. My wife and I bought this after beating the main game, loving it and wanting more. We finished it in less than 2 hours getting 3 stars on all 6 levels. Basically it left us saying "Is that it?"

My main complaint is that there were no new recipes. It was all the same recipes just in new kitchens. Most of them felt like they were heavily designed with 4 players in mind, which makes them not quite as much fun for 2. The difficulty level was pretty good though.

Overall, not worth \$5, probably worth \$1 or \$2 if you loved the base game. If you play 4 player or you want more characters to play as, you'll get more enjoyment out of this.. First off, I will say that I loved the base game! My wife and I obsessively played it. However, The Lost Morsel was nowhere near as good. TLM comes with 6 new levels, new characters, and ... that\u2019s about it. The levels were uninspired; I would not be surprised if these were the ideas that did not make the original. There are no new recipes or new mechanics to experiment with. What you get is about an hour worth of tedium that just ends. While I will be excited for any new DLC that comes out, I will be very cautious after this one.. I purchasefd the bundle, which gave me the dlc for a very small price. However even then the content it adds is really, really small. No new receipes, only 6 more levels that do no introduce anything new. There is not even any ending, or additional achievements!!!

The free dlc was awesome, and this one is really not worth the price in comparison.. Wow. Is it over already? Yes.

A couple hours of gameplay for \$6. I would really hope there's an update for this containing the rest of the DLC they accidentally left out...

As everyone else say, it's super short and not satisfying. A few minor new mechanics to change things up, but really not worth more than \$2.. The DLC is VERY VERY VERY short. It's just 6 new simple levels with no story at all. Please, Ghost Town, be good to your fans!. I hate to give it a negative review.

But 6 additional levels for 5 bucks is just to less.
I had hoped for a new equally campaign map as the main story.

There are new mechanics to the maps that makes the maps interesting but that's it, just 6 levels ...
Sorry, I had more hopes for the DLCs, after the 6th level I felt betrayed somehow.

The levels are not bad... but you know the "free" winter level has the same "amount" of levels.
So you make your decision if you want it.. "Way too short." This was the theme of the reviews before I started playing and after completing the Lost Morsel, that review is accurate to a T.

Extremely disappointing in terms of value of money to content ratio. Will NOT recommend unless they add in free DLCs to this expansion. To be honest.. this is barely an expansion.

The festive DLC was much better.. 3 bucks in our local store (u00a521) - sure it's short but we got a big kick out of it - with a lot of replay value, even.. way too short and.. why the chopper when you're just on one island?
took me and my girlfriend 30 minutes to beat every lvl with 3 stars..

I think this should've been free DLC
not worth 5\$, though I really like the game so that's why I bought it instantly.. Great little addition to the game, but key word being little. Was way too short at that price point. The new characters were cute though so +1

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