Grim Dragons Download] [hack]



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## About This Game

BE THE DRAGON! Slay peasants, eat livestock and burn villages! It's time to teach those pesky humans who's at the top of the food chain!

Become a glorious DRAGON and terrorize the countryside in this exciting action-adventure game!

Join Cyril, the Red Dragon, in his quest to oust the human vermin from his roaming grounds. There's only one thing standing in your way: an army of humans led by their Heroic Defender of Mankind who is... another dragon!

(more to come on this in a future release...)

Due to the limited content, the CURRENT PRICE IS 50% OF THE FINAL GAME PRICE. Early adopters will get this best price! The price will be raised over the next few releases.

Check out the progress on facebook: https://www.facebook.com/grimdragons/

### *Why did I make this game?*

Well... I really wanted a game where I could be a dragon. Most dragon games aren't really about the dragons at all. They're about ... people ... that's right. And people aren't dragons, are they? It's time to have a new dragon game that's about, you know: DRAGONS!

### *What are real dragons like?*

They're not your pets... or your animal friends. They're wild, majestic, ferocious forces of nature. But, they're not mindless. No - they're very smart... and clever... (well... sometimes.) Real dragons have character, personality, depth. You could even say there's a little human in every dragon. ( ... or maybe that depends on their diet.)

### *Why should you get this game?*

Well... if you want to be a dragon - you should totally get it!

Please, don't lose this chance to eat absolutely everyone!

Title: Grim Dragons
Genre: Action, Adventure, Indie, Early Access
Developer:
Punkster Inc.
Publisher:
Punkster Inc.
Release Date: 1 Feb, 2017

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**Minimum:**

**OS:** Windows 7

**Processor:** 2 GHz Dual Core

**Memory:** 2 GB RAM

**Graphics:** NVIDIA GeForce 8600 GT / ATI Radeon HD 2600 XT or greater

**DirectX:** Version 9.0

**Storage:** 1 GB available space

English

732 年 7 月 22 日

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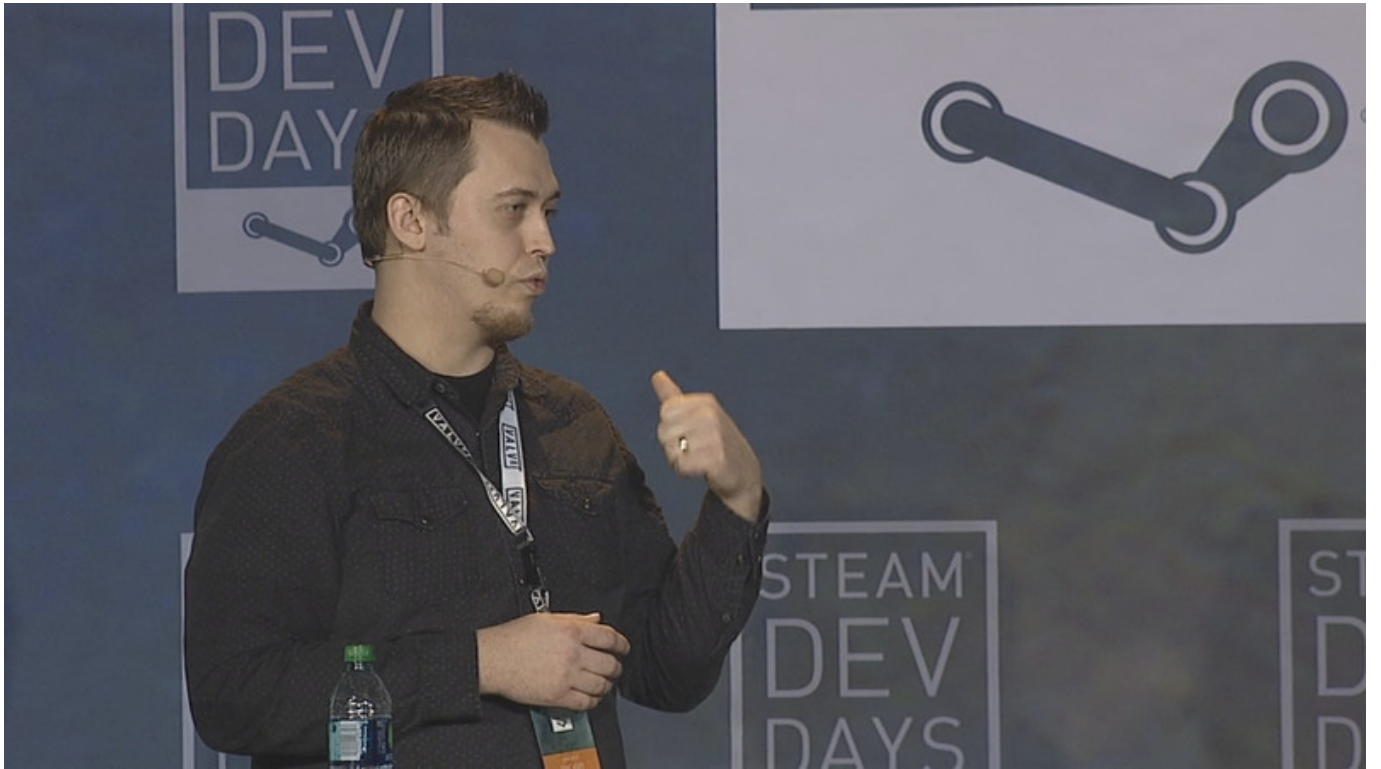国王 ムトーケンⅡ世
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戦闘技術

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I didn't find anything wrong about this game. I don't know why there's so many negative reviews, it's just a version of the classic board game, nothing really to complain about. Lol I feel like this is one giant \u2665\u2665\u2665\u2665ing virus, it opens a black screen and super hard to shut down, I have to end the process which took a few attempts.. Charlie the Duck is a remake of a 1996 side-scrolling platformer with the same name and developer.

You can find a about over 10 minutes of gameplay with commentary here:
https:\/\/www.youtube.com\/watch?v=XRu-iKdupII

You control Charlie the Duck. The goal of the game is simple, progress through 3 Worlds, each make up of 3 stages and an additional boss stage.

Movement is simply left and right, with a jump. Some of the water that Charlie can swim on are portals to hidden areas - pressing down will take you to an addition zone on the stage so you can collect additional coins and diamonds. It is prudent to check all the water parts as I found some stages include multiple hidden zones.

You can play with keyboard or controller - but I found that sometimes while using the thumb stick to move on my xbox controller that Charlie would just keep walking in the direction I was pressing, even after releasing it. All I could do is put him up against an obstacle in the game and wait for it to stop. I have not had this problem with other games, so I do not believe it is an issue with my setup. Using the D-Pad on the controller to move seemed to avoid this problem.

I thought sound effects were fine, as was the music. The graphics are a 16 bit style, and the background is layered to give visual depth.

Gameplay wise, its an adequate platformer which (at my skill level) I found challenging enough. Thankfully when I died I could continue from the start of the world stage I reached. This was appreciated as I died A LOT on the 1st boss. But it does take away from the replayability of the game, I don't see myself playing it again after I have completed it.

I was torn on recommending this game. Gameplay wise its fine, but I feel the price at release is too high given the amount of content in the game. It took me a bit over 30 minutes to complete the 1st world. If that continues for the other 2, then I will be finished in an hour and a half. For $6.99, that is a limited amount of play considering I don't feel there is much replayability. If you are interested, I recommend waiting for a sale before picking it up, at a cheaper price I would recommending if platformers is your preferred game.

If you do decide to buy this game, just a tip for fighting the first boss (the fish). You need to jump on his eyes, closer to front of his body instead nearer to the spikes on his back to score a hit.. dont worry i never will. I have this high expectations but then I only got disappointment. the BGM was not good, the gameplay was just 'meh', the language or the dialogue was horrible. It was a short-straight to the point kind of dialogue, with only a little bit of story, the map was not good, you have to go back to the church and if you want to go on a mission, you have to take the call again and go back to the church again, it has this circle to show you where you have to go next but, other than that you have to go back again and again to the church. this is just not good. well of course I see that this game is still an early access, fix it and make it better, then maybe I'm gonna play it again and update my review. The story, you have to make the story more interesting than before, don't forget the dialogue and the phone call.. Hard Reset is one of those old-fashioned shooter games... first person, no cover, no blind shoot, it's circle strafe and lots and lots of weapons. The plot is simple: You're Fletcher, working for "The Corporation" holding the perimeter of Bezoar city against incursion of killer robots from the outside. When a breach in Sector 6 happened, you're the closest unit to respond, and you must defeat the robot minions, from small swarmers (size of dogs) to gorillas (they charge you, hard), to shooters and more. There are 4-12 secrets per level for you to discover. Some are quite visible, but you have no idea how to get to (some require strategic demolition of certain walls, just like Doom).

The plot has a couple twists and the voice acting... well, falls to the cliche at times. But the cutscnes are rendered in comic book style (albeit with sprite animations) to make for a unique look.

Another uniqueness to the game is plethora of environment kill objects, i.e. the proverbial 'exploding barrel', except in this game, they are all over the place. Explosive gas containers, barrels, high voltage fans, trash collectors, heaters on walls, they all explode or zap everything around them for a few seconds when hit. And you get extra points for using enviro-kills rather than your own ordnances.

Your guy gets three area of upgrades... body, projectile gun, and energy gun. Each area has 5 items that can be purchased / upgraded, and each item can have up to 2 additional upgrades. You come with plasma (for energy) and rifle (for projectile), as well as simple shields (i.e. you have 1 of each). As you advance, and collect N.A.N.O. the currency, whcih are "yellow/gold" in the game, you can eventually spend them at upgrade machines to buy the upgrades.

Certain enemies are more vulnerable to certain types of weapons, so you'll need to switch things up a bit. The enemies are helpfully color coded to help you sort out which is which.

There are PLENTY of boss battles, but basically, defeat all the minions that rushes you, then when the boss starts glowing red on certain sections, shoot those sections. Those areas don't glow red until you defeat the minions, so you can't concentrate on the boss alone. There are probably several groups of these vulnerable points you need to destroy before you can destroy the boss, while its minions hound you.

And there were many many levels. When you die, you are sent back to the nearest autosave / checkpoint, with one death recorded against your accomplishments on this level. There are plenty of achievements, such as time spent, how much of the level's NANO did you gather, how many kills, how many envirokills, damage done, damage received, and so on.

There are some jumping puzzles, but nothing too dramatic. There is no crouch, so it's shoot only. Some secret areas requires extended attempts at jumping and running.

All in all, Hard Reset is an old fashioned shooter with a better than decent plot and lots of action, but the call for enviro-kills seem to go against the shooter philosophyit adopted. It however, is a lot of fun to play.. Jeff honed his skills to perfection over the years. He knows exactly, what "role playing" is.. Okay, let me gat this straight - this is not a good game to play. Damn, it is barely playable at all - loading goes for 10 minutes (versus 1-2 in the original game), sometimes game freezes and slows down. Some triggers don't want to work and you have to run around for another hour to find some little zombie behind some door. Design goes from quite cool to disgracefully awful and gameplay is just ruined - but hey, there is still a good side. Developers had a great idea of making maps REALLY BIG, so somehow I had a feeling of open-world. This is really cool. But technically this game is hell in all aspects, so I don't think that you want it.. They should call this game "800 strikes" because that's what it's gonna feel like at first. The pitching speeds seem real and there's a variety of pitches. Plenty of settings to dial it down though. I think this is my new go to baseball game because the learning curve and difficulty seems learnable and makes me want to play it again.
I have to say it might even be worth it just for the catcher mode. Sitting behing the plate with 90mph fastballs coming at you is actually pretty scary in VR. Very fun though!

Too bad there's no "full" baseball game mode. Where you choose which position you want to play. That woul make it worth the high pricetag. As it stands probably more like a $11-12 tops.
 Seems like all the pieces are there. Running could easily be done automatcally. This would be a great game to flesh out into a full baseball game.

works on Windows MR btw I'm playing it on a Lenovo.

the unfortunate problem with this game is that while the graphics (though dated) are smooth, it crashes constantly and doesn't work well on newer systems. It constantly crashes.

However when it does work it's a black from the past and a goofy little fighter.. Extremely active Devs and an amazing game to boot. I really look forward to seeing the future features that the Devs have planned for this game.. Taking a subway late can lead to interesting places or be a meeting place for mysterious people. The three users with you seemed to come from another times and only you and your dog seem to be real, as when arriving to a cemetary, the persons became ghosts. Hina, the keeper of the place, kidnaps your dog, only for you to help these ghosts to find peace by changing the outcomes of the events tormenting them: a gone too soon journalist, a dam worker left behind and a falsely accused of witchcraft young woman...

I must say that it's probably one of the rare casual adventure games without a precise villain. Hina, the keeper, is a kind spirit, your dog is just kidnapped for making sure that you'll help her and the ghosts, lamenting themselves and feeling responsible for the death of others (though the zookeeper is the only one that wasn't driven by selfish reasons and could have save the journalist if only these keys weren't stolen). In fact, the enemies are mainly in these events and are merely humans, none being of supernatural nature. If you want to find the latter, it's in the bonus chapter, set after the main story.

I liked being sent in time and save the life of those who shouldn't have died, tormenting souls for eternity as they're regretting their choices (but again, the zookeeper felt guilty as he was a genuine man that did everything he could but it wasn't enough, I'm pretty sure that given the storyline, you'll be agreeing that he shouldn't have be in this limbo).

The gameplay is quite the standard one for that kind of games: find items, combine them, use them, solve puzzles and clear hidden objects scenes (list of objects or find objects of the same type). I'm rarely negative for that aspect, however, here, I feel that I should perhaps warn you about some puzzles being long and kinda frustrating or that some hidden objects scenes are just annoying.

The graphics are nice and the soundtrack fits really in the game.

Yet, I was a little disappointed by this game, maybe because I was imagining something else or because I was expecting something else from ERS or because having added its profile to Neoseeker (and the whole series), I misunderstood the concept behind Redemption Cemetery (unless Salvation of the Lost was softer than the other games, as I didn't play them).

The good surprise is probably the letter let by ERS for the gamers and the puppy's room, where you can play with the puppy, if you find medals scattered in the game. It's also the only place where you'll find "achievements". The rest of the bonus are just classic: music, movies, wallpapers, minigames, concept arts, etc..

Should you buy the game? I would say that better games of the same genre are outside. However, it's still enjoyable if you don't encounter the same crash I had on Windows 7, making me switch to Windows 8.1 where it ran perfectly. However, while the price is kinda something normal for Big Fish Games, I would still advise you to buy it when there is a discount.. This game might look♥♥♥♥♥♥ But the lap races are actually pretty awesome. one of the best puzzle platformers I have played the music,storyigameplay is amazing controls could hae done better but not everything is absoloutly perfect!. Darn Good Story~
Adorable Characters~
Pretty neat soundtrack~ (CD when?)
Very interesting setting~

If you're interested, give it a shot~

'nuff said.. Enjoyable Story with some great puzzles that make actual sense. I like the artwork and the setting.
Has maybe not aged fantastically well. Good Game all in all, for 6 bucks you get between 2 and 3 hours of old school-y Point and Clicking. Just keep in mind that it is only the first part of a story, but a fine one at that.