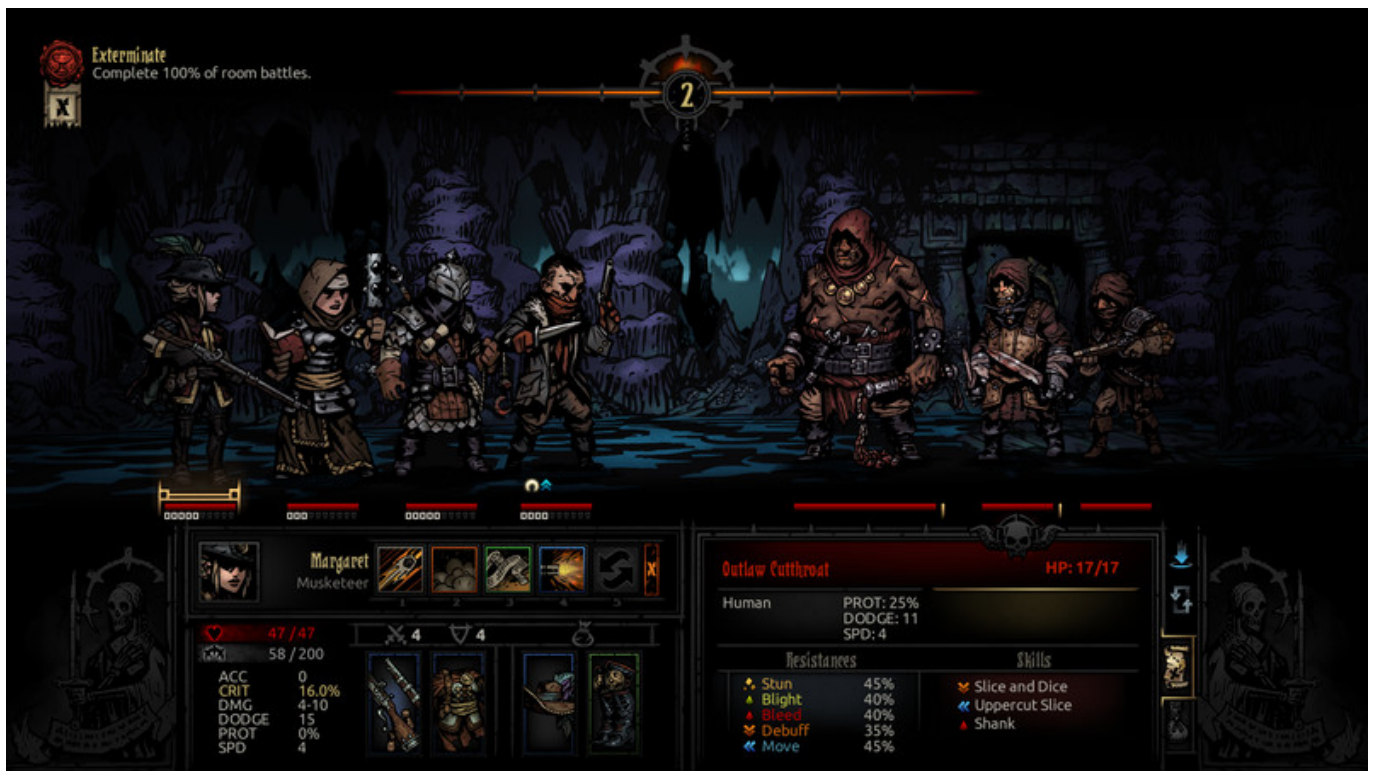

Endica VII The Dream King Free Download [FULL]



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About This Game

The Dream King is a **4-Player Cooperative "Metroidvania" Video Game**, inspired by Nostalgic hits from the early 90's!

You and your friends can take your pick from an enormous cast of characters, each with their own unique play styles and abilities. Players must navigate an open world in order to find artifacts, weapons and abilities so that they can advance to other areas. The Dream King borrows elements from other genres such as run and gun shooters, fighting games, and RPGs! (Mac and Ubuntu support coming very soon!)

Featuring:

- **Side Scrolling Action** with up to **4-Players Locally**
- **Single, Co-op, Versus Modes and Mini-Games**
 - Explore and free roam in a vast **Open World**
 - Discover dozens of **Unique Weapons and Abilities**
- **Multiple Genre** aspects like **Street Fighter and RPG Elements**
- **Custom Fan Created Content** created by our Backers and Supporters
- **Reize** from **Shovelknight** playable for the first time ever
- Two **Bonus Tracks** for Reize by **Secret of Mana** composer **Hiroki Kikuta**

Title: Endica VII The Dream King
Genre: Action, Adventure, Casual, Indie, RPG
Developer:
Dream Within
Publisher:
Dream Within
Release Date: 13 Jan, 2016

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Minimum:

OS: Windows 8

Processor: Intel Dual Core 2.0GHz or equivalent processor

Memory: 500 MB RAM

Graphics: Intel HD Graphics 4400

Storage: 220 MB available space

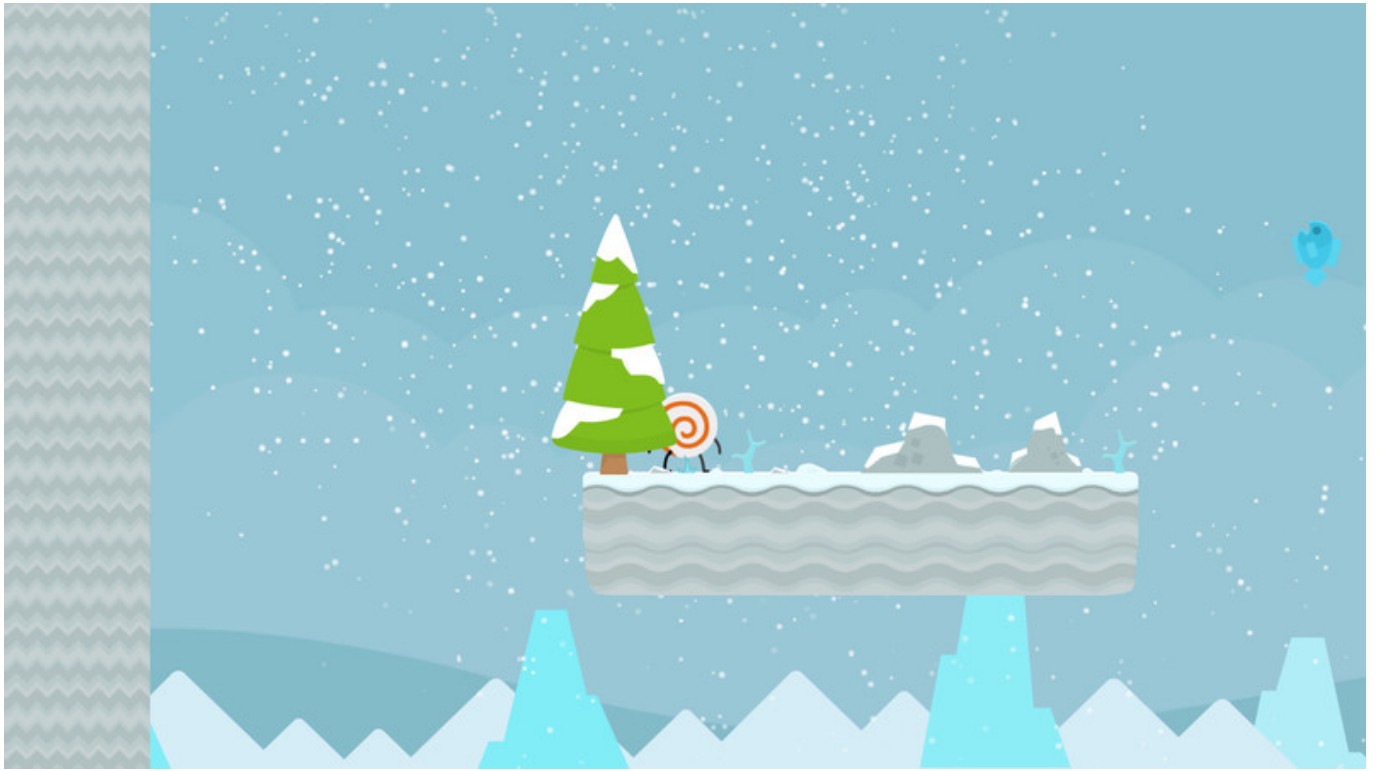
Sound Card: DirectX compatible sound card

Additional Notes: XInput controller recommended.

English







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Poor mans version of The Labs archery game.

I was hoping that it would be like a full version of that game but fails in comparison.

You get 2 cross bows in the game - one long bow (which shoots 1 arrow) and one cross bos (which if you hold the trigger button down, three arrows are fired).

You basically have to protect this large crystal from being smashed (i.e. protect the gate). You have enemies approach from different locations as well (like The Lab). However, the enemies take a few arrows to shoot down. You regenerate the crystal by shooting fish in the pond in game (compared to shooting balloons).

The game is OK but dont expect to be playing The Labs archery game which I did. I couldnt play it more than 10 minutes.

I would like to see both bows have better traction and the enemies a 1 shot 1 kill sort of thing.

. Game is junk

. Is there anymore VR stuff like this? Magical transport through mystical looking worlds? They are great.. this is good if you have freinds to play. well you tried.

Im not familiar with this company or its history, but i can with out a doubt say there is promise here.

The problem is that this a very simplistic game. Too simplistic honestly.

When i thought it was going in the direction of a farming game, it suddenly changed directions into an exploration game.

When i tried and get through the story, i realized that the "story" is paper thin. There are a total of 12 characters. most of which have very few quests.

Id give this about a 6/10 Its cute, but its just too little for me. I need more depth to a game to really sink my teeth in. Definitely not a \$15 game. Get on discount. A heavy discount.. This game is the prime example of a good game. There are no cons to this game and honestly everything is perfectly balanced would love to see a sequel to this game. Maybe Baby Car Driver 2? I personally see this as a game in my top 5 maybe in top 2. Honestly this should get the Game of the year award because this has the high quality gameplay every wants and needs. 10/10. Not working on my 2.2ghz dualcore Lenovo laptop.. This game looks great in theory, but i don't think the devs ever playtested it \u2014 it has some asinine bugs & inconveniences that anyone who actually played it themselves would've immediately picked up on & corrected/improved, including:

-enemy hitboxes being functionally random; about 67% of the time, mario stomping them works, & 33% ovt time you get damaged instead

-controls locked to WSAD; i'm left-handed so it didn't bother me but they really should be remappable

-audio that's incredibly loud at game start, & CAN'T BE ADJUSTED, only muted (which also mutes all ingame sounds)

-ridiculously unwieldy vine & ladder mechanics that force you to grab on if passed by while airborne (annoying) & seemingly randomly make you jump off instead of climb up when pressing up (unacceptably bad)

Overall frustrating experience. The seeds of a good game, a nice quick yet difficult platformer, are here but it feels like the absolute minimum amount of effort was put in by the devs. At least it's easy (if infuriating as hell) to 100% the achievements.. Good, short game. Simple mechanics, a story driven game that is pretty linear, only 2 options for each event, so 2 playthroughs will one hundred % complete the game. Well made, easily worth \$2.

I just gave this game a test spin & it is quite nice. Simple controls; you jump, you suck up the enemies & can shoot them out. Not too hard, Not too easy.

B-

BIG UPDATE COMING SOON V REVIEW WILL CHANGE. Hello my name is zach and i love 123 slaughter me street. The game itself gives you a crawl down your spin. Im just speechless about the game because its so creepy. And im very excited for 123 slaughter me street 2 to come out. But sometimes when i start it up the game will not start but it does start up some times and it play just fin.. Good retro stylized game! Visuals are unique but evocative, reminding me of its clear classic game inspirations (Missile Command, Breakout, Galaga, etc). Audio is really satisfying, both the music and effects. The gameplay has tons of variety so you never feel like you had the same experience twice, and procedural levels keep things infinitely fresh - but the designed levels are really fun to beat too! It does what it does well, and nothing more. I hope it comes to mobile someday!. I want to like this game! But there are a few things that make it unplayable for me.

The BAD; The worst thing for me is that when you save and exit the game the map is erased. You have your stuff and damage as well but the islands on the map you were on are gone! This a deal breaker for me. When I have to stop playing and do something and come back to pick up where I left off.....You can't. That is stupid and not a feature. I don't care what the devs think.

The GOOD: Graphics are simple but the sea looks good. Most machines should be able to play this. I rather like it. The game play is very simple and there is a lot of room to add later to spice things up.

I do like the game but the inability to save the game SUX and should be told up front!. Cool story, great value per dollar spent on a game. Totally recommended if you like TellTale and The Walking Dead stuff. A lot of narrative choices, I became a heartless meanie in the first 5 minutes. :D. This is overall pretty good !. I used to rule the world.. **YES THIS WILL WORK ON OCULUS.**

Because my review will be pretty lengthy, I will include my verdict right here so you can read and go or read my entire review.

VERDICT: Great game and a great way to get easy to access BP before a game and probably the best way to really mentally prepare yourself for a game. If you don't really play, then it's a great way to experience baseball at the plate and really hone your skills. **BUT**, I think \$25 is just way too much this game is asking for. I understand that developers (Especially for VR games) spend months and years making these games, but \$25 for a game with literally the sole purpose of batting is just too much to ask for. It is definitely a game you should pay for, just not \$25. Drop this in your wishlist and wait for the devs to put this on sale. Not worth \$25.

REVIEW: I have just finished my final year of High School Baseball. In preparation for college and having summer vacation, I have not had the chance of getting BP anywhere, and have become quite cage-sick. So I invested in this application. My local cage isnt too cheap, so having an alright option handy was very good. Tried it out and was quite impressed. It really yells indie and new so it lacks a lot of UI features and ease-of-use features like orientation and controls or instruction. But batting wise and playing-the-game-wise is pretty simple, you pull the trigger, then smack that sucker. This game also has some great customization features to make hitting easier or harder. But in the end of the day, \$25 for an indie start-up with a great idea is just too much. I advise you wait until the developers lower the price or choose to put it on sale. As of today, this game is not worth \$25. At most: \$10-15.

Besides that, great tracking and design. 99/10

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