
Kingdom Of The Dragon Keygen Free Download



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About This Game

Explore a vast, beautiful world in this side scrolling Adventure game. Each hand drawn, pixel art style level will lead you closer to uncovering the mystery of the land of Artaphys.

- Over 40 unique areas spread across multiple islands



- Non-Linear world design. You have the freedom to go where you want... but make sure you're prepared for the challenges that lie ahead
- No leveling up. Become stronger by exploring and finding power-ups hidden throughout the land
- Swing, roll, and dodge your way through over 20 enemy types and many challenging bosses



- Hand drawn and placed 16-bit style graphic assets
- 8-bit soundtrack designed in-house, mixed with real world sounds for a perfect balance of nostalgia and realism
- Heavily influenced by gameplay elements from the Metroid, Castlevania, and Zelda series
- 10 -15 hours of gameplay

Title: Kingdom of the Dragon
Genre: Action, Adventure, Indie, RPG
Developer:
Hook Echo Software
Publisher:
Hook Echo Software
Release Date: 1 Feb, 2018

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Minimum:

OS: Windows 7, Windows 10

Processor: Core 2 Duo @ 2.4 GHz or higher

Memory: 4 GB RAM

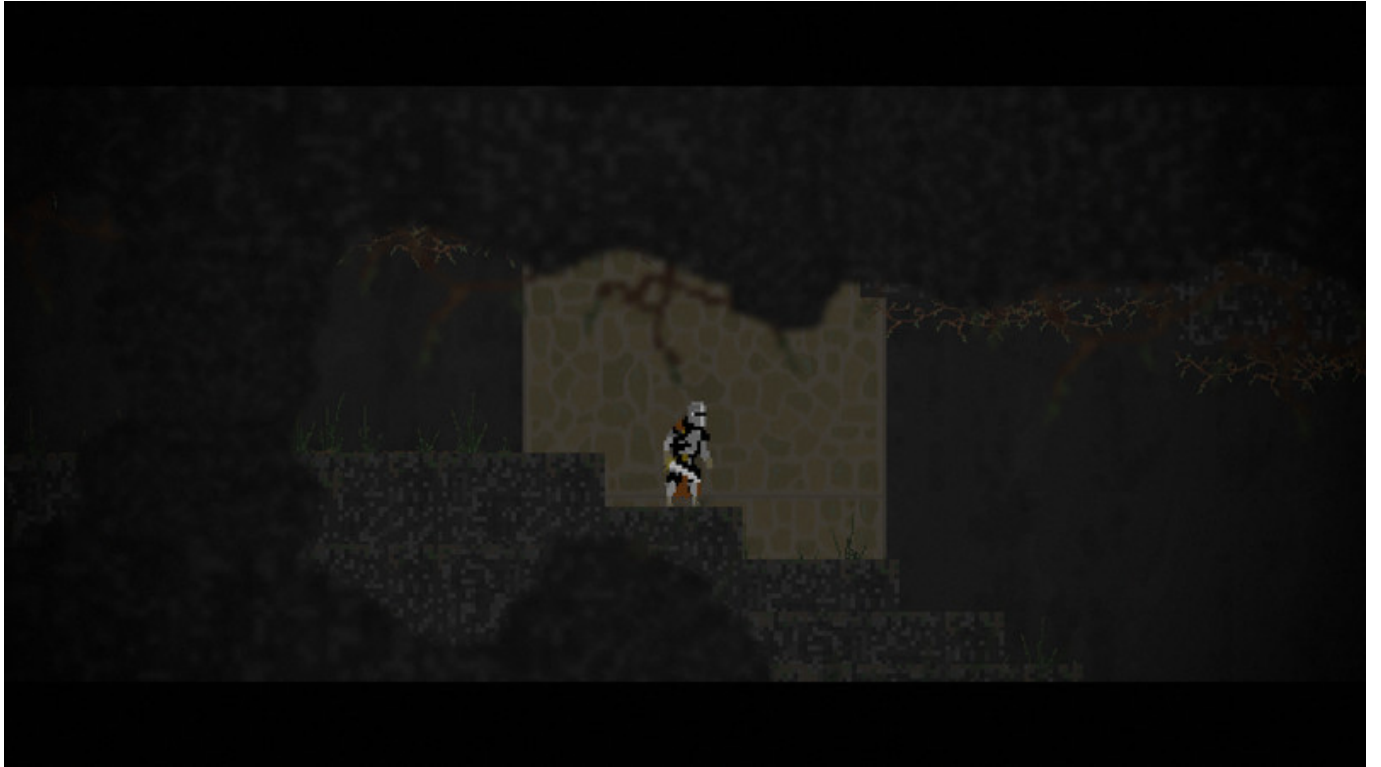
Graphics: Dedicated Graphics card with at least 512 MB memory

Storage: 300 MB available space

Additional Notes: Xbox 360 or similar controller STRONGLY recommended

English







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A very cool game with challenges that get easier with each try (meaning you won't be stuck on a level forever). It's really sad to see that some of the best games here on steam receive the least amount of recognition. On a different note, 12 dollars may be a bit too much for this game (I think 7 dollars is fair). Finally, I really hope you guys bring this game to IOS and Android seeing as it's a type of game that is simple and can be played on the go.. Literally just doesn't respect your time.

Many instant death pit falls, long travel time between screens that contain nothing, no map, an overworld that doesn't clearly delineate what things you need, damage as a deterrent (completely unclear where to go without just being bodied by enemies that you can't kill)

This isn't a very good metroidvania, as the backtracking is long, punishing, and unrewarding.

The people that complain about the hitboxes are complaining that their rancid meat has cucumbers on it instead of the pickles they ordered.. This game is a blast! I just spent 3 hours playing it and didn't even realize how long I'd been playing. There are definitely some difficult parts to get through, which I believe good games should have, but it's so much fun. Reminds me of some of my favorite NES games that I used to play.

The graphics are beautiful. They create an atmosphere that is intriguing, engaging, and frankly just great to look at. Honestly, I hope they come out with some wallpapers to download

The soundtrack is surprisingly catchy although I wish it would play more often.

The maps are long and winding and every one is different and packed with hidden treasure.

I'm giving this one a solid 8/10. Well worth the price and hours of fun. I'm going to get my kid to start playing it too.

. Wow, what a great surprise. Kingdom of the Dragon is something of a metroidvania with a strong Dark Souls vibe to it. The combat may be simplistic but doesn't lack a certain finesse to it, and I loved the exploration and general atmosphere of the game. Couldn't put it down, even after being quite stuck during a couple of occasions. Would love to see more games from the developer.. I hate leaving negative reviews, especially to small indie games like this.

Another review mentions this game doesn't respect your time. That is 100% accurate. It takes AGES to walk anywhere in this game and if you've taken a wrong turn or are going down the wrong branch, you'll need to walk all the way back up. There's nothing to do or see along the way either - Most enemies die in a single hit. None of them are interesting. The first 1.5 hours the enemies just walk back and forth or walk very slowly towards you. There's zero depth. Exploration is almost non-existent - Every path ends with a chest containing some coins, which you can use to upgrade either your health or damage. You can kill everything in one hit so I'm assuming you need the damage upgrades for later in the game.

Both the bosses I've fought were jokes. The first was a giant slime that crawled back and forth extremely slowly and shot a single projectile every 5ish seconds. It involved me standing there and smacking it for about 30 seconds after which it died and gave me a grappling hook. The hook can only be used at "loops" scattered throughout the world, which did nothing to change the actual gameplay.

The next boss was the most tedious mess I've ever seen. It takes place in a pitch black room which only lights up when the boss is there. Hitting the boss makes him disappear and teleport to the next section. The only danger is falling into spikes (which one shot you) or his projectile that he launches every 5 seconds or so (it's easy to dodge). The fight basically goes like this:

1. Hit the boss
2. Room goes pitch black
3. Stand still for 5 seconds to wait for the light to turn back on
4. Walk forward 10 steps and repeat

Eventually I unlocked a sail which got my hopes up. I started sailing around an overworld to new locations with zero direction as to where to go. I acquired a world map which had some points of interest but at one of the points was a medusa enemy which killed me in a single hit (and took a bunch of hits to kill). I explored a bit more, but the next hour or so of tedious walking was enough for me. I never encountered any interesting enemies, never got any interesting upgrades, never fought interesting bosses, etc.

The worst part of this is I discovered that this is version 2 of the game. They actually "fixed" a bunch of problems people had with the game (like hitboxes and a lack of a map). This still feels like a beta/alpha - There are no graphical options, no sound options, there's some collision issues with walls, there's next to no music (which I don't necessarily hate), no balance, etc.

I think this would be a passable game given a fast travel system between save points, but it should be built in. Maybe you unlock something later on - I'm not sure, and I'm not willing to spend more than the two hours I've already wasted.. This is going to be a good game, but sadly it's just not ready for primetime at this point. MAJOR technical issues, such as controller lag, and stuttering which their technical support has so far been unable to resolve. There's a few other issues with errors in the collision models as well. Basically, it's an alpha release. Hope they stick with it.

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The people that complain about the hitboxes are complaining that their rancid meat has cucumbers on it instead of the pickles they ordered.. Exploration is a big part of this game and a decent amount of backtracking is required if one wants to find all the power-ups. The music is sparse but effective, usually playing whenever a powerful foe is in the immediate area. Otherwise, there are pleasing environmental sounds to match the area. The game can be rather difficult at times, but I never felt the game was being unfair or cheap. Other players reportedly have issues with hitboxes, but I never encountered this. As for length, it took me approximately nine hours to finish and 100% the game. The devs are quick to respond to any messages, so there should be no worries about the game not being updated or patched if a serious issue were to arise.

The only problem I had was the Feather Ring being assigned to L3 on the controller. With my current controller it feels rather awkward to hold L3 while using the analog stick. I simply used Joy2Key and set it as a toggle function to work around this. However, I could imagine this not being an issue for those that own more comfortable controllers.. How do developers still get away with releasing games like this? What a steaming pile of {exploitive}. For real. I was excited for this to come out because it had the look of games like Salt and Sanctuary that I love, but it plays like a rejected Game Boy title from 1990. Controls are terrible, all you can do is jump and hack with your stupid little pixel sword (you can roll, but you still get damaged by anything you roll into, which utterly defeats the purpose). THE enemies are repetitive and completely unoriginal and the optimization just sucks (they must have skipped that part so they could rush this one out and take our cash).

Seriously, another shameful piece of crap. I think the game development industry has become as corrupt, bland and misguided as the country itself. Whoever made this, don't quit your day job. Very charming game full of atmosphere and nice little touches, rustling leaves and long swaying grass. Despite the obvious Dark souls influence, things such as Wonderboy in Monster world, Shadow of the beast and Rastan come through. The music is very nice as well and doesn't outstay its welcome; giving the excellent sfx and sound design time to do their magic.

The developers' passion really comes through. If not for the pixels this could be some kind of a watercolor, which I think would have suited it well but the graphics will win you over, trust me, don't underestimate the charm.

I'm not a major fan of the first boss (I left the game a year after my first encounter) but the second one had me on the edge of my seat and was pretty inventive... and then it turns into an open world and there are other islands, wha !! There is easily over 8 hours of content.

I have only scratched the surface.. Several different areas, challenging boss fights, and a great feeling of exploration and difficulty that is (mostly) fair. While I'd hesitate to get this game at full price, I'd say that you should definitely pick up on sale.

It's a little buggy, specifically when using the jump and something else, (if you jump, then roll and attack while in mid air you pick up enough momentum to fling yourself across an area in seconds or kill yourself going down a slight hill.) however, none of the bugs were game breaking or required a restart to fix.

I'm not usually a fan of bit music, however this game's music was catchy and it only played in specific areas so you don't get burnt out on it.

I was a bit disappointed by the final boss because I died more times on the path to him than I did fighting him. once you realize how to beat him it's a cakewalk.

Most importantly though, this game has what I believe to be the **smoothest mid-air roll animation I've seen in a long time. When you jump and roll at the same time, your dudes pulling off the sickest front flip. They don't jump unrealistically high, the animation doesn't cancel whenever you hit the ground. It's so amazing that I rolled Nine**

Thousand, Five Hundred, and Ninety Two Times.

All in all, it's a solid game and I don't regret sinking the hours I did into it. I honestly wish I could give the game some more coverage because, while it is a simple idea overall, it was executed very well.. Literally just doesn't respect your time.

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