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## Kingdom Of The Dragon Ativador Download [key Serial]



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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.

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- 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

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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

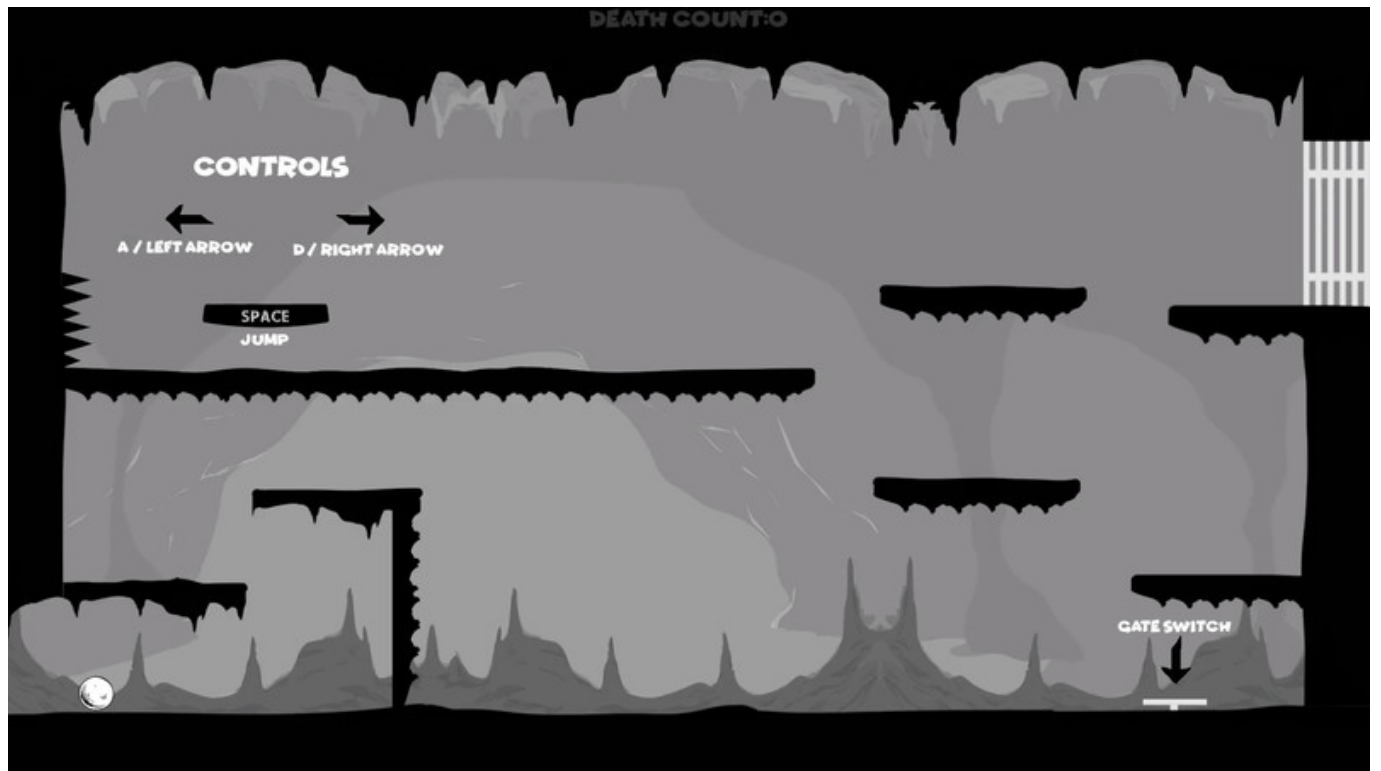
**Memory:** 4 GB RAM

**Graphics:** Dedicated Graphics card with at least 512 MB memory

**Storage:** 300 MB available space

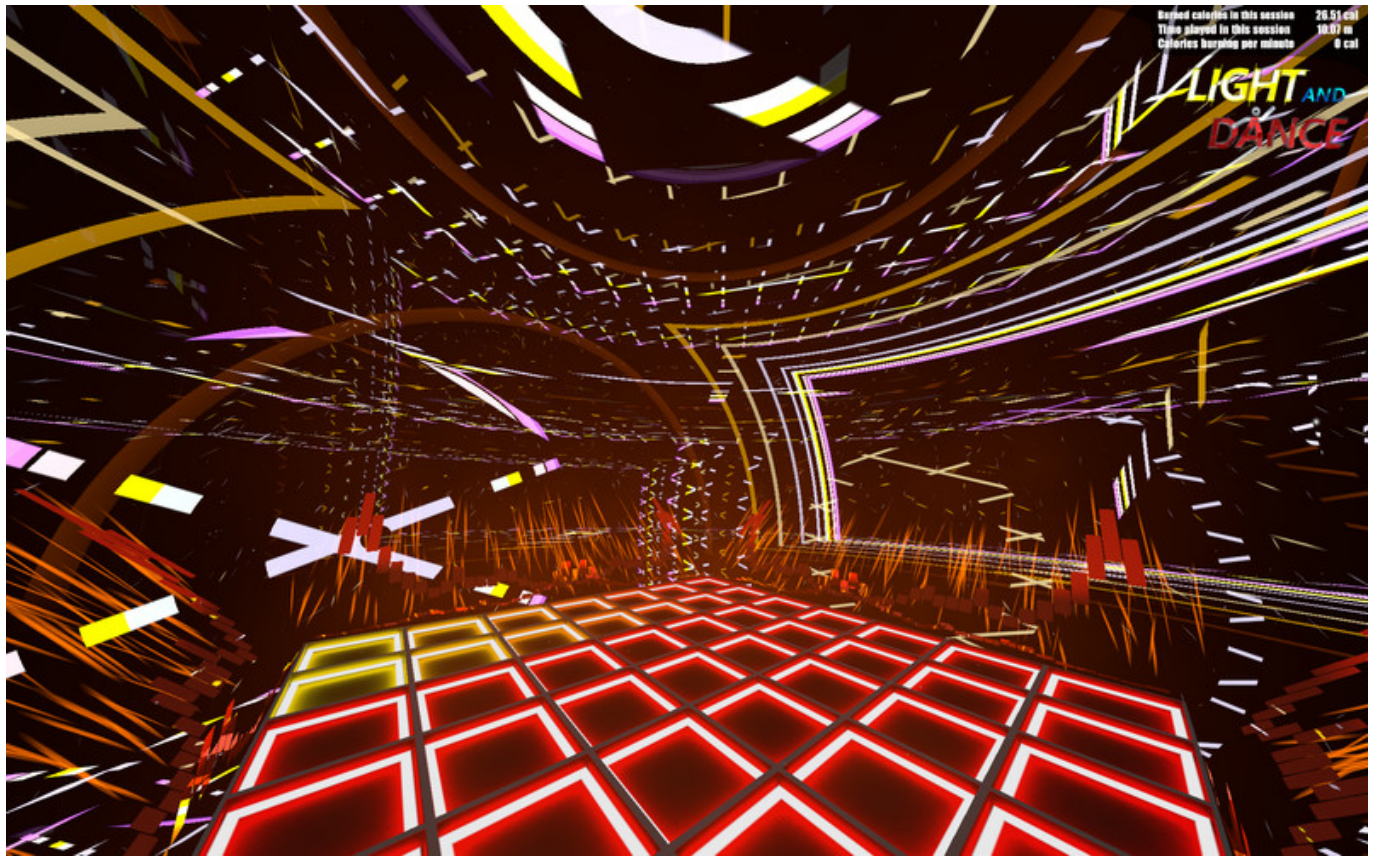
**Additional Notes:** Xbox 360 or similar controller STRONGLY recommended

English









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Absolutely horrible control scheme. It's just plain broken.

I needed to switch my steam controller to keyboard and mouse mode and wasted a full hour just create a profile and playtest it for the weird\u2665\u2665\u2665\u2665\u2665gameplay to control 2 characters at the same time. Also you can't do\u2665\u2665\u2665\u2665\u2665if you have the vive wands + the controller turned on. They should remove the input compatibility for the vive wands.

You can't even set a custom seating position because clicking the reset seating position doesn't do\u2665\u2665\u2665\u2665\u2665

More details on the problem:

- 1) The jump + dash distance is not consistent
- 2) Moving platforms displaces your character enough to desync\displace when you control both of them
- 3) Moving platforms not colored differently but rather colored ever so slightly
- 4) Coin collection requires precision that it breaks the flow of the game since the floors on this game disappears after you step on it.. Strange game. It have nice graphics (i mean style), it have some atmosphere!!! but only what u can do - crush skeletons. You seriously? Why author didn't complete it? Why he didn't do complete race game, why he didnt add some tracks, enemies, it will be good! Why he, for example didnt add weapons on cars, i think it would be look nice in this game! In general, I think author just simply dropped this game, and put it in the store.. I tried playing this game for half and hour and it just really bored me. Too many tutorials and not a single puzzle that was designed to be challenging at all. It felt like the game was stuck forever in that period where they give you really easy obvious puzzles to teach you the mechanics, and then instead of stepping forward just kept introducing new mechanics once it was done teaching you the last one, increasing in rules but never depth.. just a question, why is there lense flare ... ON A CARDBOARD BOX!!!. **A sequel to a short 2D platformer about a goddess. The gameplay is almost exactly the same as the [previous title](#), only a little bigger and more polished. This means that the [parrying](#), [on-site upgrade system](#), and the [Megaman-esque gameplay aspects](#) are all still here unchanged.**

[While playable on it, keyboard controls are only slightly better supported. Instead of being able to rebind keys to actions, you can only bind the actions to the keys on the screen. For example, you can't assign space bar or another key to "Jump", you have to assign the "Jump" action to one of the 9 keys that you can only assign to. The same deal is with controllers as well, you can only assign actions to buttons.](#)

[DualShock 4 controllers are natively supported, but if you're using DS4Windows or maybe something else similar, the controls in-game get weird.](#)



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Just like the first game, it's simplistic with its run-n-shoot mechanics. You can shoot almost as fast as you press the button and there's a recharging "Capacity" bar that drains each time you attack with anything so you're discouraged from spamming attacks. This was here before, only now this applies to your default attacks as well to prevent the endless, unnecessary spamming.

The screen is still a bit small and constantly running forward without a bit of caution can still be consequential, though less so than the first game, and the camera still moves pretty slowly when turning around. You can still change the camera speed and positions, but it's all as slow as before when it moves.

Because of the lighter punishment in running forward without caution, the game overall can be pretty easy: it's possible to run to the end of most levels without stopping if you know when to jump, shoot, and upgrade, or if you just react fast enough.

There are more stages than in the previous game and they can be cleared pretty fast. They've got their own unique set of enemies as well as some recycled ones and level designs for each one are as simplistic as before as they're mostly flat with a few basic platforming sections here & there.

The bosses in the game are unique & simple, and a few from the previous game make a return. Unlike the previous game though, almost all of the bosses actually move around instead of remain in the same X-axis for the entirety of their fights. They also have no collision unless it's from certain attacks, meaning you can walk through them without harm, making many fights way easier than they ought to be. For a few bosses, using that advantage may be one of the only tactics against a particular attack of theirs to prevent you from taking damage.

There are 3 sets of stages/bosses in the game: 8 are available from the start, 4 more become available after the first 8 are cleared, and the last appears when those 4 are done. The last stage is a boss rush of the first 8 followed by the final boss after they're all done.

You acquire a boss' "Technical Skill" when you beat them, but this only applies to the first 8. They can be useful against specific bosses Mega Man style and in the stages themselves, but I rarely found myself using them there. One Skill in particular is an offensive dash with i-frames that activate as soon as the Skill itself activates. It makes for a great defensive option if upgraded and/or if other methods like basic dodging & parrying aren't going pretty well.

Parrying, or "Blocking", is still difficult to pull off, but is just as rewarding if you do it right intentionally: speed & precision is still required to negate the damage coming towards you. You press left or right just as an attack of some kind is about to hit you, however it can sometimes be pretty tough to determine when & where exactly the hitboxes collide.

"Tres" is still both the currency and fuel for filling up the Enhancement Slot bar, your Gradius-style on-site upgrade system at the bottom of the screen.

There aren't many new upgrades compared to the previous game and only very few are any practical. The same goes for upgrading the same "upgrade" more than necessary; for example, upgrading "Speed" too much may make your movement speed harder to control, and too many upgrades to the slot that makes your attacks cover a broader range is highly unnecessary because almost all of the enemies in the game are in front of you or are just slightly above your default line of sight.

Like before, there's an upgrade shop of sorts in the stage select screen, only it's much bigger than before. You can buy various items and upgrades for a variety of selections such as the upgrades themselves in-game, your stats, and "Technical Skills". Because of how short the game is, there's a good chance you won't purchase everything in the shop before the game's actually beaten unless you decide to grind for them, which won't reward you with anything in the end.

Within each stage\u2014save for the very last\u2014there are 4 hidden collectibles, "Pure Syega". They're invisible, but they give off a subtle sparkle which you can either shoot or touch to reveal them. Their primary use is to be special currency for upgrades in the shop, but there's a good chance not all of them will be used at all as many upgrades aren't necessary.

Like the first game, you unlock Lunatic difficulty once you beat the game for the first time. It's a huge difficulty increase compared to what was already available as attacks for almost every enemy with an actual attack changes in some way and enemies\u2014especially bosses\u2014take more shots to beat regardless of your upgrades.

Replayability is relied on the in-game achievements that are tied to the Steam achievements, and two new characters that become available to you after the game's done; they're both from the first game and only one of them is of any real relevance to the rest of the game. The irrelevant one was pretty much just included in the game for appearance's sake as she doesn't have her own storyline or voice even. The one with the voice and storyline though plays pretty differently and she can be overpowered thanks to an in-game upgrade you can purchase that maximizes the rest of her upgrades in-game automatically.

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The game's plot is pretty simplistic and doesn't really tie-in to the first game all that hard, so outside of familiarity's and numerical continuity's sake, you don't really have to play the first one.

Playthroughs are very short so replayability and the achievements in-game are relied on for extensive play times. It's double the price of the first game, though it is bigger and a bit more refined than that of the first game.. The Room and the Room Two did it better. Still, this is a great game and I feel like it was longer than the previously mentioned two games. If you enjoy that type of "room" puzzle game then this will scratch that itch!

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This game is already amazing from the get go, it's like Yume Nikki and those types of surreal games. It is modrinized, fun, and a cheap price. There is also a option to make it look like a fresh new game or make it look like your playing on a old tv. Very aesthetically pleasing and a good game.. Cannot recommend this game.. Yoshiyuki Tomino,Commander,CoDEC Armed Forces.Service number RX-7821979.

10/10. Love this game - free roam open world survival. If being a fuzzy space-bear crash landed on a comically freaky and strange planet sounds like you, then yes, this is an rpg too.

There's plenty to explore, things to discover and cool stuff to figure out. You can craft stuff that helps you stay alive, build a home, tech up, and tool up. Or just fish and plant flowers if that's your thing.

There's not much hand-holding, and you'll probably die (sorry) to begin with, but that's okay because you'll figure it out - and start with more goodies next time around.

Most of all though, it really is good fun and is definitely a game you should have in your library.

Oh, and it's all the work of one developer (!) who adds content, chats on the forums, helps with any issues and is an all round decent person(\*)..

(\*) I lost my football in a game, thought i'd sent it into space. The dev took a look at my savegame and helped me find it. That's quality support :)

Thumbs up, this is one to play.. A nice arcade style game for casual players or hardcore ones. Basically, the tiny droids revolve around you that attack and protect you from opposing droids. A pretty good game that anyone can play and play against for a couple of bucks!. good rpgmaker type game, seems to be some tech issues the developers refuse to address with lots of folks, never a good thing for your reputation. They did take the btime to make a card set though which is more than a lot of other devs do. It would be a top notcyuh rpgM title if they would address the tech issues which seem to be the only problem, the game itself seems great.. This game sucks so hard.. Nice COYA kind of game. Don't buy it on steam , get it for free on the app/google store. \u2b50\u2b50\u2b50\u2b50\u2b50

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