
Tales From The Dragon Mountain 2: The Lair Crack 64 Bit



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About This Game

It has been years since brave Mina Lockheart defeated Lord Strix. But dark shadows are rising once again! Spirits are restless! For he has awoken! Evil Lord Strix is breeding a new army to enslave all creatures from the Dragon Mountains! It is once again up to Mina and her best friend spirit Malik to travel to distant parts of the world and find clues how to open the passage to a hidden wasteland - Lord Strix's lair. Meet different characters along your journey, help them and have them help you. Search and discover new places, but hurry! Lord Strix gets stronger by the minute!

Features:

- Follow the clues and find the passage to Strix's lair
- Explore many unique fantasy locations
- Meet mythical creatures on your journey
- Solve dozens of puzzling minigames
- Bright and colorful fantasy atmosphere



Title: Tales From The Dragon Mountain 2: The Lair

Genre: Casual

Developer:

Cateia Games

Publisher:

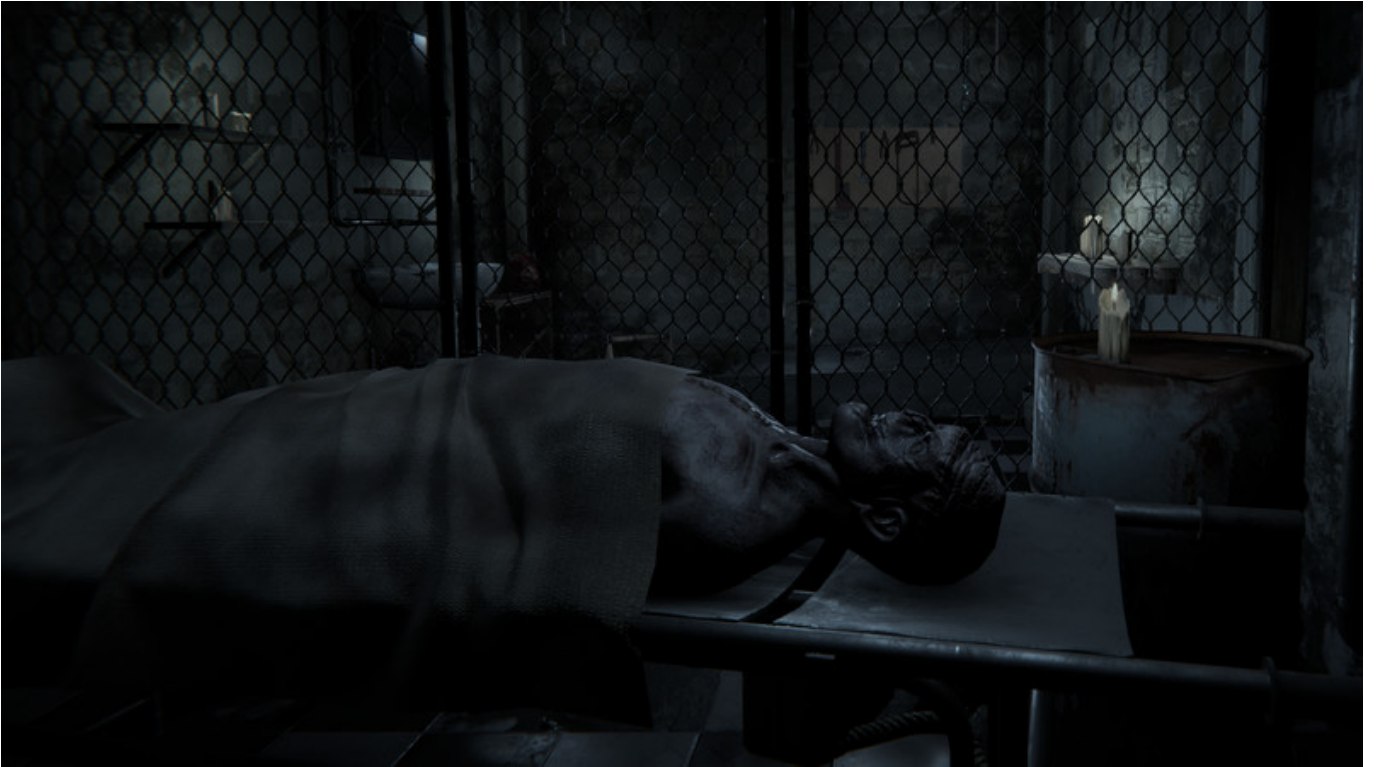
Libredia Entertainment

Release Date: 15 Mar, 2014

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English,French,Italian,German,Czech,Dutch,Japanese,Korean,Polish,Portuguese,Simplified Chinese







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it gets very fun when the stages get harder especially if you like retro games. Wow. Ignore the negative reviews!

This game has just come out EARLY release fresh from a Kickstarter. Firstly it looks amazing! Optimisation is top notch and it being based on Cry Engine it looks fantastic. I really get a Call Of Duty 1 feel for the game.

Overall a fantastic product, I can't wait to see where it goes in the next coming months. The devs are constantly keeping us updated. Do not hesitate to buy! The sound is amazing albeit some gun sounds are placeholder.. This is just barely recommended for now as I don't think the game is good enough to warrant a purchase yet, but given a few more additions and fixes it might just be a fun little game.

Props to the devs for hot fixing the issue with the seated position on the Oculus Rift within a few hours of release and user feedback.

So for the mini review of this Early Access game:

Pros

- Great concept
- Lots of potential for fast and furious dog fights
- If you enjoyed the ending of Independence Day this probably is for you
- Very fluid and fast gameplay with good framerates
- Priced right for this type of game unlike so many other VR games out now

Cons:

- For some reason my guns and missiles auto fire - the dev stated they used the xbox 360 gamepads for development, and I'm using the xbone gamepad so that might be the issue - should be fixed as xbone pad comes standard with the Rift
- The scale of the cockpit and pilot model is off - I would say it is about 150 % of what it should be
- Extremely unrealistic flight model - yes, it is an action game but you go just as fast up down and to the sides there is no drag or gravity. It shouldn't be DCS World style, but a little bit more realism would make for more tactical gameplay and hopefully make it more interesting
- Some geometry glitch on the ground needs to be fixed, seems a solid is poking through the textures - nothing major it just is very noticeable
- The ground textures could possibly be made a little bit higher resolution on the highest gfx settings as they look very bland now
- A little more developed targeting system would be welcome - leading reticule for guns and a more solid lock on mechanism with tone for missiles maybe
- The enemy AI could be a bit more after the player - they have a tendency to leave me all alone at the start at least

At this price you can probably afford getting it even though it needs work - given some more development it could be an ok title for smaller play sessions.. As some others I bought this out of nostalgia only to realise there's not really a lot to do in the game. Your villagers plod along without you as long as you make sure they have a food source and you just need to check in once in a while to spend research points and maybe give your builders a new project. There are some puzzles you can interact with in the village but it just doesn't really feel like enough to be a game.

It's also infuriating how zoomed in the game is so you have to drag ten times just to get from one side of the village to another. This is made even more annoying as rare things like mushrooms will spawn and you need to drop a child on them to collect

them, but by the time you manage to locate a child and drag them back up to the object with the horrible tiny screen, it's already gone.. Cute game - You get to be a cat! Had a little trouble reading the tutorial as the text was a little thin - so it took me a minute to figure out the controls without. It's a fun novelty game. I think it would be neat if in the future there was dlc for more locations and objectives! That would add more replay value!. I wasn't entirely sure I'd enjoy this game a lot, as the few negative reviews said it was prohibitively difficult. You do have to replay certain portions multiple times to complete a section, but it's somewhat randomized, so it's not the exact same thing. Also I feel like there's a good amount of depth to the game, so you can try multiple different strategies for completing an area, so it hasn't gotten boring or overly frustrating to me. Overall I think it's great if you like puzzle games or roguelike-type games.

After finishing it, I still felt like I really enjoyed it. There were a few touches that gave it more of a personal feel in a way that provided an interesting contrast to the rest of the game. The only thing I felt iffy about is that for one of the bosses it really just felt like I was just lucky and there wasn't a clear strategy to beat it, but maybe i just missed it.. I cried... 10/10. \u2714 for good mobile port. If you want some achievements, this is game for you. Otherwise, search something else

Its kinda difficult to complete a mission on the hard difficulty setting (yeah I know) but for different reasons.

Your tank crew cannot repair any damaged modules, so if you get your tracks blown off then good bye mobility. Same goes for guns. It happens a lot as well. Your guys suck as well so you need to be good.

Otherwise I have no idea what to say..

Hardcore realism based playerbase will enjoy it I know.

I moderately did because of the reasons mentioned above.. A great story, engaging and sweet despite its dark themes. I really liked to two main protagonists.. Very good typical adventure game with puzzles and hidden objects scenes.

- + Halloween mood
- + Story was good enough
- + Interesting puzzles
- + Very good and interesting hidden objects scenes
- + music and sound effects are ok
- + 6 hours of play

I didn't find any bad sides of this game

Overall: 7/10. great game! love the cut scences, plays out like a little film, hopefully see the 2nd one soon????

. I really don't care much about the costume, but "Khimera:Destroy all Monster Girls" is a great game, and it's free on steam, so I felt like this would be a good way to show support.. I really wanted to recommend this, but i cannot. I really like the visuals and the music (i am an 80s kid you know). But there is literally no content. You just drive endlessly on a road, target is to not crash. There is also no AI for the traffic, they just go straight. EVER. Which means they crash into you, into buildings, into walls and into mountains. When i drive i think naturally: "oh oncoming traffic, i bet he will stay in his lane". NOPE, not in this game.

Just driving is nice for a change but it gets old very quick, so i would like some real racing modes. Lets be curious what the multiplayer will hold.

Edit: You might think 1,2 hours is not enough playtime to write a review. But seriously, you have seen anything from the game in that amount of time.. What a fun game! Its funny, rewards exploration, has good characters and a lovely classic feel to it \o/. Very very long game but I really enjoyed it to the fullist and would rebuy it.. Wtf? I've had this game for a while, played about 10 hours, no problem. Tried to fire it up the other day and it just won't launch. I don't know if it's because of a windows update or what, but it doesn't seem to work anymore. :/

It's a good game, but I wouldn't recommend putting money on something that just craps out.

BETA 2.0 Patch notes are here!:



UI & Audio. Come check out what Eurogamer thought of ShockRods!:



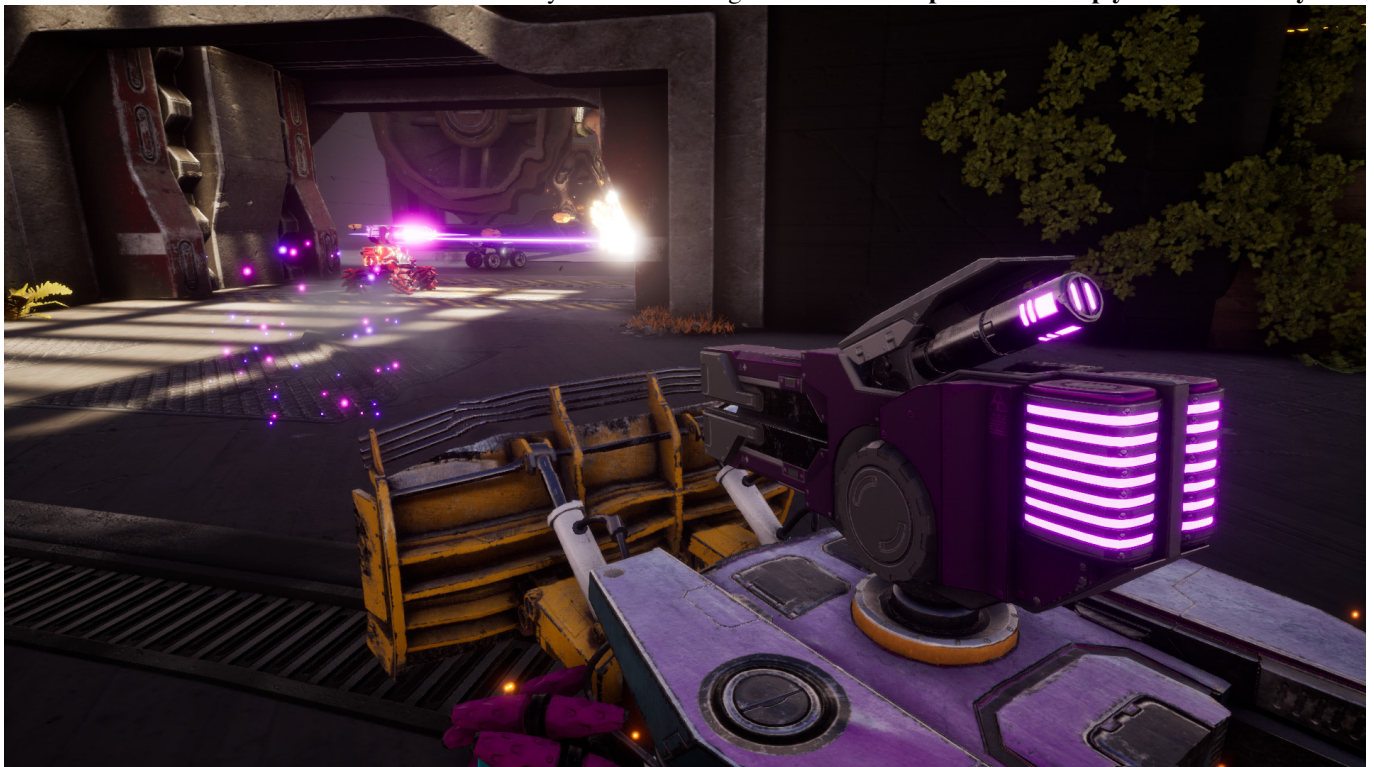
<https://www.eurogamer.net/articles/2019-04-04-shockrods-is-a-thrillingly-old-school-arena-shooter#comments>. The ShockRods BETA 2.0 is upon us!:



If you want to sign up and take part in BETA 2.0 please follow the link below:

<https://www.greenmangaming.com/shockrods-beta-signup>

Take to the arena and frag like it's 1996!. Frost Deatherem OrbusVR: Reborn The Unholy Society Mean Routine King Rabbit Truberbrook / Trüberbrook Metro Sim Hustle If My Heart Had Wings ShockRods **Keep Calm & Keep your Powder Dry!**:



Earlier this month we opened up pre-orders for ShockRods around our live beta testing. Now the beta testing is done and the findings are being acted upon, it's a good time for us to update you on what's been happening since.

Firstly, we'd just like to say a big THANK YOU to everyone who not only took part in the test weekends but also dropped by to check out the game at EGX Rezzed in April. We loved chatting to you all and hearing all the great things you had to say about ShockRods.

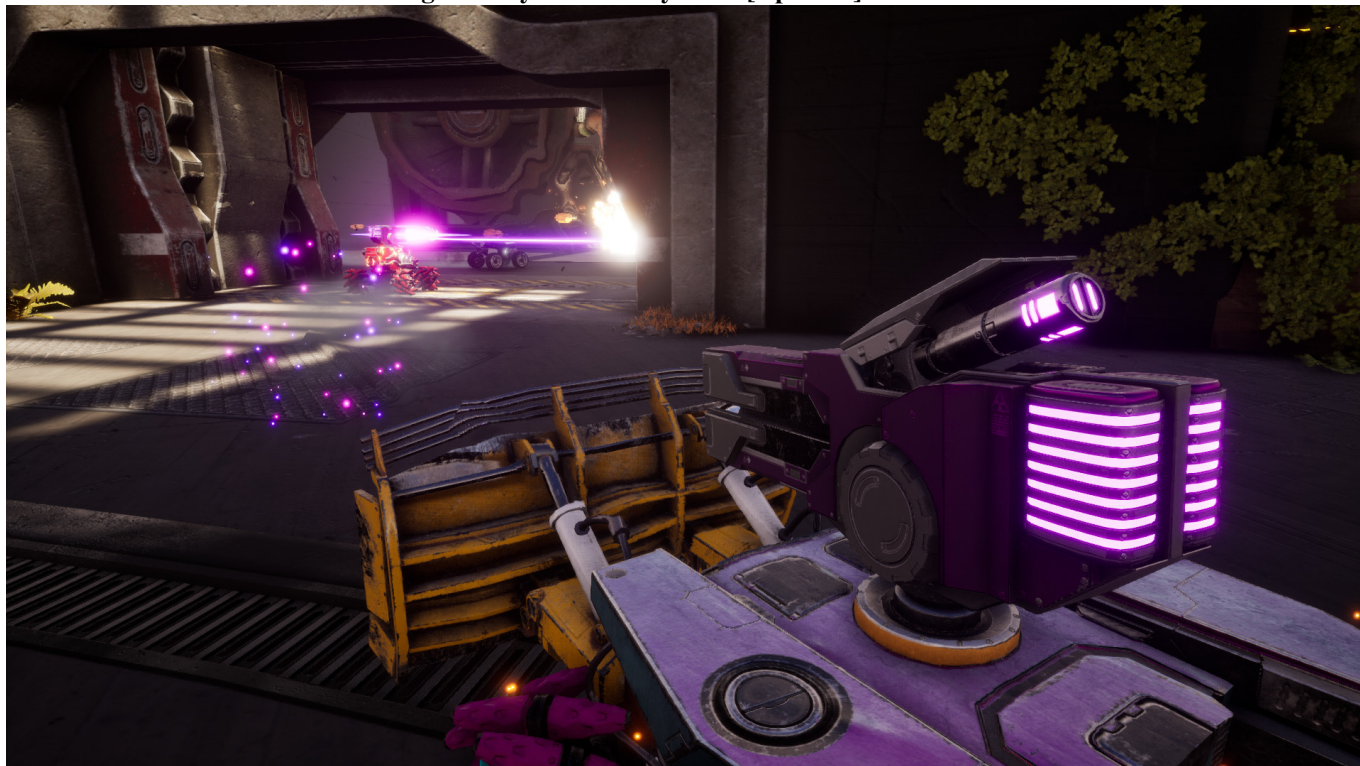
We had an amazing response from players during the beta, and the hugely helpful feedback and suggestions have continued to

come in since – mainly through our dedicated Discord channel. This input has been invaluable to us, allowing us to tune and tweak the gameplay. As part of this process, we've made the decision to move the release of ShockRods to late summer 2019. This will allow us to incorporate all the relevant intel that's been gathered, and address everything that came from the betas and subsequent discussions.

The extra time will ensure that we deliver the very best version of ShockRods possible – which has always been and remains our number one goal.

Once again, thank you everyone for the incredible support! And we look forward to seeing you soon in the ShockRods battle arenas!

Stainless Games. ShockRods is coming to Early Access May 30th! [Updated]:



Ready the rail gun and prime the grenade launcher! ShockRods is coming to Early Access on May 30th!

We know many of you were able to play the betas and really loved it! soon it will be time to take to the arena again and put everything you learnt to good use, remember the 5 D's: Dodge, frag, frag, frag and frag!

For everyone else, add ShockRods to your wishlist and be ready to take to the arena for the first time on May 30th!

Update can be found here:

<https://steamcommunity.com/games/647640/announcements/detail/1598127930592520964>

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