
DragonScales 5: The Frozen Tomb Hack



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About This Game

Zarya resumes her journey to the Frozen Tomb. New tile-matching puzzles and battles await! Unlock power-ups, battle your way through several beasts, and grow to become a master DragonScales magician!

Special features

- 200 levels.
- 12 missions to win items and coins.
- Unlock missions by collecting up to 65 stars.
- Battles are back, including 5 types of arrows.
- Achievements and stats.
- 20 extra battles in the Colosseum.
- 16 unlockable magical cards.

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- Improve Zarya's battle status with stronger equipment.

Title: DragonScales 5: The Frozen Tomb

Genre: Casual

Developer:

IKIGames

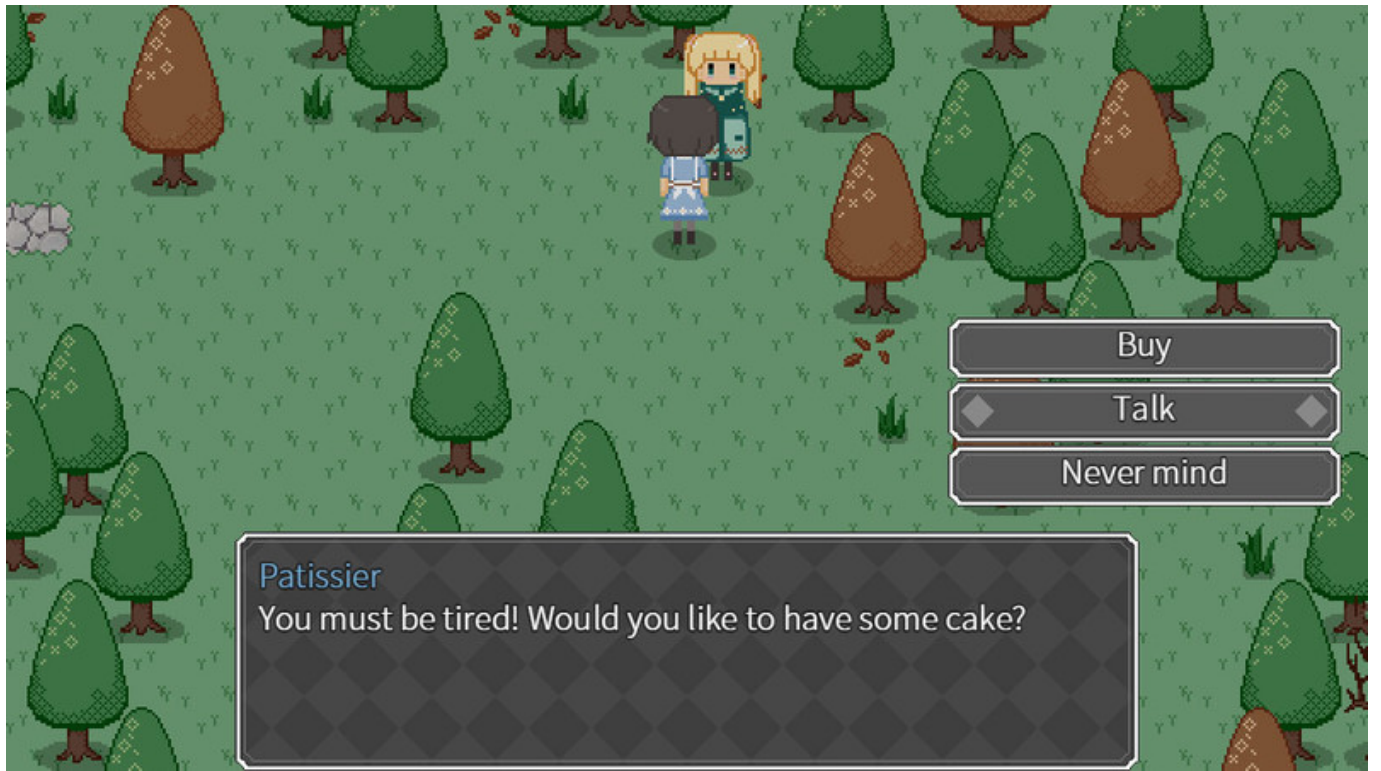
Publisher:

IKIGames

Release Date: 20 Nov, 2018

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English







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This game is bad, almost hilariously so, which was about the only good thing I can note it on as of now. At the time of this review, I am typing this on early access. The animations are stiff, locked looking, and just clanky in general. Vision in this game is pretty much nonexistent, even on the brightest settings. You'd think a flashlight would do more, and that the monster could actually see what it was supposed to protect and hunt right? Welp, there is none of that sadly.

As for the multiplayer gameplay, it is very one-way. Victory rules are as follows:

You kill the three human players, you win as Animatronic. (*which practically instakills if it touches you anyways*)

You restart some generators (dead by daylight copy style) and run to the exit door. (*or you spam the tazer weapon on the animatronic, which is quite op and can get you out of any situation what so ever, since the game only has one player as a threat for the moment.*)

The map is very.. twisty as I can explain it. You do get a map to see things, but you cannot see where on the map you are, and it is practically four or six big rooms, and a bunch of winding halls inbetween. Of course it is pitch black, because the game relies on that heavily as of now to be scary.

As for sounds, the animatronics sound fine, but voice acting is horrible.

Another nitpick, only the host can be an animatronic, which is a little annoying, as if you are playing with friends, you all most annoyingly take turns setting up a match. Which may not even be possible, due to the frequent crashes for doing such. Me and Sparkuma personally had about seven crashes on his end, or a lack of connection at all to initially get in the match.

Don't get me wrong, the game can be "fun."

But the most fun you will get, as of the game current, unoptimized (*did I mention how laggy it is, even on a good pc? loves to crash as well.*) and buggy state, is only a few good laughs if you are voice chatting with a friend as you all play together.

Don't buy this game if you want a solid, multiplayer, horror experience. Go for something such as SCP:SL or Dead By Daylight, which are much better fleshed out than this might ever be.

(Note: This review is all my personal experience and complaints about the game, if you enjoy it, than good for you. I am glad you could enjoy something I did not see within the game, but as for my standing point now, it is a huge disapointment as of its current state. Save your money until it fleshes out more..). I have never spent 2 bucks on more important things in my life. This dance saved me from suicide, feeds children in africa and can ensure world peace.

Okay it can't do that but its \u2665\u2665\u2665\u2665ing fabulous and that's all what matters. Spoko gierka :). Storm in a Teacup is a nice little platformer with puzzle elements; the levels are short enough to play on coffee breaks, and there's a nice amount of variation in backgrounds, game elements, and throwbacks to classic games like Space Invaders. It runs on a 2D physics engine meaning there's a lot of things bouncing and swinging off of each other; this gets especially interesting in the bonus levels that can turn sideways and upside down. Once you've completed each level, you can try to do it again finding a hidden object and without dying, to get extra rewards (well, achievements).

The downside is that there's only one song in the game, which may get repetitive after awhile. There's no story to speak of, and not a lot of replay value. Still, the game is well worth a shot.. Really enjoying this and have not had any problems with it using the vive! Has great visuals and free movement or telerport, I was also reluctant to pick this up because of the negative reviews but glad I did, great puzzle wonderland esque adventure with very convincing graphics which are at a mind blowingly large scale when you are able to shrink down in size!

Extremely underated & underpriced! You get far more than you pay for in my humble opinion. Pretty awesome, after experience with Magix Music maker, I could try Mixcraft on Steam, without crash, and it works like charm. IT even detects Audio interface without setting things up, and I loved it. Can the PRo version be made available in STeam?. Just what i needed for my new MSi GL62

Thanks, and recommended.

10/10

Ayane has always been a longtime favorite of mine since Dead or Alive 2. Her front and back stance are back in full-force in DOA6 with some new ninpo abilities.

Not too fond her new default costume, but her main costumes from previous entries return.. This game oozes style. Ape Out embodies the improvisational spirit of jazz by procedurally generating tough situations and giving you a fierce but limited arsenal of attacks with which navigate them. The all-percussion, reactive and diegetic score ties this tight little package up super nicely. At once wears its major influence (namely Hotline Miami) on its sleeve but warps that simple formula into something entirely of its own identity. Occasionally sluggish feel with the M+K, but I imagine they intended this to convey the apeish movement that you would experience, well, being an ape. Very cool little game.. Quite hard, and frustrating at times, but I mean It's a Rogue-Like, so yeah... What do you expect?

The game does have some minor flaws, which are connected to it just being released:

- A lack of enemy variety
- The difficulty of actually finding a shop to buy things at, so you're basically stuck with an underpowered stick
- The feeling of all the rooms being pointless up until you actually find a boss or a shop since it seems like there's an infinite amount of rooms

I do recommend this game, however. Since it has lots of potential and I'm a very interested person when it comes down to the evolution of a game. :D. Absolutely brilliant platformer with oceans of character and humour, as well as a mechanic making it possible to leave corpses behind in order to make certain hazards easier to cross.

Easy controls, loads of challenge and a fantastic soundtrack give this title heaps of charm.

The art style is of high quality and still unique, with every new element seeming to fit with ease. Definetly one you'll have to sink a bit of time into but much like any high skill ceiling game, the fun is in this learning.

Definitely would recommend.. Great physics game. This will always be a glorified tech-demo in a pre-alpha level of completion, yet I'd recommend it to anyone. Addictive ideas and a lot of potential.

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