
DragonScales 5: The Frozen Tomb Download 2gb Ram



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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.

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- 16 unlockable magical cards.
 - 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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Doubles the effectiveness of trainings.

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Gumstein is a platformer (think the original Mario bros on gameboy).. It's that kind of thing.. You're running around jumping over things; avoiding obstacles, navigating through mazes and avoiding things that are inevitably trying to kill you. This is not a simple point and click game. It's not an easy, switch your brain off, zone out type of game. It actually makes you work a bit. Which is awesome!

This a game you really need to give a chance. I love the slick graphics. Something I really like about this game is the way it's staggered. Each time I'm just getting comfortable and I think: 'Is that all there is?' The game throws you a curveball. The first few levels get you used to the controls. Then you get to the first few puzzles which makes it more interesting, but those could get old really quickly. Just when I think I've got it figured out, there's a new challenge.

The puzzles become increasingly complex and the as the abilities are unlocked there's a whole new dimension that's added. I'm playing on easy.. I imagine that the timed games and increasingly difficult hazards will really test your skills. I've got to say it took until level 13 for me to really get hooked. At this point you start unlocking abilities. It really does take that long to really understand the game and get into it, all which I'm really glad for. From level 13 it gets really fun and interesting '13 so give the game a chance. The early levels really help prepare you for what's to come. After level 13.. You'll know. It's at this point the game play really comes into its own and becomes really fun.

But honestly, it's a really good game. It's definitely directed at a particular type of gamer. If you're not up for the task or don't enjoy problem-solving, you're going to get pretty frustrated. But if you want a good challenge, this is definitely it.

When I first started the game I honestly didn't like it very much '13 and that's pretty much been the commentary from a lot of the testers. I think not knowing what to expect and not being familiar with platformers added to that. But it gets a LOT more fun as the game progresses. It took me a few weeks to get through it (just because I couldn't find the time), but I found myself itching to play again '13 I couldn't wait to see the next level. So, if you can muscle your way through the first few levels, it is well worth it.

If you're an experienced gamer, normal difficulty will test you sufficiently. I found playing on easy was plenty hard enough. This game is really well thought out!

So.. It is a platformer. This really isn't the type of game I would usually choose to play myself. But, after hearing such mixed comments from the other testers, I had to give it a shot and see what it's all about. By the way, the other testers that I've spoken to said things like 'It's too hard' Or 'I absolutely love it! I played for two days, one morning till three o'clock, until I couldn't anymore. My brain was mush. But I LOVE it!'

The menu (which btw is a level on its own '13 where you can earn an achievement by dying o_0) is actually pretty cool '13 here you can test out all the abilities you'll activate throughout the game). I love the look and feel. It's really slick and feels pretty polished and the controls work well. You've got to be pretty precise with your movements to get through the obstacles unscathed.

You spend the first five levels just getting used to the controls. It does actually take a bit of dexterity, co-ordination and

accuracy with the keys to control Gumstein and get him to go where you want him to go when you're jumping from platform to platform trying to avoid the spinning blades that splatter you to bits, homicidal bats, radioactive waste and faulty wiring ready to electrocute you. So once I got used to all that and got my head around what was expected of me, I actually started to enjoy it. But then I'm thinking, where are the puzzles.. Isn't this supposed to be a puzzle game? Enter level five. The first puzzle. Ok, so that adds a new dimension I really like, but it's pretty easy. Now I know what's happening, I can really get into this.

But really in the end I loved it and I'm looking forward to slowly working my way through the normal and hard difficult levels. Not to mention that there are still a bunch of new levels still to come and new abilities. The full release is set for December.. everytime i put the game on i cant actually play it does not let me pick my spells or enter a campaign please fix it or make a reset option. You get a pool floaty when your golf ball goes into the water. This tactical RPG has funny moments, a stupid story, terrible controls, boring talent tree and its... uh.. something to do, I guess. The achievements arent that hard to get with a decent guide since you can miss some of them.

Erm.. Its bad at full price, good for cheap.

If you have some bucks to spare and like tactical RPGs, you could get this and get it over with in 10 to 12 hours.

I rate this game 3 boogers out of a nose of 8.. This game has the Trick and treat of the tradition, instead of 'or' haha! (Get it?)

It certainly reminded me of the old days when I used to go trick-or-treating with my friends. Trick & Treat promises all aspects of a basic RPG game, with the promised jump scares and grim moments as stated in the warning of the game.

However, the instructions and settings should be more accessible to the players: the only time I was able to read the instructions/Settings were in 2 single dialogues after the Intro has ended, so it would be easy to miss for those who tend to skim through dialogues.

Other than that, Trick & Treat is an enjoyable game for Halloween. ^_^

I feel the bullet points and key features of this game area a bit misleading. I was under the impression that this would be more like a strategy game maybe even a turn-based game. Unfortunately it's a click-fest. You have to click on your roots, click on your leaves, click on bugs, click, click, click to do everything and you are under a pretty tight time-limit. I was hoping for something I could sit with my daughter and maybe teach her about how plants work. Unfortunately there's not really any chance to reflect on what is going on since you have to click from one thing to the next. The visuals and production values are pretty good, and she does enjoy seeing the flower grow and bloom.. Meh, it's not a bad game but it gets boring pretty quickly. There are 38 stages, you can complete every stage in ± 2 minutes.

Story: 4/10

Gameplay: 6/10

Music: 8/10

Graphics: 9/10. Its a fun game, good to pass the time before I head to work and I want to play a game for a few minutes, nothing too involving fun quick easy, nice little casual game. You did good lads very well. Its about 90 seconds of amusement with particle simulation. No sound, no music. Just a thing someone whipped up in a few hours.. This game was a unique take at Sonic. I enjoyed it but it is a LONG game and very complicated at parts. I don't recall if collecting all of the chaos emeralds enable Super Sonic or not, but it is fun getting them anyway.. I bought this game for my 4-year-old. She loves it and says it is "awesome". Can't get a better recommendation than that.

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