Kindled Cavern Download] [pack]



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About This Game

Kindled Cavern is a cave exploration adventure for Virtual Reality filled with sights to behold. Waterfalls, bamboo forests, giant turtles, abandoned bridges and scaffolding, subterranian lakes, and ancient arches fill this explorable cavern. Not to mention the ghosts!

Fight off enemies, solve puzzles, and collect gold!

There are seven oil pedestals scattered around the cave. All of them must be lit in order to escape the cave.

Your best time and score are saved, so you can replay to do better!

Locomotion: Supports 'Blink' and 'Slide'/'Dash' teleportation.

The game is about 1 hour long for a first playthrough. Though it will vary from person to person.

Title: Kindled Cavern

Genre: Action, Adventure, Indie

Developer:

Pretty Okay Games

Publisher:

Pretty Okay Games

Release Date: 13 Jan, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1, Windows 8.1, or Windows 10

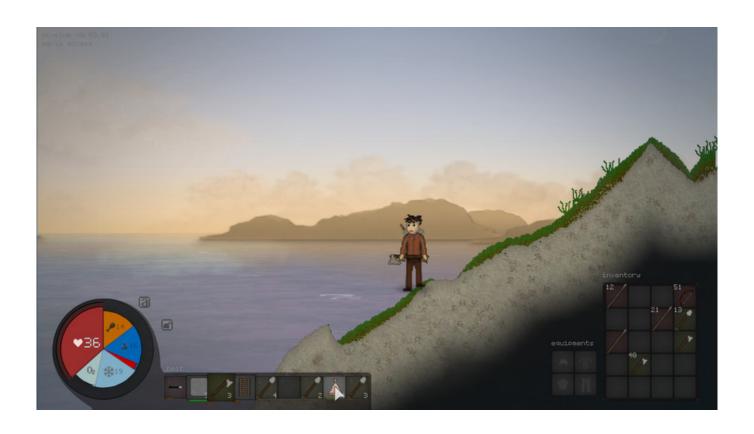
Processor: Intel i5-4590, AMD FX 8350 equivalent or better

Memory: 4 GB RAM

Graphics: Nvidia GeForce GTX 970, AMD Radeon R9 290 equivalent or better

Storage: 250 MB available space

English







Rock game, like it. Tish is quintessential of hardcore and cool story line about war!

Positive sides:

- +HADCORE(!)
- +Story line
- +You'll pay for your EACH misstake on battleground(!)
- +Nice graphics for TD
- +Sound track(!)
- +Good optimization for PC with weak hardware (!)
- +Gameplay as classic td with abilites
- +Insane game(!!!)

Negative sides:

- -Some little bugs, but i hope devs will fix them.
- -Probably u can find more negative sides, but i saw only few bugs.

Resume:

If you rly love TDs Games, buy this without hesitation and don't give a \u2665\u2665\u2665\u2665\u2665\tu2665.

IMO:

The \u2665\u

The Game:

A traditional point and click adventure game set in a modern contemporary setting. It has a nice twist regarding one of the main protagonists

You can die on some of the challenges, and that requires a restart from save. This is lazy game design in a game that these are "reaction based" and the rest of the game is cerebral in nature. The game feels a little clumsy, but not so much it gets in the way. The game has a wide variety of settings, characters, plots and sub plots to explore. Some might have an issue with the graphics, but for me it never really matters in a P&C adventure game.

The Puzzles:

Not to hard, perhaps some are on the easy side. There are some "reaction" puzzles that require the player to time reactions. These are a drawback for me as they dont really fit the rest of the game. And you can die on these, necessetating a restart from save.

The majority of the puzzles are mostly logical and fit the story. But why cant developers forget that normal stores exist?

The Story:

Compelling story that develops nicely, not overly deep though. The characters are predictable but not anything jarring. The has some plot twists that makes the game more interesting. The theme feels like the Broken Sword or (surprise surprise Gabriel Knight) games, more than the "Lucas Art" style. If you have played a Jane Jensen game before I dont think you will be disapointed.

Conclusion:

A game that is a little unpolished, and its not breaking any new ground in the point and click adventure game world, but its solidly in the middle. If you are a fan of the genre I think you will like it. If you are a Jane Jensen fan you already own it I think ;), but if not get it.

I'm sure there's a trick to this but I don't know what it is.

This feels like a game with one solution, but that solution is combined with a randomised deck that could just as easily kill you on the first turn without you having a say in it.

The event deck is so mean.

Cute sheep tho.. Not a very good platformer, the visuals are certainly nice but The problem is that Foxy Moves way too fast for the type of platforming required in this game, This leads to the feeling of being cheated, if Foxy were to slowly build up speed, or have a run button than this would be forgiven but he doesn't. This honestly stopped me from playing it. IMHO This game could easily be good if foxy didnt move so damn quick.. This DLC...I love it! I am so horribly in love with it and I have found my new favorite character in Star Breaker, whose theme I love a lot as well. In fact, this pack is so good, I had to make a review and show off just how awesome it is. Please make more like these, maybe a breaker booster pack? =D

My Review for more details and showcasing of the new maps, cards and characters:

https:\/\www.youtube.com/\watch?v=z6QWb9n2WEQ. Buggy and overpriced. Avoid.. Truly an improvement over its predecessor, Aquanox 2 progresses faster, the graphics look good and introduce more colorful environments, and the dialogue is much improved. If it's ever on sale, you should pick it up. Check out my full review here:

http:\/\www.youtube.com\/watch?v=knV2EzpVEss. DO NOT BUY.

Game length is seriously 3 Min gameplay time. I'm not joking.

This game pretend to has a Story and acts like survival game. But actually It has none of them.

Since Game has only 3 quest, and which can beat in 3 min,

hunger system is totally useless, you beat the 3 quest and game is over.

*Clap Clap. I usally able to see game's true aspect (sucked game or not sucked game) through trailer and description.

I failed this time.

Well played.. WIP

+Voice cast

+Some beautiful areas

+Mods

+Scripts

+Pre-game options menu

+Naked babes

+Cutscenes

+Difficulty

+Map locations

+Racing characters to the top in the siege towers. Once you can bypass them it's all good. A fun game to pass the time while the king rambles on about nothing.

+Achievements is the only reason I bought it again

-V+ Most side characters are bland

-V+ Music in places can be nice

-CDPR really dropped the ball on this game

-Siege towers aren't moving. You can see outside and see that the siege towers aren't going anywhere. Just another way to waste time with lame dialogue.

-Forking OTE bull.shirt moments

-Dragon OTE bull.shirt moments

-Maps and map textures

-GWENT

-Locations

-Combat

-Still has tons of bugs and glitches

-Lack of support

-Steam DRM

-Short story

-Ending

-Clothing options are lame

- -Worst Witcher game in the series
- -Console level design
- -Textures are fugly even with everything on ultra. Has not aged well at all.
- -Draw distance issues
- -Hold your hand game play
- -Performance is bad in places
- -Level design is on rails. Not a lot of freedom of movement or exploring
- -Story. The Beauty and the Beast!.

When it works, it's the closer emulation of F1 you will find and, gives a LOT OF FUN to F1 fans.

The hell is that, from time to time, the game doesn't starts or, you loose the configuration of your wheel, EVEN IN THE MIDDLE OF A RACE!!!!.

The worst thing is that Codemaster's people doesn't seem very entusiastics on releasing fixes for the serious bugs that this game has from time to time.

So, when it works, 100% recommendable.

When it doesn't works... can I burn Codemaster's headquarter?

The part of this game I really hate is competition in pro or legend mode. THAT'S PURE CHEAT!!!.

It doesn't matter what I do, I always classify the 18th and, my team mate the 17th.

I can win lot of positions during the few first curves but then, cars start to push me out of the track or, the car oversteers or understeer, until I go back to postion 18th or just a position before my team mate.

CHEAT CHEAT CHEAT

I hope future versions are fair on this, because it's really annoying. Great game for a 4-year old:-)

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