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## Tears Of A Dragon Xbox Download Code



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### About This Game

#### This is Tears of a Dragon

We all have inner demons that sometimes tell us to do the wrong thing.

Savage Dragoon is in a constant battle to conquer the darkness lurking within himself...Also known as his "Dark Passenger".

Where his story ends...You Decide...

This game is based on a true story, that being my own and my constant battle against depression. Meet the people who have been a large influence in my life as well as members of my family.

#### Main Features:

- Multiple story endings for replayability
- Your choices in the story affect the route you take
- 10 playable characters/party members
- Free to save your game at any time!

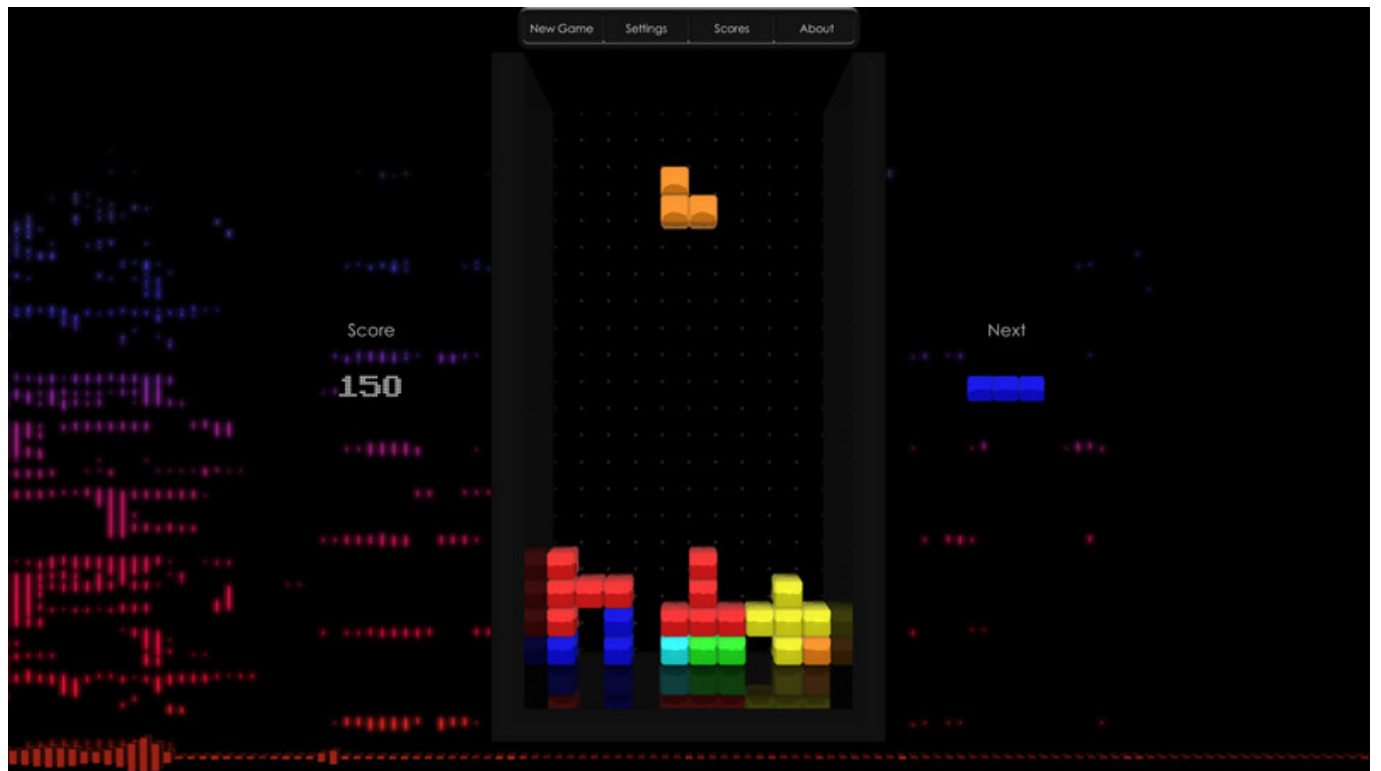
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- More than 50 special powers and spells
  - 30 unique enemies
  - More than 50 items between potions, weapons, shirts, and armour
  - Challenging dungeons to explore
  - Provide for your family by taking on mercenary work
  - Meet Savage Dragoon's Dark Passenger. Will he take control?

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Title: Tears of a Dragon  
Genre: Indie, RPG  
Developer:  
Donovan Bell  
Publisher:  
Back To Basics Gaming  
Release Date: 7 Jul, 2017

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English







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Being a Celtic is badass... so this is cool

Paying for nations that should have been released with the original game and not as DLC ... is stupid

Its a conflict. So I will rate it positive to give it credit for being a fun element. But CA should not be doing this to us. Almost same game as NASCAR Heat 2 but don't work with full framerate with i5-8600k GTX1070 and 16BG RAM. And steering wheel compatibility is poor. I asked for a refund and I will think about get it for Playstation 4 later (my wheel works fine with PS4's NASCAR Heat 2).. Misleading to call it season pass.

You only get 6 DLC characters, not everything release for 2016.. I've been part of stronghold kingdoms since it's early alpha stages, back when there were only a few of us and we all knew each other like neighbors. Therefore I can say that this game is a massive waste of your time.

I see innovation here - a lot of it. I see opportunities to play stronghold like never before, with an MMO idea all taking place on a large map where cooperation and diplomacy are key to victory in the world of thousands of players all with their own individual strongholds they too are building. The game still has all the customization that stronghold offered you as well, placing the walls, towers, gatehouses, moats, spikes, and more all wherever you want to. It also gives you the freedom to train and manually deploy your own troops both defensively in your castle and/or offensively to siege another. In fact, at the time I began testing this game and for some time afterwards, it was unbelievably fun. But since then it's been squashed into a payment-heavy hunk of crap.

"Cards" in the game are used to boost what you can do with no limit to how many you can use, as long as you can afford to spend real world money to get them. On top of that, you require to buy premium subscriptions just to play the game properly, or you'll be logging in every hour to do something when nothing queues up properly. Cards can be earned for free, yes, but they take a long time and are fully randomized. You can earn more for free per week, but that is locked behind not one, but TWO paywalls of buying subscriptions to the game. You must buy TWO subscription tokens in order to unlock the full range of cards. On top of that, cards can still be bought with REAL WORLD MONEY after you ALREADY had to spend REAL WORLD MONEY on buying a PREMIUM SUBSCRIPTION just to play the game properly. This is massively unbalanced and, as is common among MOBILE COW CLICKERS, can take you from the bottom of the pack to #1 on the leaderboard in a matter of minutes should you pay enough money. Nobody will, but the fact that it is a possibility means the game is massively unbalanced. Any game that makes it possible to advance from bottom to top within minutes cannot be considered free to play.

Outside of that, the game itself is barebones. Your castle management becomes minimal, as the tiny map areas and massively limited resources for each "village" means you will not be able to customize the village to look as you please, it's going to have to run for maximum efficiency, followed by waiting through timers and resource walls as you wait for enough resources or an open queue slot to continue. This game also has an issue of expansion, due to the extreme number of players - castles/villages can only be built on predetermined slots, and the number of people in the game makes it very difficult to expand peacefully without spending an absolute fortune of gold and leaving your new towns well outside your support range. Production lines are also removed now, with the only actual production being from wood/iron -> weapons. That's it. All other production chains, no matter how simple, have been ditched. To help slow you down, each time you build something, it raises its own construction cost and also increases the time required to build the next structure. So, don't go too fast - buy our\u2665\u2665\u2665\u2665\u2665instead!

This game offers so much room for innovation in the stronghold series. It makes me want to see a stronghold game taking place on a large meta-map managing multiple castles against various AI opponents or players doing similar things, but not in this fashion. I want to see it in a microtransaction-free, upfront paid game with no multi-day timers or subscriptions or \u2665\u2665\u2665\u2665\u2665\u2665t like that. This franchise NEEDS innovation, and the ideas behind stronghold kingdoms if applied to a paid game could provide it. But this just isn't it. All it does is makes you want to go play another stronghold game instead.

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Avoid this.. Shadow Ninja is bad. Have no delusions, it's like the love child of a tablet runner and a flash game.

It's a single button game where the player jumps over spinning disks, whirlpool disks, ninjas who pose, ninjas who menace, a dog and an explosive tower that kills you sometimes.

Despite only having one button the controls are still unresponsive with the character sometimes not jumping on downhill slopes. Left and right 'move' the player but I got all the way to level 31 without ever having to use those controls.

Actually the the left V right controls are basically broken with left accelerating the character towards the left of the screen - sometimes so enthusiastically that the stage starts scrolling backwards and the character falls off into nothingness. And right accelerating the player towards the center of the screen - generally causing the player to get hooked on something. Do not touch anything except the jump button.

There's very little in terms of graphics. The stages are black with the exception of the weirdly out of place and low resolution skyscrapers. Red clouds obscure blades, ninjas and the player. Jumping over something when you can not see yourself nor it is bad game design.

Black clouds also hide ninjas and blades against black backdrops. In the all stages I played the only real challenge was learning where the mostly hidden obstacles were.

There's no significant ramp in difficulty, once you've played the first few stages the others was just variants of tap-the-button. Stage 24 introduced a glimmer of fun because there was a genuinely tricky timed platform jump but that was it by the 30th stage nothing else had happened and the tedium had set in.

For a game with controller support it's shoddy - you can jump with the 'A' button but not restart the level. That requires a mouse click. Curiously the players death 'animation' kicks in only about one in every 8 deaths, usually you're immediately kicked back to the menu.

And the menu. There is no way to reset progress so if I ever wanted to go back to a previous stage I can't. The options menu is a picture saying you must play the game by jumping. There are no options. The story menu is a picture of some poorly laid out comic frames that cannot be exited. The only way to exit the story menu is to close the program.

Collision detection is atrocious. Huge bounding boxes around both the player and the obstacles will see you dying in mid-air time and time again. Particularly bad are the strange little kill-you-at-a-random distance towers and the explosions; some of which do not kill you at all.

Shadow Ninja feels like a half-finished student project that someone is asking money for. It's not worth it; even it were free it would still not be worth it. Steer clear - save your money.



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Not Worth 50 cents. played through 4 times just to make sure first couple of times wasn't a fluke. You can balance your elements, keep your ethics maxed, ecology maxed etc. and it doesn't matter. The game keeps sending alien invaders at you that you have to use your Logos or god points to prevent, not only that but each time it's 2 alien events that happen, requiring a total of 20 of these Logos to prevent them from landing. As soon as you run out of these points the aliens land and within 3 turns max they are attacking you. And they keep attacking you until you're dead, i mean like every frackin' turn. Don't bother and let my 5 dollars be the last 5 dollars wasted on this game.

Almost forgot to mention, There is NOTHING on the steamworkshop for this game.. I can not wait to add to this series of games, I have all of them including the Edgar Allan Poe but still having issues with it, as far as this one and the others in the series, I love it and I am looking forward to adding to my collection, I recently found out that there is a midnight mysteries ghost writer and I can not wait to see it here on steam, the series is full of history as well as mystery and surprises - looking forward to more :) they all run great on windows 10 except one that I first mentioned but that isn't worth whining about since the others in the series make up for where that one lacks :P I am just glad I was able to help Mr. Houdini, collecting the police officers was kind of off the wall though lol very entertaining to say the least lol and the puzzles and riddles do make one think and I really love how the whole thing is strung together, keep up the good work and I will keep looking forward to additions in the series. Please don't buy this game as it is incredibly short and boring. It's way too overpriced and you could simply go online to play a free flash version. Don't even bother buying it for a child, either.

(I only reviewed this for a badge :P). The game is awesome but there's a few things that I can think of to make the game better:

- \* Implement a challenge mode
- \* The music is awesome include a few more tracks
- \* The shield is the worst powerup because it prevents you from increasing your combo since it knocks cars away from you, it should increase your combo everytime you hit a car
- \* More powerups\malus in general
- \* More cars and more colors
- \* I could not see what power up I had when I was in first person view

I love the game though it's fun to play when you just wanna chill out y'know.. Basically, the Viking Forefathers pack but done right.

So the big issue with these factions, as with the other "Raider" culture of the Viking Forefathers, is that you need to conquer too many territories to really stay a "raiding" faction. It should probably be dropped down by 10 settlements on each level of victory condition. They also don't have any unique audio and just get those same old "barbarian" lines that were used in both Rome 2 and Vanilla Attila.

But other than that, the Celts have a lot going for them compared to other "Barbarian" factions:

- The raider camp building chain is great for setting up beachhead territories then raiding lots of money for a few turns before pressing onward and converting them to holds (just make sure to set up a food source before further expanding).

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- 100% Guerrilla deployment is a huge advantage in terms of setting up every battle in the game. Their units are generally solid already (especially the Picts who have really strong infantry at the cost of no mounted generals) and this allows you to both push really aggressive attacks and to set up really strong on the defense without having to tire your men out getting to the top of a hill.
  - The unique event chain gives you a customizable general for free that is generally really solid early on, but you should consult the Ollam Ri guide first if you want to \*pict\* what bonus stat you really want.
  - Their prestige buildings are very good in the late game.

So, all in all, one of the better faction packs to get. Might even be one of the few worth full price.. If you want a comprehensive overview of multiplayer networking using a reliable and affordable system plus some help with the mecanime system and more..... then this package is full of well presented and easy to read code examples that are a great base to get you started on your way. I recommend you also get the S1 series if your starting out as it's got soooo many examples and pointers to help give you a flying start.....very nice work GTGD!. Simple kinetic novel, you can go through all the routes fairly quickly. Nice surprise in the game and some top-notch character interaction! It really felt like they were good friends!

I mean, it's free and quick. Go for it!. I just killed all my friends over pudding. 10V10

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