
Rising Islands Download] [key Serial Number]



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About This Game

Long ago, Chaos and Discord ruled the land. Only the creation of the Relics by The Ancients brought Peace and Balance. Slowly but surely the world recovered from this era of Strife. But Evil is never truly defeated, and soon chaos will return to the lands and destroy the balance of the world. Only you, a young woman named Hairo, can save it. By using your special ability to shift between dimension you will combat the evil that is tearing the world apart.

- **WORLD SPLIT IN TWO** - You are Hairo, a young adventurous woman who gains the ability to shift between dimensions.
- **GO WITH THE FLOW** - Run on walls, dash over chasms and fly through the air.
- **A NEW ADVENTURE AWAITS** - Travel through 13 levels located in grass-covered hills, snow-covered mountains and ancient ruins.
- **HUNT FOR SECRETS AND TREASURE** - Explore every nook and cranny of the world and find all the secrets.
- **DEFEAT EVIL** - Features fast-paced boss battles to defeat the evil force that has torn the world apart.
- **BE THE FASTEST** - Get the High-score in the Time Trial Mode.

Title: Rising Islands
Genre: Adventure, Indie
Developer:
Lone Hero Studios
Publisher:
SOEDESCO Publishing
Release Date: 2 Aug, 2016

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Minimum:

OS: Windows 7, 64-bit

Processor: Intel Core i5

Memory: 2 GB RAM

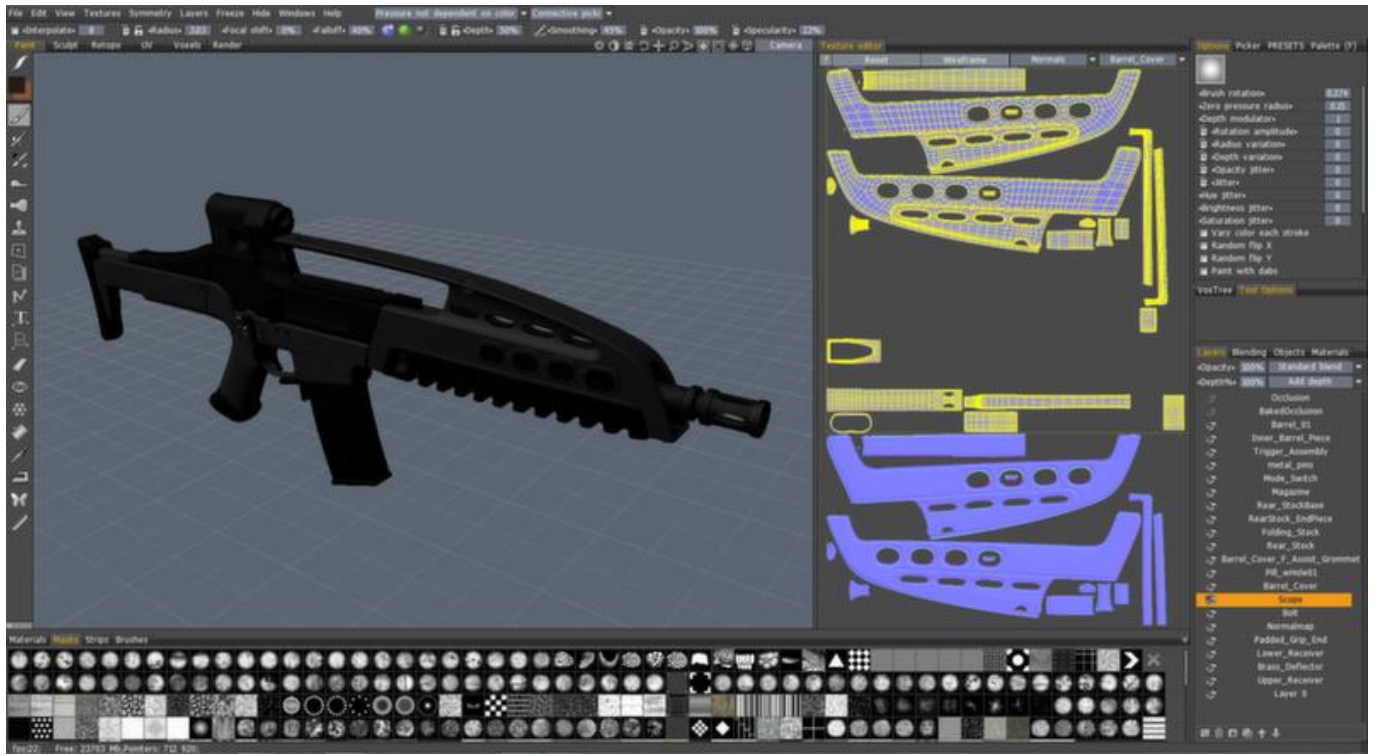
Graphics: Nvidia Geforce GTX 570 or AMD Radeon HD 6870

DirectX: Version 10

Storage: 4 GB available space

English,French,Italian,German,Swedish,Dutch,Polish,Russian







Its fun zooming in on these tiny dots of special buildings on the map and recognizing something cool. I mean the DLC for this game really sucks. I bought the season pass thinking that without it I wouldn't be able to get the tuning specs that were going to be added. I now know that the new specs come in a free update every month. Don't buy any of the DLC for this game unless you really like the cars and want them. I only wanted the circuit spec camaro RS and that comes out tomorrow in the vintage update.. Wish I'd read the reviews before buying. Absolute waste of money for \u00a333.99.

Game was too short, not even an hours game play. Was also glitchy meaning I had to restart a couple of levels as it wouldn't let me click.

Puzzles were too simple and it makes our that level 10 is a level by letting you click 'play' but its not a real level. So in effect only 9 levels.. I had not one issue with the game it ran on very high 60fps yes there were drops in fps but its expected for early access i only payed for a little bit an only seen one dinosour. i think if the game keeps updating it will be fun the graphics are great but not to much to do. i will keep playing it im enjoying it.. I don't recommend Death's Hangover. It looked nice, it had good reviews and it was cheap so I bought it. It looks like a game from from the early to mid nineties and plays one. You've played one Arkanoid clone, you've played them all. This one isn't much of an exception. The ball "physics" are the same. I was hoping something a bit more modern and realistic, but the ball behaves as obnoxiously as in the older games. The power-ups aren't anything new either. It's mostly the same stuff I've seen in much older game. Death's Hangover does not re-invent or revitalize this genre. It's just more of the same.

The most unique thing about this game is the story/humour, which is dumb and vulgar. I guess it's trying to be ironically bad or silly, but it's just bad.

The worst thing about this Death's Hangover is that the two qualities you need to be succesful is good reflexes and luck. When the ball behaves unexpectedly you have to react to it. At least there is a slow time function which is decent, and something new, but it's still not enough. The luck bit is the most annoying one. Certain levels have undestructible blocks that alternate between being open and closed. You have to be able get the ball through them at the right time, which is all about timing, and no you cannot really direct the ball the way you want. You can try to sort of direct it, but not well enough. Another luck based element is the power-ups. Some levels are really easy with the right power-up, but without it's all about luck. And whether or not you get the power-up is all about luck. I managed to beat one boss in a few seconds because I was able to shoot it in the face without having to rely on the unreliable ball. I don't even know how the boss would have reacted if I had to beat it fair and square.

Anyway, I don't recommend this game. I was hoping to see something new. But if you've always been a fan of Arkanoid/Breakout clones (Batty on C64 is the one I played as a kid), you might like it. For me it just reminded me that I've never been a fan of these games. At least it's very cheap so you won't waste much money if you don't like.. Not pre-ordering for a DLC bonus from them again. Now knowing I can buy it separately later.

This game I bought for under 70c CAD. 100% in 2 hours, making it worth that price imo.

The controls are wonky when you start, trying to get my xbox one controller didn't work, even though the game knew it was connected and showed it in the control options, but would not let me switch to it.. So I just gave up and used keyboard.

The game really doesn't have much to it, though it's a quick platformer with only a few achievements it does offer an enjoyable experience for a few hours anyway. I don't believe that it has any replayability. But it will offer to kill some boredom momentarily. I don't suggest getting the game for the full price, but if it's on sale then give it a shot.

Overall 5.133541 V 10. Do not buy this game. Knowing the game is in alpha I expect there to be issues . What I got was a menu with no real game at all. When you click new game you get a menu that explains the developers goals but no way to click through to start a game. These menus take about a minute to scroll through each one as it freezes on every single window. I worked with the game for about 5 minutes and still was unable to figure out how to start the game. during this time I had to ctrl alt del the game 3 times. I have the hardware to run any game out there. As far as I am concerned this was nothing short of theft.. O que falar de Hare...

Hare \u00e9 um jogo muito divertido, tem um gameplay fren\u00e9tico e possui variadas formas de gameplay, possui uma plot que te faz querer chegar at\u00e9 o final e tem um ótimo grau de dificuldade, gostaria de parabenizar aos desenvolvedores por criar um jogo que trouxe a mim algumas memórias da minha infância, quando os jogos eram bons.. Ok, searched a game for split screen coop. Looking at price of 3 bucks, hey what can go wrong?

There is a menu for multiplayer split screen but with just one (xbox controller you cant join) in single player the game works quite well with keyboard.

Well in couple of days i get an adaption of a wii U controller for PC then i give this game a try again.

Cause in Singleplayer this looks so arcade i dont want to try it.

No Fullscreen or graphics option or configurable keys found either.

Gamescores for Road Rage on magazines are bad as Hell reminds me on ET the game for Atari 2600 back in the days. Released unfinished under pressure and buried in a junk yard with thousands of copys. Someone dug them out recently with success.

If i had payed 30 bucks for this obvious unfinished product, i would go road raging to Developers.. I decided to buy this as the trailer looked interesting and also it seems like others haven't tried it nor have they reviewed it.

I'll keep this short and simple.

Pros:

The graphics quality is really decent

The levels are very good, very creatively designed and very hard, somewhat addictive.

Cons:

- The controls are pretty bad, I tested it on controller and keyboard, controller is indeed easier as the seller suggests, however it is still bad either way. A lot of the difficulty of the game actually comes from the controls, if the controls were better then this game would not only be as hard but it would also be more enjoyable.

- UI for the main menu is quite bland, i initially thought i was playing a game imported from mobile to pc, doesn't make sense to me why the UI is like that. Could have definitely been more effort in regards to how it looks.

I think this game would have a good place as a mobile game, instead of using a joystick to control, it would instead make more sense to me to be able to use your fingers on the screen to direct the ball.

If it hasn't done so already, i suggest a rerelease on mobile platforms and instead implement touch control.. IF THERE'S A SALE, BUY IT; OTHERWISE, NO.

Usually Steam (and all other overseas) versions differ from the original by that train sets are heavily confined, while I think about 2/3 of the game's price depends on that very thing.

The Steam release of V4 worths more than its predecessors by including a few Japanese trains, but I'd say \$25 to \$30 is all it deserves. I paid just \$19.99 at a Steam Sale. Good luck!. dont recommend. I'm a professional artist so I primary draw my own art, however I love relaxing to 'games' such as these <3 And Colouring pixel is one of best - if not the best - on the market! I got a similar app on my phone, but if I have to chose between them I'll chose this one without hesitation.

I have bought all the DLC's too (They are really worth the price) however the standard program is amazing as it is, so you won't get disappointed.

I haven't had it for long (downloaded in December, so don't mind my playtime) but I love working on their pictures which makes me want all of the achievements! :D

. The ultra short version is that it's a reskin of a reskin of a reskin. In terms of controls, mechanics, missions, collect-a-thons, and playstyle its the same as any other FarCry game. That may be good for you, that may be bad. Frankly the "10,000 BCE" thing does nothing for the game, or the franchise, and it seems unclear whether one is meant to realize you're playing on literally the same map (Kyrat) as FarCry 4. There's no music, everything is in subtitles, the missions are hum-drum at best, and the "clear bases, take towers, kill animals" mantra of FarCry seems - oddly enough - remarkably out of place in this prehistoric setting. I guess what I'm saying is... there's so very little here that's new... and what is, isn't worth paying attention to.

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