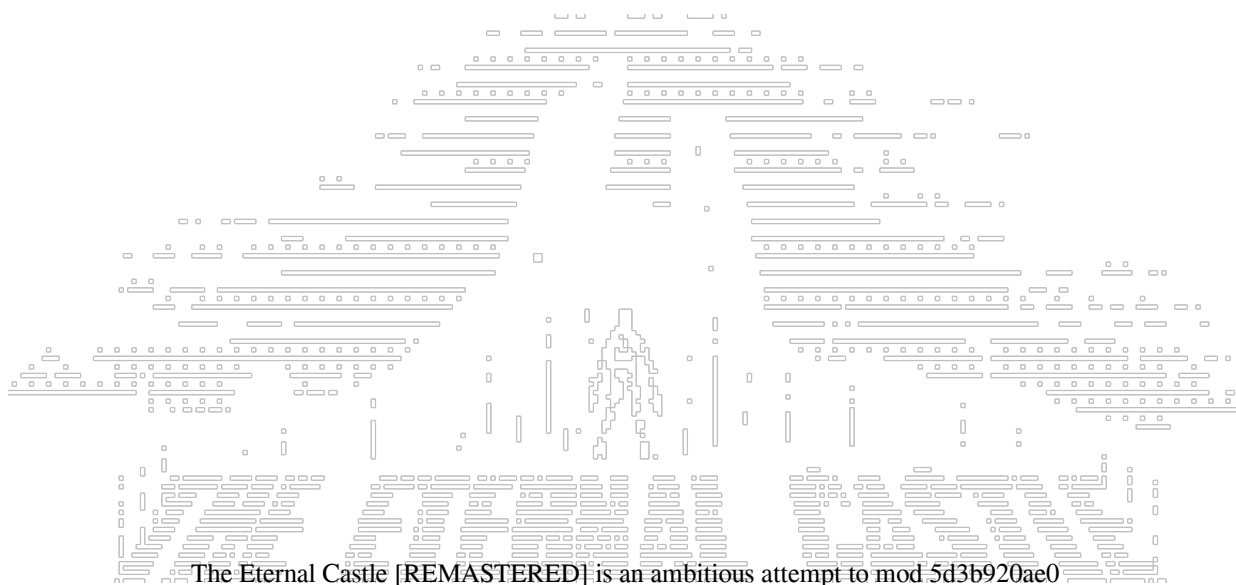

The Eternal Castle [REMASTERED] Keygen

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About This Game



Title: The Eternal Castle [REMASTERED]

Genre: Action, Adventure, Indie

Developer:

Leonard Menchiari, Daniele Vicinanza, Giulio Perrone

Publisher:

Playsaurus

Release Date: 5 Jan,

English

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Its a fascinating side-scroller, where you run, jump, climb and fight through a post-apocalyptic 2 bit-world; I like retro and pixel-art games nowadays more than next-gen-graphics and blockbuster-titles, so this was the right game for me. Play this game with a controller, I had a few problems with my xbox-controller after the release, but they were resolved now. The game is quite short, but I think you don't find all items and master all challenges / enemies easily in the first playthrough, Maybe you want to find out, which weapon is the best or want to find a shortcut / hidden corridor next time. Outrun the sniper on the roof and get an achievement or stop him before he runs away and forget about the footrace. And after your first playthrough, you can play the hardcore-mode +1, +2 and so forth (I don't know the limit); the graphic modules will be rearranged a bit in every level. And sometimes it is a good idea to do nothing (if there are no enemies nearby). Adam / Eve will take a break and recover then. Good to know in NG+. Besides: the story about a "Remake" of a game from 1987, discussions about mysterious gamefiles are clever and funny ways to make this game interesting. P. S. I don't know much about photosensitive issues, but the screaming colours and their combinations e.g. magenta / blue-turquoise, red / yellow (or the flashing lights in the "disco") could be stressful for your eyes. This should not be unmentioned.. Its a fascinating side-scroller, where you run, jump, climb and fight through a post-apocalyptic 2 bit-world; I like retro and pixel-art games nowadays more than next-gen-graphics and blockbuster-titles, so this was the right game for me. Play this game with a controller, I had a few problems with my xbox-controller after the release, but they were resolved now. The game is quite short, but I think you don't find all items and master all challenges / enemies easily in the first playthrough, Maybe you want to find out, which weapon is the best or want to find a shortcut / hidden corridor next time. Outrun the sniper on the roof and get an achievement or stop him before he runs away and forget about the footrace. And after your first playthrough, you can play the hardcore-mode +1, +2 and so forth (I don't know the limit); the graphic modules will be rearranged a bit in every level. And sometimes it is a good idea to do nothing (if there are no enemies nearby). Adam / Eve will take a break and recover then. Good to know in NG+. Besides: the story about a "Remake" of a game from 1987, discussions about mysterious gamefiles are clever and funny ways to make this game interesting. P. S. I don't know much about photosensitive issues, but the screaming colours and their combinations e.g. magenta / blue-turquoise, red / yellow (or the flashing lights in the "disco") could be stressful for your eyes. This should not be unmentioned.. never gets old.. never gets old.. Its a fascinating side-scroller, where you run, jump, climb and fight through a post-apocalyptic 2 bit-world; I like retro and pixel-art games nowadays more than next-gen-graphics and blockbuster-titles, so this was the right game for me. Play this game with a controller, I had a few problems with my xbox-controller after the release, but they were resolved now. The game is quite short, but I think you don't find all items and master all challenges / enemies easily in the first playthrough, Maybe you want to find out, which weapon is the best or want to find a shortcut / hidden corridor next time. Outrun the sniper on the roof and get an achievement or stop him before he runs away and forget about the footrace. And after your first playthrough, you can play the hardcore-mode +1, +2 and so forth (I don't know the limit); the graphic modules will be rearranged a bit in every level. And sometimes it is a good idea to do nothing (if there are no enemies nearby). Adam / Eve will take a break and recover then. Good to know in NG+. Besides: the story about a "Remake" of a game from 1987, discussions about mysterious gamefiles are clever and funny ways to make this game interesting. P. S. I don't know much about photosensitive issues, but the screaming colours and their combinations e.g. magenta / blue-turquoise, red / yellow (or the flashing lights in the "disco") could be stressful for your eyes. This should not be unmentioned.. never gets old.

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