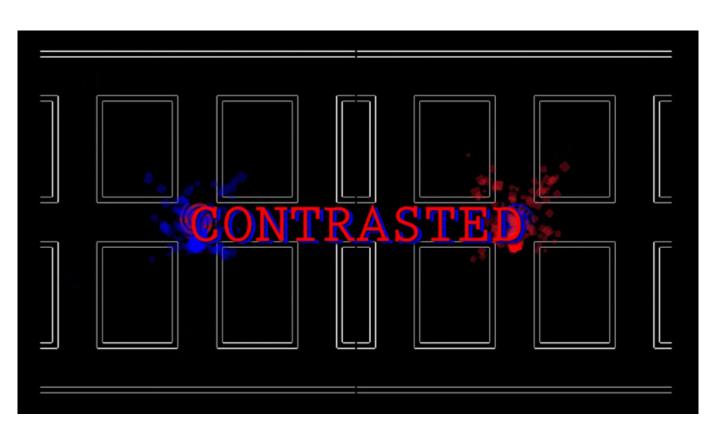
DragoDino Download] [Patch]



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About This Game

Fight your way to the top in DragoDino, an epic adventure set in an ever changing world!

Meet Bob, a DragoDino, and guide him through the 10 levels of the Forest Kingdom in a quest to recover his lost egg stuck atop a giant tree.

Explore and fight enemies to reach ever higher, collecting powers on your way up to help you in your quest. But be careful, the guardians you'll meet won't let you through that easily.

Mix and match power ups, play as various DragoDinos, taking advantage of each one's abilities. Enjoy 2 difficulty modes, plus a free mode to practice and improve. In solo or in co-op, rise to the challenge!

Key Features :

- 10 levels
- 2 difficulty modes : normal (3 lives & checkpoints) / hardcore (1 life, no checkpoint)
- 2 playable characters with 2 skins
- 40 power Ups

- 50 enemies
- 3 bosses
- a local co-op mode
- a cartoon world
- 2 unlockable characters
- Special Items revealing Story Content
- original soundtrack

Title: DragoDino Genre: Action, Indie Developer: TealRocks Studio Publisher: Plug In Digital Franchise: Plug In Digital Release Date: 20 Jun, 2017

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English, French







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Interesting but felt like it was missing something. Feels like no real substantial content. experience is worth trying but you will only play once then delete. Entertaining puzzle game with nice gameplay ideas and a short but emotional story (or better stories). It's a great experience that you can play through in one setting. The difficulties of the puzzles are balanced, but overall it could have been a bit more challenging. Focus is on the story that is beautifully written and supported by an atmospheric soundtrack. I would play more of the same if there were more content. However you can't complain for the price.

If you haven't played any of the developers previous works check them out, too.. The game is beautiful, but the gameplay is meh. right now is very very beta, it needs a lot of work of the developers, but is a good concept.. The idea is good but the realisation is not. Bugs, lags and a bad gameplay. Combat is not fun due to that. Not recommended.. Awesome game with a fair bit of challenges and stuff.Plus that it has good graphics and awesome creations

Creations:

Fyora:Basic Creature with both melee and missle abilities,but not that much health

Thahd:Creature with powerful melee attacks and very high health but a very high chance to get confused or charmed in battle Artila:Very low health and low melee damage,but very good acid damage.Suitable on large forces to defeat some weak bosses Cryoa:Improved version of the Fyora shooting Ice Bolts.Still doesn't have a lot of health

Plated Artila: A much more powerful version of the Artila with much more health, but not good in melee, too

Battle Alpha:Much more powerful than the Thahd

Battle Beta:Improved version of the Battle Alpha

Battle Gamma:Improved version of the Battle Beta (I never got this one,I hope you get one of those :-))

Drayk:Much more powerful than the Fyora.It's perfect both with melee and missle damage

Cryodrayk:More powerful than the Drayk and shoots Ice Bolts.Still very devastating

War Trall:Devastating both in Melee and Shooting

Shock Trall:Has the abilities of the War Trall,but I don't reccomend it,because after it dies it emits a huge explosion heavily damaging all nearby enemies and allies.Still if you want to take the risk when it is at the brink of death I reccomend to stay far away from it so it can explode and hit all the nearby enemies and kill most of them.

Drakon:Probably the most powerful creature in Geneforge II,III,IV and V.

Ur-Drakon:Extremely powerful version of the Drakon.It is devastating both with melee and missle damage.Use 5 of them to demolish a huge fortress!

Roamer:Not very powerful,but has a very good acid attack

Pyroroamer:Very dangerous.When hit badly or absorbed it explodes like the Shock Trall and deals small damage to all nearby enemies and allies

Wingbolt: Very good with Magic Missles, but not good in melee

Unstable Firebolt:Same properties as the Wingbolt,Shock Trall and Pyroroamer (explodes)

Kyshaak:Very good Thunder Attacks and good in melee as well

Unstable Kyshaak: Explodes like the Shock Trall, Pyroroamer and Unstable Firebolt

Rotgroth:Has a very good Melee Poison Attack

Rothizon:Same abilities as the Rotgroth,but more powerful

Good luck in playing this game,I'm sure you'll get huge experience playing it

AleksProdzBG. An addictive and creative gameplay. Individual level challenges add a lot of enjoyable replayability value.. I picked up this DLC because it was on special, I had a few dollars of spare cash and I really like pistols. In my opinion, World of Guns is useless without at least one DLC pack - although theoretically you can unlock all of these ten guns on your own without paying money, it would take you weeks and weeks of playing time.

However, do be aware that some of the guns in this pack, like the Desert Eagle, can be unlocked by other packs, and unlocking a

gun for the second time is useless and you will have essentially wasted your money. This seems to be an issue with all of Word of Guns' DLC and I find it pretty unfair. Don't buy the DLC via the Steam Window without first checking in the game's own shop whether you have actually already got the guns.

Basically, a player has two options: he can download a single DLC pack of his favourite weapons and forget about unlocking the others. Or, he can purchase the Guns Full Access pack, which looks incredibly expensive at first, but if he wants to unlock everything it will prove to be the best value by a LOOOONG way. Especially when it is on special.

In short, I will recommend this DLC, but only because it was on special and I like pistols. The All Acess Pack would be better value for money in the long run, however.. rip off of paper mario. Dont buy the full game its garbage.

I just start playing this game today. After 2 hours of playing this is what I have to say:

If you love brutal challenges this game is for you. There is no experience grinding. There are no overpowered weapons. You quickly forget that the hero is a little girl wearing an askew crown. You dodge, you attack and you super attack. To win you need to learn how to hurt the boss and you need to learn how to avoid getting hurt by the boss. Sounds simple, right? You will die. You will die alot. I have yet to beat a boss but I think it's a great game.. Graphics are ok, map editor is good. Honestly, for an open source project - Ubergame is pretty darn good. The only thing it's missing is the playerbase.. Free Tf2 Cosmetics and Weapon Skins.

More effort put into it than there needed to be.. very nice and relaxing point and click puzzle game - good fun - not much to say really except the puzzles are good - mildly taxing at times but solvable with a little thought and poking around - nice art style. good game and fun xD my advice download this game !!!xD. would be cool if there was online like u and ur friends . "I never play as the eastern nationallities..." Shrugs and clicks the green purchase button.

"My life is complete" :O. Fun as the first one, but a bit to complex. I liked it as it were, no need for it to get fancy. The menus is ok, nothing special, but its annoying that they got rid of lives. That's waht made the game fun! I didn't play You Have Ten Seconds for 10 hours to not die! It's supposed to be a challenge! Good work though! Would love to see another one!. I play with Oculus Touch. It is impossible to move around towards the table to make anything. Always facing the wall.

Totally frustrating.. Seven Yerars War is my favourite period and I would really love to play a game covering this era (or Age of Reason in general). The game was a must-buy for me and I really wanted to like this game.

After several tries, hoping that updates will make this game playable, I have to say no-go.

In short:

- terrible UI

- ugly graphics even for indie game (I am not expecting eye-candy, but I would like to recognize forests or swamps from plains)

- historical mistakes (a lot of them)

- absolutely no feel of 18th century warfare

Longer explanation:

The two last points are rather for 18th century enthusiasits; readers of Duffy, contributors to Kronoskaf. I had to mention it, because a lot of positive reviews are praising the "historical accuracy", which is definitely not true. I cannot recall all mistakes, but just a few of them:

1) Dragoons can (and do) fire from hroseback > this was prohibited under punishment in Prussian army. All regular cavalry in all armies used cold steel (shock) tactics (yes, dragoons had carabines, but hussars and curassiers had them as well and they cannot fire from horseback ingame). Here, you can have 2 standing lines of cavalry shooting at each other...

2) Unit portraits are full of mistakes, just a few of them:

- hussars have picture of dragoon

- Prussian Guard Grenadiers have picture of obsolete (1700 era) grenadier uniform

- some regular infantry have picture of fusiliers

3) Regiments are represented as bigger battalions, brigades are made of 4 such "regiments" (so there is roughly half the number of brigades)

4) Historical battles = inacurately represented troops (according to OOBs from Kronoskaf) of both sides are just put to ugly and inacurate map without names of villages and towns (names like town 1, town 2...) in line formation (should be column) at the very beginning of the battle

5) Commanders are not represented; units (brigades and divisions) just have to stick together to work properly

6) When I tried the campaign mode just after the release date, the initial troops of 1756 scenario were not according to history. I am not sure now, since I have not tried the campaign after I recognized the battles are still wrong.

I tried Kolin as Prussian > I was not able to recognize the map of actual Kolin, the troops in line formation were not according to OOB and they were somewhere in the fields, not on the Kaiser road where they should be at 5:30. All Austrians were far away in one bulk, no grenzers or hussar squadrons as forward recon.

I tried Leuthen as well and it was better, the map looked like the Leuthen battlefield a little and the troops were more accurately positioned (troops were still not according OOB), but still in line and some troops (line formation) in woods(!!)

I wrote points 1) and 2) on game forum (in more detail), but the author just ignored them (he replied something, but left the game as is with mistakes)

The approach to enemy is really slow, clumsy and without any complex command-and-control rules (you have simple delay of orders). The engagement itself just feels strange and is no fun.

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