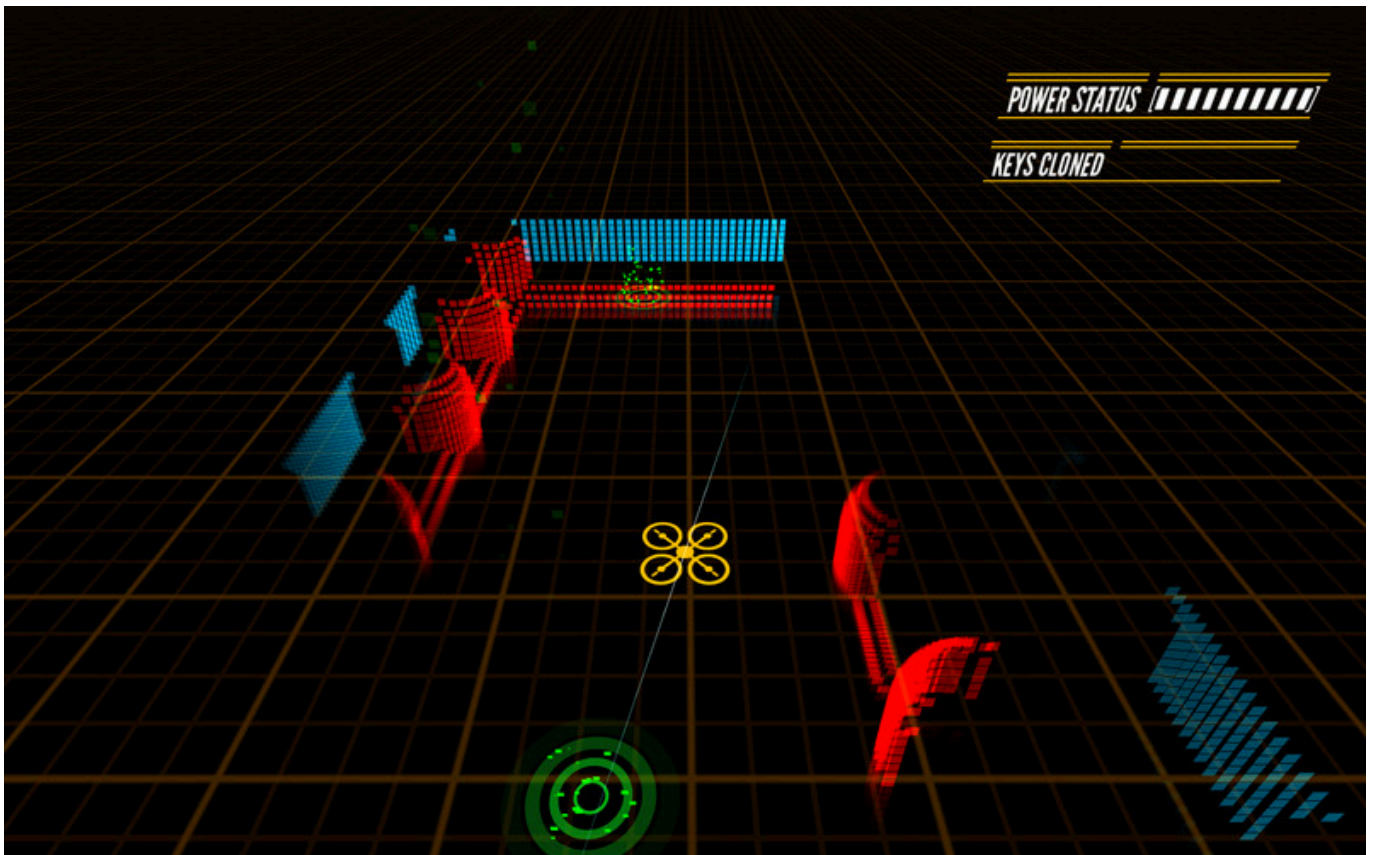

Pahelika: Secret Legends Download Direct Link



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About This Game

A delightful adventure featuring exploration and puzzle solving. Long ago, the ancient book of legend, Pahelika, was used to defeat an evil warrior-king. In order to protect the book from misuse it was later hidden in a sacred temple guarded by six magical portals. As a descendant of the original wielder of the book, it is up to you to prove yourself worthy of the magical artifact...

Explore ancient locations, unravel old mysteries, cast spells, avoid pitfalls, and solve puzzles in this great adventure!

Features:

- Many hours of puzzling fun!
- Enjoy exploring beautiful, exotic places
- Have fun solving creative puzzles
- Easy to pick up & play
- Don't get stuck in a puzzle, thanks to the hint button!

Title: Pahelika: Secret Legends

Genre: Casual, Indie

Developer:

Ironcode Gaming

Publisher:

KISS ltd

Release Date: 23 Jan, 2015

a09c17d780

English







Really fun game! I 100% recommend you buy it if you have not already..

214553544845544943 2d454c4f4459:

27414d45504c4159: This is the simple formula of those "gravity" games you could find on the main page of Newgrounds, there's not much to talk about it, but some levels are super hard to play, if you're interested in difficulty but not having much to do other than flip up and down to escape from the obstacles, this is the kind of game for you, other than that, this gets boring after 10 minutes.

24455349474e: This is the kind of game where you think "i want more of this, because it catches everything i love", the VHS effects, the retro sprites, the main menu, the looped background...it can't be explained how good this game on design is

334f4554e444545241434b: this is completely a 10/10 soundtrack, even if it's a looping of an entire track of songs (and some doesn't start when one ends), it has the taste of 80s song all over, which not many "Retro-looking" games have, while they try as hard as they can to get the same as this game has on soundtrack, again, a 10/10

304c4f454: It's so simplistic, it couldn't be better, it's only a vaporwave listener that's trying to get as many remote controls so his T.V. works, that is just...brilliant.

This leads us to the end of the review, i don't know what could be added to the game, this game is totally a ud835udfd9ud835udfd8. i love the show and this game, great artstyle, soundtrack and story. i really appreciate Ian Jones-Quartey's artstyle its so beautiful and well made.

there are shows that i like to see most like SU, TLH and other cartoons but this one really got my attention and hope it gets better than ever S2.

Thank you Ian Jones-Quartey for making this show, i love you and the people who inspired/helped you to create this show and what it is now.

with love from brazil

Szafier A.k.a NeatMist

. My group all felt that for \$10 this was very overpriced, and we all refunded it.

The art design is kitschy, and could work nicely, but doesn't as the interface is clunky and slow and missing some simple/standard quality of life features.

Some of the quirky fun makes sense - the characters and situations are wacky and wild, but there's very little variation. A lot of what you'll do is hold down a button and rotate a gun to fire on enemies. It gets boring. And you'll repeat that again and again to earn money to buy items.

Right now it's all very shallow game-play and the content amounts to repeating the same small set of stuff. It's a little too early, for early access right now.. Just 4 move keys and 2 action keys for everything. Still really neat.

Nice gameplay, visuals and music!. Slit my wrists with the guitar strings. worst bloody game ever, the online doesn't even work and me and my friend wanted to play it.. I don't think there is a single original idea here.... Copenhagen? Check.

Cold Beer? Check

Release your inner redneck.

Great Game. Decent graphics, MUCH modability, great change of pace game.

TONS OF CONTENT

Always something to be done and selling your harvests is surprisingly satisfying.

GREAT Bang for Buck

8.5/10 would buy again.. A decent game but a really weak game and a disappointing one, Fatehaven was a perfectly complete game and the first game was a balanced game with everything perfect but romance but the 2nd game feels like an MC travelling with his/her crew as the first half is a shogi match story arc and the second one is mystery island story arc, its starting to feel

like a slow anime with slow pacing, the story barely progresses and the characters were all unimportant and weak while the existing characters weren't developed at all, the interactions were good and the scenes were good but it was too slow and unimportant.....but to continue the series you need to play this game I guess, well the Heroes Rise trilogy also had a disappointing 2nd entry.

The 3rd one should really focus on an epic story with romance and character interactions all in a balanced packaged like Fatehaven as this game feels like 2 unimportant anime filler arcs.....

very cute, and any 'yuri' media that doesn't sexualize their child protags is a plus from me.. GOOD GREIF IS THIS FUN!!!!. I like the concept of each player trying to build up their base on their own map and only shooting missiles at each other, but it's not very well executed. You spend all your time micromanaging problems like having enough storage space. The interface is clumsy too. It ends up being more frustrating than fun.. It's very much Mega Man but doesn't quite live up to the highs of that series. Still if you're looking for a game in that vein you can do much, much worse.. Engine sound CANNOT be changed, and the one that it is stuck with, sounds god awful. If Psyonix would allow us to change the engine sound, then I would absolutely recommend this. However, the one that it is stuck with is bad enough to make me vomit in disgust.. If I had to describe "Dark Souls" in a succinct way, I would say that it is a old-fashioned game. Granted, this is a game from 2011, but even back then, I would think some of its aspects aren't what you would call "modern". There is no map of any kind, and there is no indicator of missions or where to go. And this can be very annoying: you'll feel kind of lost in that world.

However, the world design is nothing short of superb. It actually reminds me a little of "Banjo-Tooie": it's not composed of separated levels, but everything is interlinked, with shortcuts and passages you wouldn't believe. The game is not really an open-world game like "Skyrim", but it is sprawling in its own way, like a series of areas that lead to each other. But again, it's easy to get lost in it: you'll have to memorise it.

Then, there's the combat - perhaps the most infamous aspect of the game. I actually concluded "Sekiro: Shadows Die Twice" and "The Surge" before I properly started this game, and let me tell you, I don't find it that hard. If anything, it's like a slower-paced version of "Sekiro". It's all about timing: this game is not about swinging swords against your foes, but striking and blocking at the right time.

I actually started playing the "Prepare to Die" version first, and I hated it with a burning passion. Not because the issues people complained about, but because, by all means and proposes, that was not a PC game. It may have had key commands, but its interface was all made for controller. I play with keyboard and mouse, and that port didn't have any option to change the interface to KB+M commands, like "Sekiro" did. I was infuriated, because the game would constantly tell me to "press A" or "press LR" and I didn't have any idea what it meant. Thank God, "Remastered" corrects that.

My biggest issue with the game however is the pause menu, which doesn't actually pause the game. this may have been a form that FromSoftware used to keep people from cheesing the game, and thankfully they didn't do it in "Sekiro". I can understand that, but sometimes, I have to pick a phone call, or I have to go to the bathroom, or I have to pick my fucking nose! Another thing I found odd about the game is its soundtrack: I think it's beautifully composed but poorly executed, as if Bandai Namco didn't provide FromSoftware with the budget for a proper full orchestra.

As for the performance, the game runs beautifully. People talked a lot of crap about this remaster, but it goes without a hitch, and while the graphical adjustments are not in par with, say, the remaster for "Modern Warfare", the game is stunning with what was added to it.

So if you think you want a challenge, "Dark Souls: Remastered" is waiting for you.. Best Nikola Tesla dating sim I ever played

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