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## About This Game

### About the game:

Explore a vast open game world in classic action-adventure fashion as Lily, Knight of the Rose! Slash your way through monster-infested dungeons to save the Kingdom of Blossom from eternal darkness. Collect unique weapons, spells, and more during your journey to take down powerful bosses and solve clever puzzles.

Be part of a vivid, dynamic story passed down from grandfather to grandchildren by influencing the course of events yourself!

### Features:

- 15+ hours of gameplay
- Huge, diverse game world with many different locations
- 5 challenging dungeons
- Various items impacting gameplay and fighting style
- Fun, charming storytelling



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Title: Blossom Tales: The Sleeping King

Genre: Action, Adventure

Developer:

Castle Pixel, LLC.

Publisher:

FDG Entertainment

Release Date: 28 Mar, 2017

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**Minimum:**

**OS:** Windows 7/8/8.1/10 x64 or x86

**Processor:** Intel Pentium E2200 (2 \* 2200) / AMD Athlon 64 X2 4200+ (2 \* 2200)

**Memory:** 2 GB RAM

**Graphics:** GeForce 9600 GS / Radeon HD 4670

**Storage:** 1 GB available space

English,French,German







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It does not look like the pictures. I do not recommend to buy it even on sales.

So this is my first experience with the game;

- Joins a server called "d\*ck \*ss"
- Hears a character saying sniper in a average sound
- HEADSHOT! HEADSHOT! HEADSHOT!
- Everyone swearing in the chat

So, i really didn't like it.

. This game is terrible in every aspect.

The graphics, while somewhat okay with how the trees and miscellaneous objects look, is a headache-inducing, eye-blinding mess where it's either too dark to see anything, too blown-out and bright due to no regards to bloom or gamma correction like any typical game would, or too dizzying with the motion blur it fails to implement properly. This effect is so horrible, it is unplayable since it feels like you'd get a migraine just looking at it and it can bring even a powerful PC down to its knees in the frame rates, with it being so low as to be a crisp few frames a second when moving the mouse around but perfectly smooth when standing still or moving in a linear direction. There is also rampant graphical glitches with the shadows being very pixelated and the walls flickering between lighted and dark. On the lake later in the game, the water is so terrible as to be ugly even by early-90s standards, much less when this game came out. And the lighting, as mentioned before can be too dark that you can't see anything besides an inch in front of you or too bright that it's a mess of white and yellow pixels.

This game also relies on cheap jumpscare that seem included just to call it a "horror game" and there is no indication at all on what to do or where to go. The controls are horrible and getting past the third area in a dungeon-type place is beyond awful and broken, such as dragging items into their proper place as they will mostly not register at all no matter how much you drag the mouse. Finally, the game will literally disobey you when you want to quit the game, with the message "I can't quit now.", forcing you to either Alt+F4 your way out or use the Task Manager.

This is a game you want to avoid at all costs as there is nothing in this putrid crap of a game that can be considered good. It is insulting that this is supposedly inspired by Amnesia, which looks to be a much better game.. The game really sucks. It is relatively pretty, and it filled my need for a brainless shooter. I enjoyed the drone mechanic, although it was very rarely a useful feature. The AI can sometimes be clever, but the challenge is mostly based on an endless supply of cannon fodder that seems to spawn out of closets and crates. The environment looks large, but an invisible wall prevents you from really taking advantage of the landscape as much as you'd like. Lastly, and probably most importantly the single player mission is SHORT. This is good only for about five hours of play. There's a small amount of replay-value, and I suppose the multiplayer and langaming maps add a significant amount of value for players who are into that. For my uses, this is a game to be rescued from the bargain bin, played for a weekend, then never opened again.. Fıstık gibi oyunu güncellemelerle mahvettiler!. This game just about gave me whiplash. It's the best... the best... \*WHAM\* I'd hit a roadblock that I just couldn't get around. So I'd look it up in a

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walkthrough, and immediately it was back to being a GREAT game... and then I'd hit another sticking point.

If there was some sort of hint mechanic in game, it would be WONDERFUL! That's the only complaint I have that detracts from this game. And even with that, I'm going to play it again in the future. It's just too neat!. Played the game for some time, I would say it is really good for the first version.

Personally I would like to see more advanced tutorial in future (this applies for your next games too), sometimes you just don't know what does the button you want to click to.

Anyway, you are making progress and I am looking forward to new content (and games).



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Hacked dll file to run in a non supported resolution.

30 fps in menu, drops down to 2-3 fps while walking around in game.

Broke♥♥♥♥♥piece of♥♥♥♥♥

Avoid. I bought the game yesterday... During the Training I had no probs, but then i started carrer . there the training was fine,too. but my first match i started was in slow motion...i guess it has smth to do with gamepad input probs because the sequences between the point ran in normal speed...they have to fix it quick, otherwise i want my money back, cause its not playable in this state. Fatal Theory is a nice retro blast from the past.

Plotwise the premise seems simple at first, you\u2019re a guy with a bat to beat up the zombie hordes with; but then things get crazier and more interesting fast. There are undead generals wielding equipment from different time eras, a sword spirit that bickers with the hero and a lunatic in a mech. The main character is slash happy and wreck-less; becoming the subject of everyone\u2019s jokes as a result. There\u2019s plenty of humorous lines that reference Castlevania-esque fantasy, dystopian punk and parodies of clich\u2019s of the on-coming apocalypse.

The gameplay is quick to pick up, but tricky to master. There\u2019s plenty of combos to experiment with, from sliding lunges to aerial spin attacks and elemental summons. As you progress, you\u2019ll unlock new equipment, allies and stats along the way. My favourite weapon pairing was lighting \u26a1 whip + chainsaw blade.

There\u2019s also a neat survival mode, which allows you to play just about any character you\u2019ve encountered in the game including a tank\u2626

. So, I picked the game up for literally .30...and that's what it's worth plus a few about half worth of mockery laughs.

This is a standard overpriced RPG maker game with so little effort put in, it's worth getting when it's less than a dollar. The controls are really screwed up from that stand point of...anymore than 20 minutes and your hand LITERALLY cramps up because they are so counter intuitive. Worse, while I get the mockery of everyday life, and debt, honestly could have made the inventory system substantially easier to understand...keeping the standard stats of RPG maker game doesn't aid in the learning curve of who can equip what, just makes it more difficult if anything. Sound is good, clear but seriously needs an OFF button. You ever play the same encounter over and over and over, and the music repeat from the begining at the same point. Damn annoying, most encounters are random and but the spiking in difficulty simply cannot be ignored, you get goals, finish them, gain a few levels, go to the next area and suddenly it's one shots for nearly everybody. I'd reccomend the game to anyone looking for a few laughs for about 30 minutes to an hour, but I honestly cannot say this is worth having in your library for any other reason than to simply do something cause you're bored out of your tree.

Serious commitment to understanding anything worth it, outside of that don't bother with buying most RPG maker games regardless of quality unless you see someone actually playing and giving a meaningful review of it. Only worth it under 1\$ for this one because content exists, just hard to understand.. It is a very cute challenge game it's quite nice and the price is great for what you get.

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