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About This Game

GOKEN seeks to bring back everything that was right about gaming in an action packed open world environment in the form of the good old Action RPG genre and have the old school gamers tremble in nostalgia.

-Scenario-

Long ago, when gods lived amongst people...

There lived a swordsman who was given five swords forged by god himself.

Using these swords, the swordsman brought peace and order to the world.

People called the swordsman, "Wielder of the Five Swords"...

One day, during a fete to praise the gods, the blades of the swordsman turn against the gods for reasons unknown.

One of the gods, Ozone, furious with all his powers, sealed the swordsman away at the top of a mountain now known as Swords Peak.

This tale begins 5,000 years after the battle between the two, near a the small village of Cardina.

-Game Overview-

Seamless open-world game mechanics

While the game features a rather old school “quarter view” mechanic, the map transitions and event scenes, even the combat is all seamless as can be to enhance the overall gaming experience.

Real time strategic action battle system

Utilizing 2 primary attack buttons, users can assign different weapons to each button to create a unique combo that fits the users need as they go. Monsters, bosses and stage gimmicks can require a specific type of weapon at times creating opportunities for users to strategize their best route of approach.

Customizable Tattoo system

Utilizing "tattoos", users are given specific points upon leveling to get the protagonist inked as a form of powering up so it could be built to one's own. Raising MAX HP and Stamina, learning new and special moves are just a few of many ways players are able to customize their character depending on their play style.

Title: GOKEN
Genre: Action, RPG
Developer:
GIANTY Inc.
Publisher:
GIANTY Inc.
Release Date: 28 Sep, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7(64bit), Windows 8/8.1(64bit), Windows 10(64bit)

Processor: Core i3 2GHz and above

Memory: 2 GB RAM

Graphics: GeForce GTS250 / Radeon HD5750 or better

DirectX: Version 9.0c

Storage: 5 GB available space

English,Japanese







Almost a total rip off. Must be played with keyboard controls. Overall, not very interesting.. I am unfortunately old enough that Time Pilot was probably my first ever game.

What if they made Time Pilot in 2018?

Here it is. Everyone loves roguelikes, right? You get to repeat the same levels over and over again every time you go home, just to get back to where you were before. Pretty much like an old arcade game, with that brutal difficulty topped with everything you "love" about modern gaming: crafting, grinding, a morality system, cutscenes, one gimmick, and some complete and utter BS.

Every game needs crafting! Here you can collect random junk that is almost impossible to identify visually, because it is tiny icons against a busy moving background while you're getting shot at. Once you get home, you can guess at a crafting recipe and watch all your money slip away as you get it wrong repeatedly. Hey, you succeeded! What did you make? What does it do? Who knows! Try a different mix of objects. It will tell you which ones were correct in a recipe and then charge you money to rearrange some and try again. What are you aiming towards? You don't know! So how do you know when you got it right or were getting close?

Grinding! Whenever you die, you go crashing back down to Granaria (the main town) and have to avoid the previous levels' obstacles on the way to retain as much of your cargo as you can. The hard landing will still randomly destroy parts of your plane, so kiss that nice weapon goodbye. If you can't afford a new one, you need to fly in circles and catch some fish, but not too many or you'll deplete the sky!

Morals! There are random NPCs around. Shoot them enough and they get mad. Shoot them accidentally and the cops show up. The cops fly around in circles, randomly spraying bullets, but always seem to stay near you even if there's a horde of pirates, because that's more fair.

Get high enough and there's a boss guarding the entrance to the next level. A distracting and disorienting cutscene shows you the boss, so that you can be given back control in time to crash into a hill or fly into some enemies or otherwise get shot and damaged. There's also story cutscenes which make little sense and have even less bearing on what happens during gameplay.

You have a grappling hook that you can use to snare fish and enemies. This is actually a cool idea, because you can hook an enemy and swing them into rock, damaging them. In addition to pulling the armour plates off enemy outposts, you can also anchor yourself to the outpost for easier aiming. Later on this becomes crucial to fighting big enemies, as you can pull off their armour and weapons to make them easier to attack, as well as quickly disable the smaller gun towers around the island by snapping them with a single well-placed harpoon.

These good ideas are undermined by the complete BS you'll encounter. The cops come straight for you once summoned and ignore all the pirates also shooting you. You can shoot at and be shot by other entities off the edge of the screen, so you might damage a friendly NPC and make them mad (or trigger the cops). There are health pickups, and also ones that are 'cratefish', a hilarious joke by the developers that will damage you if you try to collect them - they are visually a few pixels different, so good luck identifying which is which the heat of battle. Everything on screen is tiny and hard to see, and you can start crashing into stuff and quickly deplete your health before you realize what's happening. There are 'relative' and 'absolute' controls, the latter being like Time Pilot (push up to turn towards up, right to turn towards right, etc) with the added bonus that if you push the opposite direction, you have no idea which way your plane is going to swing around which might well carry you into enemy fire or a rock. Hey, you bought the shotgun! Snag an enemy with your harpoon to bring them in close and watch the recoil as you fire BACKWARDS slow you down so much the enemy collides with you for more damage! Those friendly NPCs fly aimlessly about and make little attempt to avoid collisions with you.

There are all the elements of a good little game here, but they are all half-baked and don't mix together well. The story is pointless (for all we see of Amelia, she is at her desk staring at the catalogue of all the equipment she has to grind for), the controls are frustrating, the combat quickly gets frustrating and unfair, and the pretty graphics are hard to enjoy and become distracting. Be prepared for all the repetitiveness of a roguelike and lots of deaths along with a hell of a grind to replace your equipment when the time comes. After each run you have to painstakingly make your way back to where you were, including

fighting through all the enemy's rebuilt defenses and respawned enemies. As you get higher, the amount of clutter - the previous levels' elements - visible below (which is central to the whole 'control your descent home' gimmick) makes it even harder to see what's going on in a big fight.

I actually supported this way back in 2016 thinking it was an endearing little idea and am disappointed to see that this is the result over two years later, but the developers have clear talent and should keep trying. This is too frustrating to really stand up to sustained play, as the compulsion for one more try quickly wears off without any concrete goal or tangible results.. A fun little mystery dating game to spend a couple hours. Getting all the achievements is pretty easy, and the writing is decent without huge typos or translation errors as well.. Here's the thing about this game: It's fun, but it feels kind of under-realized. There's a lot of potential here with fun characters and interactions and gameplay, but there isn't enough variety in the missions themselves to really grab most players. I personally loved playing through this game, and I hope against hope that it gets a sequel. Iron out the problems, really refine the missions, and you'd have a really great game. Its premise and presentation are tremendous, and deserve a second chance.. Such a great addon for CKII !!! Wholly recommended for any fan of the game.

Score: 10/10

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