
Dissimilated Land Crack Cd



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About This Game

background story

When heretics open the gate to the Other-world, and the dissimilated come to this land, people in ruins off guard. They were either imprisoned to death, or enslaved as a host. Sedley became the land of rampant dissimilated monsters. Unknown horror invades this dangerous deadland in darkness. As a person who is trapped here, who are you going to do?

game characteristic

Dissimilated Land is a roguelike-like action game. Characters use random equipment, marks, and items to kill the dissimilated in Sedley's ruins, in procedurally-generated maps, in order to find out the secret behind this land.

1. There are a variety of roguelike-like elements.
2. Maps and monsters procedurally generates in random.

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3. Different weapons and equipment have various weapon skills.
 4. Each characters has their own unique story and class ability.
 5. Diversified general perks and perk materials work on all characters.
 6. Different kinds of Mark of Hollow has various effects.
 7. Specific items bring novel battle experience.
 8. Sanity system increases gaming difficulty.
 9. Local dual-player model with difficult challenges, testing operational and cooperative ability

Title: Dissimilated Land
Genre: Action, Adventure, RPG, Early Access
Developer:
Steel Wing
Publisher:
Ggame Studio
Release Date: 16 Aug, 2018

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Minimum:

OS: Windows7,Windows8 or Windows10

Processor: Intel Core i3-530 Processor

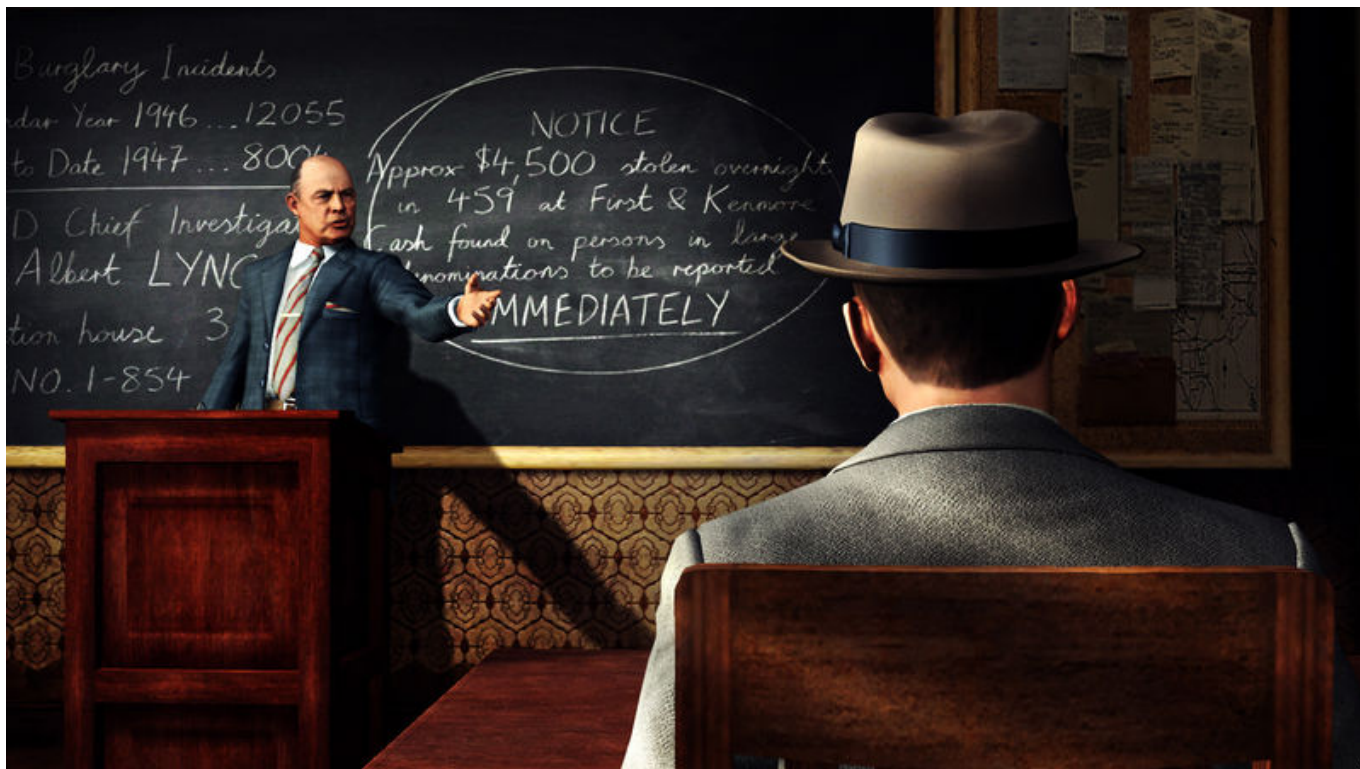
Memory: 2 GB RAM

Graphics: GeForce 8800 or Radeon® HD4800 series, 512 MB of memory

DirectX: Version 9.0

Storage: 1 GB available space

English,Simplified Chinese







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If you enjoy the early 2D Duke's/Commander Keen platformers you will also enjoy this one, nothing special, solid DOS nostalgia. Seriously, what a waste of 15 dollars. Next to no one plays this online and without bot support for Crossfire matches you're stuck with a crappy tower defense mode to play offline. The gameplay is only fun when you are matched up with players of similar skill and when the game isn't lagging hella bad. Sadly, the only people who still play this trash are 200x your level, so don't expect to win often.. Honestly I'm having a blast.

You can build anything from

- A Borderline Fast food Outlet.
- A Massive steak Diner.
- A High end French Cuisine Bistro.
- A Five start Seafood Restaurant.

There are so many different ways to play this game and its totally up to you.

10/10 I'm having a great time.. I'm dying waiting for the game.. Meh, it's decent for what it is... has many a flaws but what do you expect for a cell phone quality game?

That being said, there are no microtransactions in this game, every upgrade is earned through game play... It's very grindy like a cell phone game though. You need coins to buy upgrades and if you're lucky you'll get about 50 - 100 coins per stage after stage 10 with most upgrades costing hundreds of coins.

Things you should know before buying this:

- Controls are very clunky and it has an auto targetting system that can actually screw you up and put you in danger.
- Character V object hit detection is horrible, I've been snagged on some debris and it seems the bottom of the screen is really bad for your character getting stuck on invisible walls.
- Upgrade your attack power as soon as possible, this game is meant for you to NOT get hit during stages as you have to keep a score multiplier running to get 3 star rankings on each stage.
- Fistnado (the first special you unlock) is the most OP attack in the game, it makes you invulnerable to all damage, attacks foes with a D.O.T. the longer you stand on top of them, and once fully upgraded it lasts 8 seconds... With enough luck you can use it on every screen and clear a stage without incident.

Pros:

- + Cool retro references, not just limited to beat 'em up games.
- + Addicting and casual game play.
- + Upgrade system is fun.
- + Star rating system makes you want to perfect levels.

Cons:

- Need to replay levels without getting hit and keeping a high multiplier, can get frustrating at times.
- Not enough variety in battle mechanics. Punch, Uppercut, Roll and Throw... that's it.
- Clunky game design, lots of hit detection bugs.
- Too simple, challenge and mechanics wise, not enough depth to the upgrades V game play.
- Redundent roulette system implemented as a money sink.
- Gets boring quickly, almost seems like too long of a game for such a simple design.

It's a quick cash grab for the developer who's objective was to target a niche, dead genre and target those individuals craving this

style of game. It's not a bad game, it's just not very innovative or worth your money V time. There's far better beat 'em up games on horizon, it just seems like the timing of this was perfect. It came out right before the release of some really killer beat 'em up games such as RCRU and Mother Russia Bleeds. It worked on me, I'm here to warn you not to fall in to the trap.

If you must play it, wait for it to go on sale for a dollar or buy it in a humble bundle pack. Again, not a bad game, just really mediocre over all.. Probably one of the most beautiful games I've ever played. Terrible boring repetitive puzzle game where all you do is swap numbers to make it equal a number. Basically sudoku ripoff, but with annoying cutscenes and dialogue that happens every time you accidentally ex out of a level and restart it, and half of which is unskippable. Pointless too as theres basically no story. Gameplay is trial and error and exact same thing entire game. Bored after 5 min. Idled for cards. 2/10.. Fully upgraded, the drumsticks can almost compete with top-tier blades but the odm-shrine and the drum-scabbard definiety can. Fun little silly dlc if you just want some nice-looking alternatives.

I seriously gave it a lot of thought if I should recommend the game or not as I like games by John Wizard. Unfortunately, I just can't get myself to enjoy this at all. This has nothing to do with the story line but rather the game play and concept of fights. If you like rpg maker games and a challenge, you should pick it up as it's not expensive at all. Now to why I can't enjoy it:

- Monsters get stronger as well whenever you level up or get more party members.
- No healing after level up.
- Hard to outrun enemies which makes it nearly impossible to escape the battles.
- Attack is mainly focused on one character because of the percentage.

Overall, I have to use healing items a lot or I keep dying every second fight. I am a very casual player and want to relax while playing, not getting frustrated. I am not saying that it is a bad game though. It's just not the type of gameplay I enjoy in a rpg maker game. In my opinion it would be better if there was an easy mode that would give the player an edge over the enemies or let you at least heal whenever you level up.. It's Pacman with new stuff, i like the EDM music. If you like simple fast games this is for you.. Love this game, the battle system remind me of Lufia part 1 and 2 from SNES. I can't wait for part 2 to come out! :). You can build your own mini "Westworld". 10/10.. I like this game because it has really good graphics and nice story!. game no 1 play it or very small offline mode don.t work look like asset flip too. great game learned a lot . I am hooked. Usually, tactical RPGs aren't my type of games, but I am so hooked. I would love to see this game outside of early access. Looking forward to seeing this game develop into something big!. Really cute but no replay value in the main mode. Obviously catered towards a younger audience. Buy on sale, it's not worth the full price.

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