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## About This Content

Looking for music that's slightly mysterious and puzzling? We've got the perfect pack!

Composed by by Elijah Mills, this music pack is perfect for creating the atmosphere of mystery and enigma any puzzle game needs. The songs range from amusing ditties to intense mystery, ensuring that there's something for every mood. Shrouded Wonder Music pack is a small smattering of fun songs you'll love to have.

Music preview on [Soundcloud](#)

### **This pack contains:**

- 10 BGM tracks suitable for puzzles, mysteries and shocking revelations.
- A variety of instruments, melodies and sounds.
- .wav, .ogg, and .mp3 formats included.
- Royalty free music to use in your commercial and non-commercial RPG/IG Maker projects.

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Title: RPG Maker VX Ace - Shrouded Wonder Music Pack

Genre: Design & Illustration, Web Publishing

Developer:

Elijah Mills

Publisher:

Degica

Release Date: 6 Feb, 2015

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**Minimum:**

**OS:**Microsoft® Windows® XP / Vista / 7 (32-bit/64-bit)

**Processor:**Intel® Pentium® 4 2.0 GHz equivalent or faster processor

**Memory:**512 MB RAM

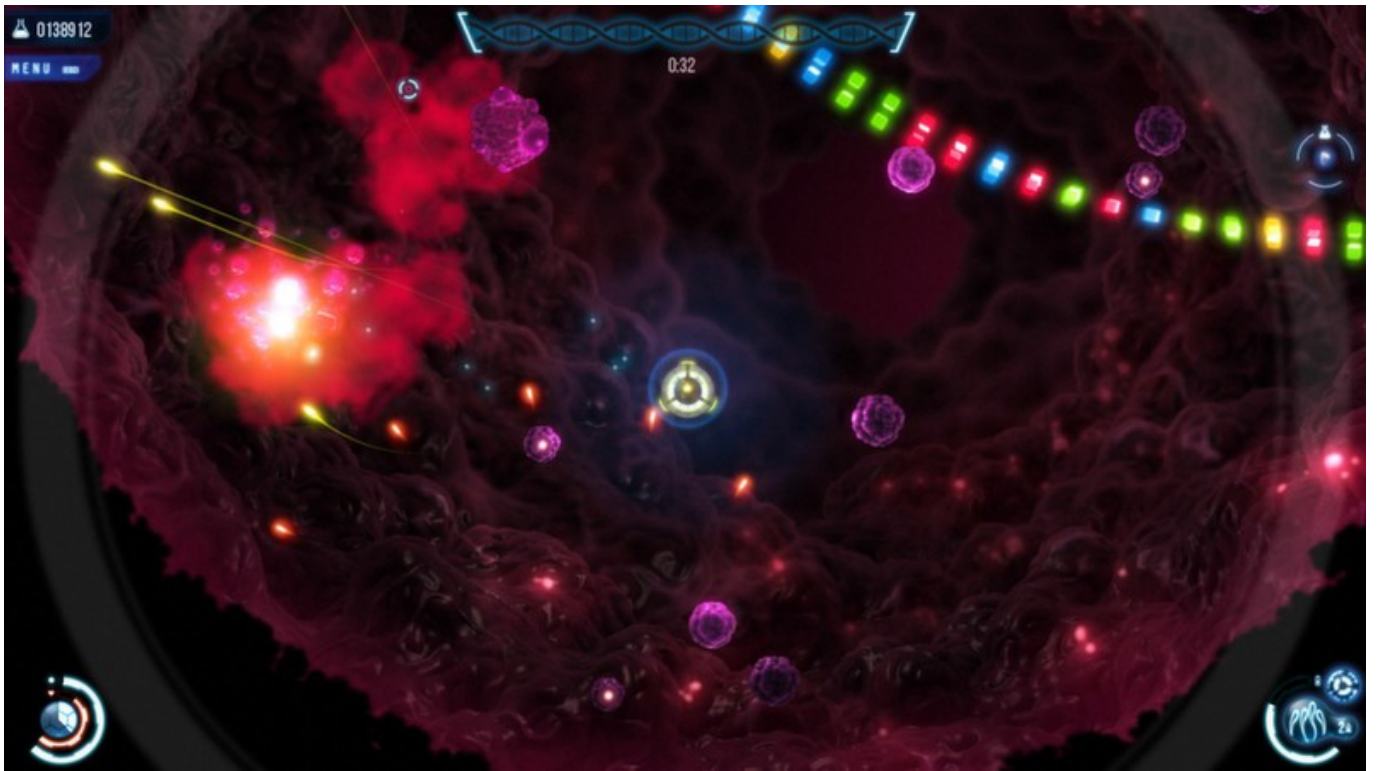
**Graphics:**1024 x 768 pixels or higher desktop resolution

**Hard Drive:**400 MB HD space

English,French,German,Italian







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I see reviews from people that say this is not challenging but they have played less than 2 hours. If you use the guide then sure, you could do that but this honestly is tricky if you play it without cheating. I am an experienced chess player - 40 years and counting - and this is a good little puzzle game that will drive you nuts at times.. i might be a little biased because i love the original pit. (still havent beaten it lol)

here is a summary of my first run. died by disease on floor 5, now thats not a good start. but thats not my point. a majority of things could be improved and here are some of the problems i encountered in my first run.

crashed once.

disease and poison stoped working for a while.

computers dont give data?

motion tracker didnt work.

and one case of bad rendering.

despite all this i still had fun and hope things improve greatly in the future!. It's okay

10/10

-IGN

seriously though, it is actually a pretty funny game, and the voice actor for the scai- erm sorry dragon sounds really awesome, I'd reccomend picking it up in a sale though if you really want this game, not saying it's bad just not saying it's good either, I'm kind of neuteral but lean more towards positive, there really is just not much to say about this game, you fly around as a dragon with a cool voice and kill human beings and pigs occupying villages.. I bought this just based on the retro style, but that was a horrible decision. It seems like the game is trying to be tongue-in-cheek, cheesy anime style, even attempting poorly to be a Metroidvania - and it is just bad.

The game has a map and you explore, moving to different screens, much like Metroidvania. You fight some enemies, grab some collectibles, and unlock abilities - and with new abilities, you can go back to older areas and access new places. Again, like Metroidvania.

But the game falls flat on its face. While the graphics and sound are trying well to be retro, everything else is bad. The biggest flaw is easily how bad of a Metroidvania game it tries to be. I had only been to about 15-20 screens in the game so far, but I had unlocked 2 abilities already. And out of those 15-20 screens, I'd say more than half of them had places where you needed to use 1 of those 2 abilities to leave somewhere else. And I had already seen other objects in them that looked like they needed a 3rd ability.

So the game has way more backtracking than any other style of this game and it is not even done well. It is annoying to be forced to run through a bunch of rooms in a row using the same abilities, instead of actually exploring and finding things out.

Now, right away, I figured a controller were be more useful, but you cannot change the controls! Further, for an Xbox controller, they put Jump at B and Attack at A. Since when is that ever normal? It makes you move your thumb way more than if they had Jump at A and Attack at X, which is what 99.9% of games do. It's almost like they would've put Jump at Y and Attack at A on a SNES controller. This may sound nitpicky but it is really bad to play in that layout.

Then the controls themselves are not very good. For jumping, the game seems to be awkward in that it sometimes registers sensitivity of the jump button, and sometimes doesn't. Even worse is when you jump up through a room into another, where half of the time the game assumes you're not actually jumping, and it leaves you at the bottom edge of the next screen, causing you to fall back down immediately. I had this happen easily over 10 times in less than 1 hour, which really annoyed me.

And in many rooms, you do not even have to get to the edge of the screen before the game assumes you are leaving. I had multiple times where I was more than 20% of my monitor screen away from the screen's edge, and the game just went "We will now load the next room!"

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For attacking, the game tries to make you be "perfect" just so it can be "difficult" (better word: painful). I encountered 3 weapons so far. The bomb is the easiest but does not hit everything because it only rolls on the ground. The other 2 weapons are melee - boxing gloves and a sword. Both of the melee weapons essentially require you to be almost 1 or 2 pixels away from the enemy, essentially right next to them, before the weapons land hits. And forcing you so close means you yourself are easily hit by the enemy and lose 1/3 of your health.

I already fought 2 mini-bosses, and both of them moved back and forth, running away from me and running back at me, to make those bad melee controls even worse. You have to chase after them to hit them, and half of the time, they slow down when you get close, forcing you to run into them as you are already trying to get close enough for the attack.

There are other details about the game, but it is just not worth any more time.. I like Farming simulators, but this one just wasn't good enough to compete with the others.

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One of the most innovative and fun puzzle games I've seen in a long time. I absolutely love the soundtrack and the minimalist visuals. Very addicting. Well worth the price!. Pros: The puzzles

Cons: Everything else.

The UI is unadulterated crap.

Creating a level is it's own circle of Hell.

I think 2 achievements are swapped (create playlist & create level) and I got one of them pounding the keyboard in frustration while trying to create a level.

The puzzles get a thumbs up.

The level creation gives you the middle finger.

Buy on sale for the puzzles.

Not recommended because of all the level creation aggravation.. Good fun set in Caveman times. I highly recommend this game for anyone to play.. This was a blast. It's fun visiting all of the cool places with people. The only thing I would recommend for the devs is in the smooth locomotion mode to make it "hand based" orientation like Onward does it as opposed to "head based" turning. It makes me feel a bit off when I turn my head while moving forward and my direction changes. If dev is reading check out the difference in Arizona Sunshine's new locomotion update to see what I am talking about. I would also recommend slowing the forward locomotion down 20% or so.. This is getting a thumb up purely in the hope that it means the whole game will eventually be playable on the Vive. I love the Deus Ex games, but I actually stopped playing this one after getting my vive, it just seemed so flat.. This game is actually pretty cool, and creepy....it's also free. There are a few things some might consider "Jump Scares" in the game as well as some creepy noises that I loved. All in all really good little festive Halloween game that you can tell the developer put a lot of heart into.. Square Enix + Popcap Games? Well, this is what you get! Equal parts fun puzzle and goofy anime fantasy, this game is entertaining and challenging enough to keep me coming back for more. There's a free demo, so why not try it out?



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