

Dark Parables: Jack And The Sky Kingdom Collector's Edition Download In Parts

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## **About This Game**

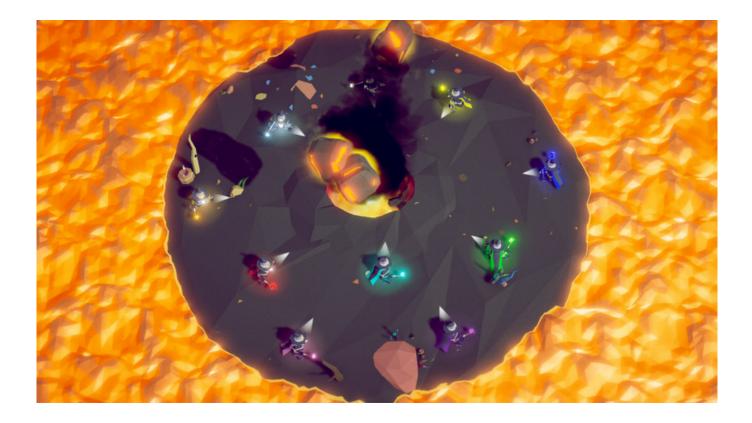
The legendary Sky Kingdom suddenly appears and a destructive barrage is unleashed upon an unsuspecting town. Play as the Fairytale Detective and embark on an investigation to rescue the townspeople. In this quest, you will meet Jack - an infamous treasure hunter who shares a secret past with the Kingdom - and discover the tragic history behind the chaos.

This is a special Collector's Edition release full of exclusive extras you won't find in the standard version. The Collector's Edition includes:

Uncover the legendary Sky Kingdom Adventure with Jack to rescue his fiancée Breath-taking storyline and challenging gameplay Bonus Gameplay – Rumpelstiltskin Expertly crafted wallpapers and more! Title: Dark Parables: Jack and the Sky Kingdom Collector's Edition Genre: Adventure, Casual Developer: Blue Tea Games Publisher: Big Fish Games Franchise: Dark Parables Release Date: 13 Jan, 2017

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English







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Been waiting 4ver for this!!!

This game is brilliant, thumb up if you feel just like CaslteVania :)

Gonna stick with this for a long time.

Keep it up, HikerGames !. Wow, I bought his game on sale for less than 5 bucks, And i absolutely regret that. Where to start, How about it being primarily a third person cover shooter, that doesn't even have a button to go behind cover. You have to manually hold down crouch for the extremely long, boring clunky combat encounters, and when you are not in combat you are climbing around using a system that cannot even be described. That is how bad the "parkour" in this game is. Save your money, buy literally any other game.

The only posotive is that, despite the atrocious story, the setting is actually a pretty cool and unique concept, now if only they could have built a legit game around it. What's the meanest way you been rejected? What is the meanest way you been rejected by a man or a woman?

Yes.

It is OK.. 1. If you are a cheevo hunter, stay away. Only the BEST PLAYER IN THE WORLD IN EVERY SINGLE CATEGORY gets to ace this game. Completely stupid (#1 leaderboard cheevo)

2. I cleared the game on normal, then casual was as hard. Casual is WAY to hard. It's supposed to be CASUAL. Did the devs every play a video game before?

3. This 5-second loop music drives me nuts

4. Buggy leaderboard search

5. 80 APM required in rush. Yeah right. Good luck.

6. Stay away.. This beautiful game has a lot of potential and I love the direction it's heading! You can see the obvious love for the developers daughter that went into its creation.

I recommend keeping an eye on its future development; it still has a ways to go.

Your objective is to collect coins and equipment to help statue friends solve puzzles for rewards and open each heartfelt letter to the daughter of the king and queen who await your entry inside the castle. A map of some kind would be very helpful to follow.

Also, a tutorial explaining why you are defenseless against roaming creatures and the order in which to follow the narrative would make gameplay less confusing. I'm hoping to see an added basic sword/shield aspect to keep the creatures at bay so you can ultimately make it to and explore the magnificent castle.

Con: Adjusting the angle of the camera is currently very frustrating and the controls are loose enough to cause your character to fall off every roof and into a body of water that instantly takes a life away. Your main character can't swim lol.

Overall, this is a fun, low-stress, mini open-world exploration and collecting game that can become an adorable success. Please keep up the great work!. Been playing this game for about an hour, and honestly its pretty good, there is definetly room for improvement and there could be a lot more added, but yes I would recommend this game, also I thought it would be a lot buggier than it was but its not that buggy! Good job.

I have done a gameplay on this game if you would like to view a few missions of the game.

Link to video: https://www.youtube.com/watch?v=IDDxehuxS-I&list=UUm492CNnKjuwPdYZVZuphvA

Thought i'd give it a go. Game is VERY repetitive, the first case was the same as the third case; this isn't very good considering I was only 10 minutes in. Game also seems to be a bit broken with decisions being appealed regardless of what action you take. I feel that with some work this could be better, but at this point it is not very fun, a bit broken, and needs much more work to bring it to a point of being worth the asking price.. Too short, less content than in the base game, linear, voiced main character. Less than an hour long, not worth the money.. While the game is good in my opinion, there is room for improvement. -Graphics: can be improved a bit but it works

-Format: The air base is diffrent compared to the old version when this game was available in the US. It toke a bit of time to get use to it.

-Gameplay: I feel like the gameplay works but requires some thing like leading your shots ever so slightly

-Glitches: I didn't come across any execpt for the occasional texture glitch and wirds having random symbols instead of letters.. Very interesting puzzle game.

Main goal - to save the dodos from the certain death, but you can't control them - they are running forward, dying from savages, thorns and other dangers of this wild world. Also you cannot use some magical items to solve that puzzles. But there is a interesting way for doing this.

The game's screen splitted into a number of squire blocks, usually in 3x3 grid. Each block have some "terrain" piece in it, and the lines of blocks are "circled": if the dodo will run to the left it will appear from the right side, if the savage will fall down - it will continue his falling from the up.

Player have ability to rotate this lines of blocks vertically or horisontally, changing landscape of the mission. Sounds simple, but some mission are quite challenging. I cleared only first word so far, but it was fun.

So the game is:

- fun;
- cheap;
- have cards;
- have active support;

- have good achievments (not that "win that boring campaing by all the races" from DoW2")

and worth it full price.. Nope. Not a 30\$ game. It's a Max Payne 2 wannabe. Terrible...absolutely terrible!. Might as well. TBH it was decent when i did play it.. A simple action-adventure concept that leads to some clever level design and challenging action. Can you survive the escape?. SUCKS **\*\*\***ING **\*\*\*\***. This game is really rough around the edges, all the english is broken and the controlls are really bad and unchangable, but its fun to build the bridges i guess. I suppose this could work to introduce someone to the Nancy Drew saga if they want a "tutorial level", but honestly it doesn't leave a good impression in terms of its characters, story, difficulty, and in-depth puzzle solving. The answer to every puzzle falls into your lap, and there were so few puzzles anyway that it made me feel like I was just going through the motions. Plus Ned gives you the exact solution whenever you just ask for a hint, and that really bugs me because I love little hints, but I hate having my hand held. I finished the game without even having to confront most of the clues I found throughout it, and it felt weird that these "clues" are actually disconnected from the case your trying to solve. I beat this game in like two hours, the other two hours you see here are from leaving the game on to watch a movie.

So eh. I wouldn't bother with it. If you bought it with the collector's pack like I did, that's fine, give it a shot. But don't expect very much.

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