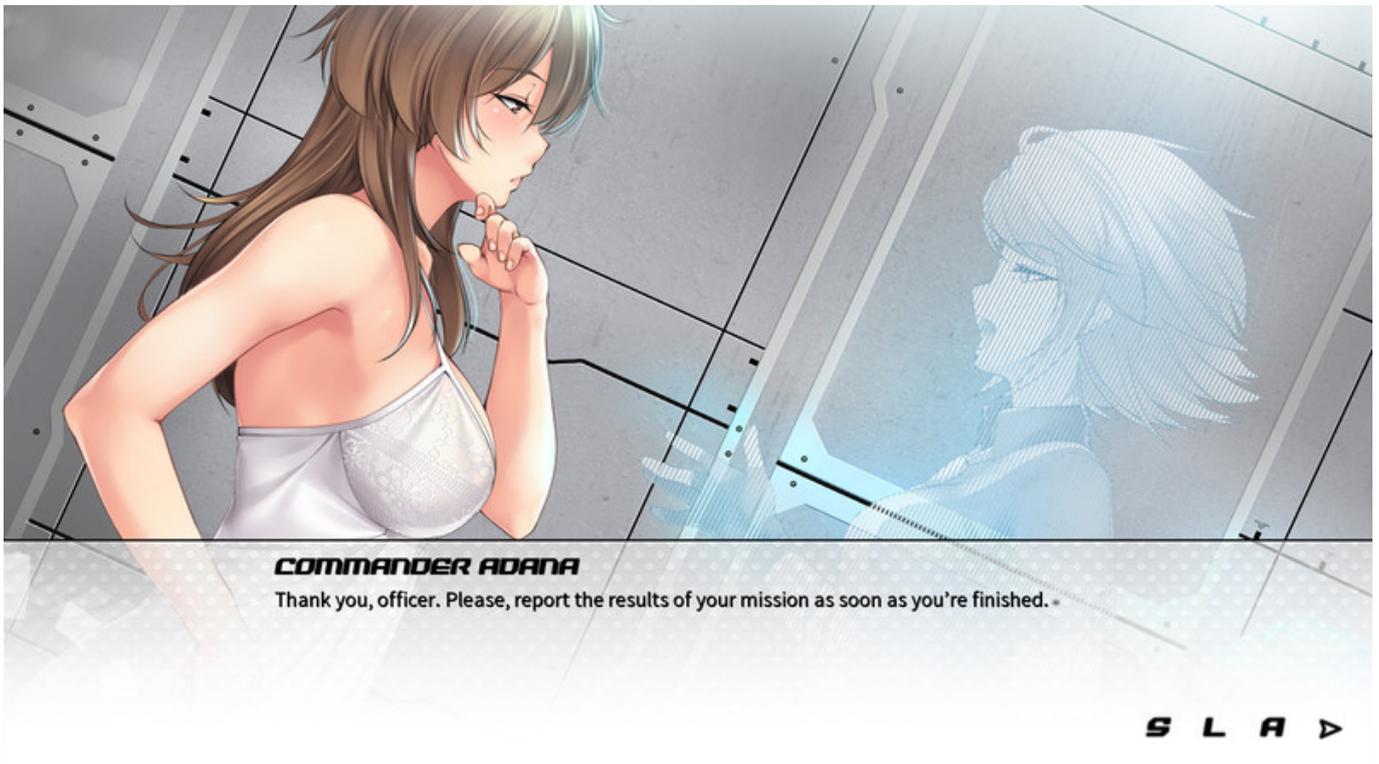


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TAIKER Free Download Key Serial Number



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## About This Game

Recommended to play this game with a controller!!!

TAIKER is a platformer RPG.  
It's a adventure story about female warrior Peggy and her robot assistant Chopy.

They will explore various areas.  
Obtain skills and items.  
Upgrade ability and skills to grow stronger .  
Learn how to use skills to fight efficiently.

The unique marking system.  
Make Peggy move ultra-fast to dodge attacks or close to the target.  
With the high reward skill combo, make combat fun and exciting.

Each kind of enemy has different ability.  
When the enemy hordes appeared.  
Combat will become more difficult.

Features

- 
- Fight with pet
  - Explore various area
  - Upgrade ability and skill
  - Skill combo
  - Interesting Puzzles
  - Challenging BOSS
  - Multiple ending

Are you ready to accept the challenge of TAIKER?

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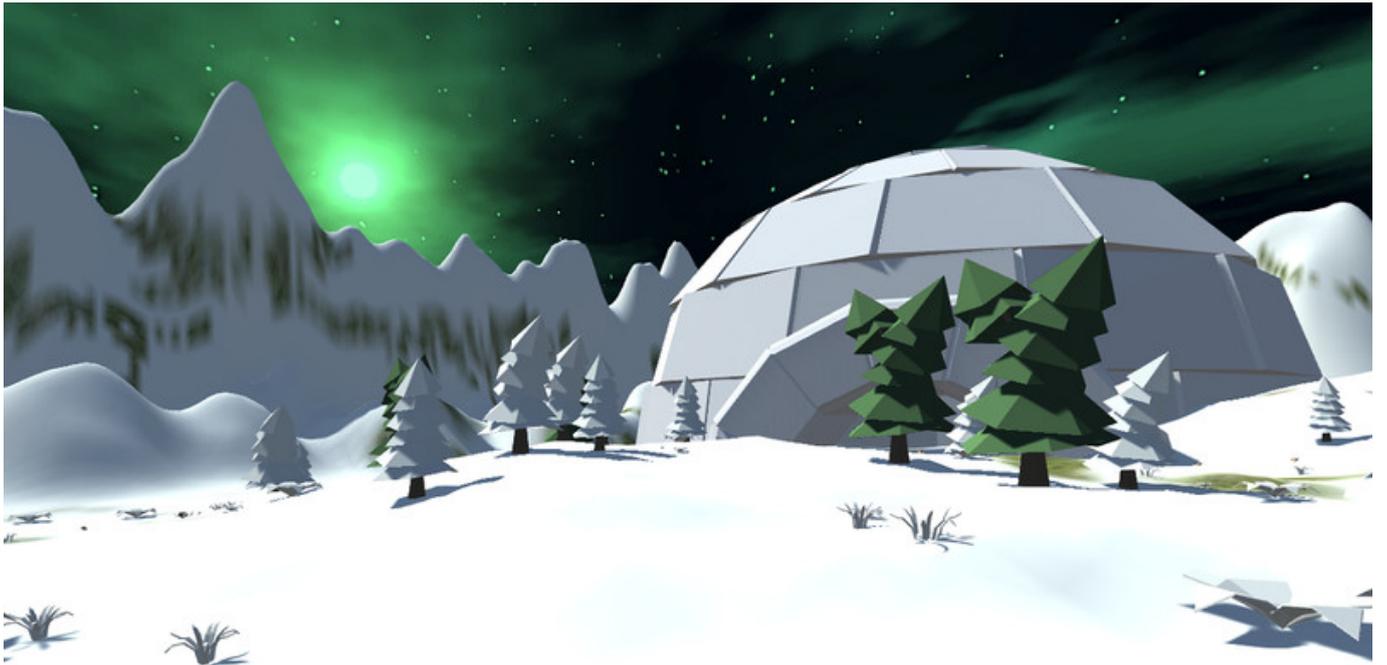
Title: TAIKER  
Genre: Action, Adventure, Indie, RPG  
Developer:  
Team 4U  
Publisher:  
Team 4U  
Release Date: 30 Nov, 2016

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English,Simplified Chinese,Traditional Chinese,Japanese







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Love this!!! I would recommend not buying it right now because there's limited content, there's almost nothing to play. And when you do play as the monster, for some reason you have a border between you and the next seaside town. It's almost as disappointing as the 2014 Godzilla game. Which is basically what you're playing : Godzilla, he even has the atomic breath and all.

I think it has lots of potential but currently, that potential is not being tapped into enough. And now, a list of cons and pros :

Pros :

- It's basically a GODZILLA game in VR.
- when you hit a building with the atomic breath it catches on fire which is superb attention to detail
- You actually have to move your arms in a running-like motion to move which is once again, superb attention to detail.
- Controls are easy to memorize without the tutorial.
- fire and explosion FX are pretty decent I guess.
- A cartoony artstyle which easily convinces you that this isn't real life, which'll lead to you not punching the PC.

Cons :

- As of now there are only 3 modes and 1 map, the arcade is pretty lackluster.
- You don't even fist fight other giant monsters.
- buildings don't realistically collapse section by section, instead you jab em' 3 times and they'll phase through the earth.
- What's the point of even throwing trees and dumpsters if you can barely destroy anything.
- buildings aren't very varied at all, most of 'em are cubes with words on them. Why not add a ferris wheel?
- there's a orange wall halting you from other towns which is a failure of game design since it's basically an invisible wall.. The Swan Princess and The Dire Tree is the 11th game in the Dark Parables series. Though stand alone, for anyone who has been following this series there are omages to the previous games (Rapunzel #7 and Goldilocks #10 come to mind immediately) and adds even more history to the Prince James (Frog Prince #2) saga. (For those who care the 1st Swan Princess, Odette, was one of the Prince James' (Frog Prince) 5 wives. Also Ross Red (Prince Ross Red) is the fraternal twin of Princess Snow White, now Queen Snow White also known as the Snow Queen (# 3), who was also one of Prince James' 5 wives.) I do so enjoy a series that keeps their overall long term story straight and without plot holes. But enough about the series as a whole.

Storyline: As soon as the flying 'Seed of Life' from the Dire Tree (omage to Yggdrasil, Tree of Life) germinates it is stolen by the Black Swan, a title giving to a Swan Guard traitor in the Swan Kingdom on Dire Island. (Swan guards are the lifelong protectors of the Goddess Flora and the Dire Tree.) The whole Swan Kingdom and the entire island of Dire is now facing utter destruction since the 'Seed of Life' used in a life regenerative ritual by the Goddess Flora now can not be performed unless returned. Huge lava filled cracks are appearing all over the island and the present and 6th Swan Princess has sent for aid. That aid comes from the Master Tailor (omage to a fairy tale), who can literally sew the earthen cracks shut with his enchanted "sword" which looks like a sewing needle, and you, the player as the Fairy Tale Detective. Your task find the traitor, the Black Swan (once Head of the Swan Guards) and the flying 'Seed of Life' then return them both to the Swan Princess. The situation is not as it seems, appearances are deceiving and everything changes when the Goddess Flora dies. (Chapter 2). The mission then becomes find out what is really going on, the reasons behind everything and of course, saving the Swan Kingdom from annihilation. That is part of the job description after all, Fairy Tale Detective.

The Game: 8 chapters plus 2 bonus chapters. Intricate storyline that has all the plot twists of a corkscrew with magic, mayhem, intrigue, treachery and murder. And I still call this a family friendly game.

Fast travel map with things to do highlighted with a star. Pastel color palette. Built in strategy guide. Four game modes: Casual, Hard, Insane and Custom. No hand holding in this game, and at times the clues are a bit obscure, if not missed because the dialogue disappears way too fast. Personally I recommend Casual for all the little sparklies that are hard to see anyway and the hints on the fast travel map. No reason not to play on Casual. There is no achievement for playing on Hard mode. There are no

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hint penalties unless in Hidden Object Puzzle (HOP) and no skip penalties. The in-game achievements are same as the Steam achievements. There are even trading cards.

All achievements can be earned in a single playthrough, and if any are missed (except the parables) during gameplay (including the collectibles) they can be picked up through the Extras menu. All Hidden Object Puzzles (HOPs) and mini-games can be replayed in the Extra menu. There is a mini-game called Souvenirs where the player goes back through every scene in the game and looks for a single item (watch for cursor change, if the item is not immediately apparent.) The Extra menu includes art concept, wall papers, music, video, etc. The main game screen includes buttons for achievements, parables and collectibles so the player can keep track of their progress without leaving the game.

One of the newest features of the game series is the 3D elements. This feature is quite prominent when opening smaller boxes. Also they have stirred away from the traditional morphing/ghost objects and made their morphing objects (which morph into a flower) their parable pieces. The other extra hidden find, the collectibles, are tiny acorns with wings on both sides. Some of these can be quite tough to find. (Did I mention that built in strategy guide that so happens to have at the end the location of all parable pieces and acorn collectibles.)

Gameplay: A smooth blend between point and click, problem solving, HOPs, and puzzles. Nothing is contrived, all four of those elements appear where they should. Point and click to adventure about, problem solving when a task needs to be done, HOPs when looking for or needing a specialized object like a key and puzzles on anything that locks or opens usually.

The problem solving bits can be a bit obscure at times and chase about on the fast map. But it does not happen often and the clues are there. Just be very observant, click on everything, and look for cursor changes. Some places are rather small in out of the way places or seemingly unimportant places like a brazier at the top of a staircase. Everything is very logical in the story progression and what one would normally do if presented with the same type of situation in real life. And yes, keys are the only thing that open locks. (Though the "key" may not necessarily be a standard type of key. Gems are used as keys.)

The HOPs are pictures unlike the usual list finds. These types of HOPs are standard for this series. Basically some object has been disassembled into pieces and the HOP consists of finding all the pieces. The game will automatically assembly the pieces when finished. The pieces are divided into three different sections, so as the pieces of each section are all found that part will assembly itself. When all three sections have assembled, those three pieces will assembly into the completed object and go into inventory. Once the mind accustoms itself to this, the HOPs can become very easy. Nothing is unfairly hidden, though some pieces are half hidden behind other things or obsured in some way, and the size or color can change slightly. Color changes are generally due to "poor light" or "shadows" in the game scene. For example the game scene is heavily shaded by trees and slightly in creviss. Every item is drawn according to these light conditions. Though in this game finding the mosaic pieces on the mosaic itself was a challenge. It was like looking for jigsaw puzzle pieces on the jigsaw puzzle itself.

The puzzles are varied, diverse and something NEW. There are several types of mazes including a vertical tower maze, sliders, rotators, a jigsaw puzzle, a tangram, a recipe, logic puzzles, matching and a NEW type of puzzle my friend mickmane called a logic connector. I would call it a math logic connector or even a circuitry puzzle. These puzzles are found on the rune pedestals. How they work is there are numbered dice (the amount of connections allowed) scattered all over the board and to solve the player must connect lines to every die for that amount of connections. Seems simple when hearing it explained, looks daunting when seen, and logic is the name of this game. And it is NEW. After a lifetime of puzzles, I have never played this type of puzzle before. Thumbs up!!

Well I think I covered everything, and thanks for putting up with all the history about Dark Parables but I have been playing this series since 2010, more then once. I highly recommend this game even at full price. It is a bit more difficult then the usual fare and certainly not cookie cutter or predictable.. its just a fake game... sad to see that the devs missed out the opportunity to create a greate game, in my opinion.

i had so much hope when i first started it. but after 10min you realize there is nothing really to do. the gameplay is not very approachable.

Early Access game and the last update was from last year (Dec 2016).

the 100% achievement is also a joke. Achieved in less than 2 min and by doing the obvious actions. very unsatisfying!. Bad

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copy of Clash of Clans !. one of the best games i have played.very retro and arcadey.pls buy it.it is very worth it.. Blue pantsu. sky blue pantsu. That answers your question.. <http://steamcommunity.com/sharedfiles/filedetails/?id=631980626>. Pretty solid tower defense game. runs smooth, decent veriety of towers, good art direction. nothing really to complain about.. Gotta Go Fast.

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This is a very cute 3D hidden object and puzzle game! Not very difficult to find objects (though some are placed cleverly to blend with the environment!) and solve the puzzles, but each chapter gets rated from 1 to 3 on how quickly you finished it and on use of hints. It's a casual game though so it's quite relaxing to play the game. This game can be played by anyone of any age. Some reviewers think this is just for children. It can be, but it needs adult supervision as some of the puzzles aren't explained very well, but can be figured out pretty quickly with the help of an adult. I wish there are more HOGs like this!. If you like tabletop tactical battle gaming you really should try the free demo and see what you think.

There are currently 243 units / equipment / spells / and structures in the game , spread out among 6 factions (and a small group that are neutral). These all cost a certain amount of mana to play. You gain a certain amount of mana per turn with ways of increasing the amount. You create your 20 card deck / warband from up to two factions (and neutrals), while a percentage of which needs to come from the main faction you choose.

It reminds me of *Dungeon Command* , (a tabletop skirmish game) in that it mixes miniature gaming with deck building / draw , of card battle type games. This allows a bit of variance so you do not always know what play will be made next, while only 20 cards keeps you from having to rely too much on RNG fortune.

There is a map editor to recreate or create your own battlefields. These battlefields can be shared in the workshop. Feydark creek is my favorite that I have tried from the workshop so far. I look forward to trying to recreate some of my favorite tabletop maps.

All the above is about the skirmish mode only. There is also a campaign where no deckbuilding or mana is involved. As with single skirmish maps , campaigns can also be created and shared on the workshop.

With a free demo I had to try the game and see how it was. I am glad I did , because I enjoyed it, and bought it.. Great mixture of RTS and RPG gameplay. Not overly complex. Yet not a bare bones experience. Fairly priced and runs smooth. Could use a few more graphical and control options. But it looks and controls great. So it's not a direly needed addition. If you enjoy RPG games and aren't adverse to a real time battle system i highly suggest buying this.. An overall excellent SHMUP. Some of my thoughts on the game:

- Not quite bullet-hell in the way most may be used to. Rather than micro-dodging elaborate patterns, you're avoiding the main avenues of fire while shooting the smaller 'chip' shots out of the sky before they reach you. You have a Strafe that gives you limited invulnerability to break through large walls of fire/Venemies to reach a more favorable position.

- Art direction is lovely, although it's hard to make out exactly what some of the small sprites are, haha. The visual effects can be a problem in the insanity toward the end of EXTRA, but otherwise it's okay as long as you're paying attention.

- The soundtrack is incredible, and the entire reason I became interested in the game. In particular, 'Nebula', the theme from the crazy-to-reach-let-alone-clear EXTRA Stage 5, has become one of my favorite tracks in games, period.

- As others have noted, there are unfortunately several bugs in this port, and it's unknown if we'll get any fix. None are gamebreaking and there's a few workarounds, but don't expect to get a good read on your scores.

- There's a lot of customization in your shots. 3 Turbo styles (Hold, toggle, side shooting), fully mappable buttons, 12 shot types, etc. Some things are locked at the start, and are unlocked after a certain number of cumulative level ups across all playthroughs. It's also controller-friendly if you prefer.

- Since it's based on macro instead of micro dodging, movement feels a bit too floaty. You'll also move some on the screen even if you aren't telling it to. Something to keep in mind so you don't ram a wave of bullets. Derpy dragons can't hover it seems.

Overall, I recommend you give this a try. It's not my favorite SHMUP, but it's not one I'm going to forget.. Bought this game for multiplayer. Multiplayer doesn't work, at least not without port forwarding (seriously?). It's not 1996, your game should allow multiplayer over dynamic/uPnP like every other single multiplayer game on steam. The game selection seem decent but calling this online co-op/Online Multi-Player game is a stretch at best.. Nice character pack for 100% OJ.. A little laggy but the game is great.. Isn't conan the mighty pig. Get this if you need a DPS. The buff to hermit will make him a great DPS for a LONG time...also makes sasha very nice too...and she is a great buffer....



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