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Dark Parables: The Swan Princess And The Dire Tree Collector's Edition Free Download [torrent Full]



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## About This Game

In a land far away lies the Swan Kingdom. Ruled by the Swan Princess, this prosperous community exists to protect the mythical Dire Tree, root of all life. Every year Goddess Flora would hold a ceremony here, using the magical seed to regenerate the land and grant new life. However, this year the seed gets stolen by the nefarious Black Swan, delaying the ceremony. Thus the Swan Princess decides to call in the famous Fairytale Detective.

As you delve deeper into the case, you'll realize things aren't as black and white. Following the crumbs of conspiracy, you'll finally realize that the person responsible for it all wishes to ascend to godhood.

- Soundtracks, wallpapers and concept art
  - Unlockable Parables to read
- Achievements and collectibles
  - Integrated strategy guide
- Replayable HO's and puzzles

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Title: Dark Parables: The Swan Princess and The Dire Tree Collector's Edition

Genre: Adventure, Casual

Developer:

Eipix Entertainment

Publisher:

Big Fish Games

Franchise:

Dark Parables

Release Date: 6 Jul, 2016

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English







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dark parables - the swan princess and the dire tree collector's edition

This game is complete all the cars sound the same except one I would rather drink bleach than play this game.. When I bought this game I was hoping for a nice platforming experience that I would be able to complete in a reasonable amount of time.

Now that we have pretenses out of the way, this game is quite difficult, and not always in the best ways. The levels quite quickly get to the point where they are pretty large. Normally this is a good thing in platformers, but I was sometimes left wandering about in this maze of platforms that vanished behind me, wondering if this lower path I kept trying to get past would eventually get me to the door, or if all of my attempts at getting past these obstacles were meaningless. All the while, platform vanishing kept me at a pace I didn't feel comfortable with leaving little to no room for error, and forcing me to perform tasks with the controls I was not yet comfortable with. Not to mention that so little of the story is gone through between levels that you forget what is even going on.

Too be fair though, the mechanics are nice, 'boss' levels are put in, and secrets are hidden to reward you for exploring the levels, but unfortunately, the disappearing platform mechanic makes it a pain to explore levels because more than half of the platforms you jump on end up disappearing by the time you are halfway to the next one, effectively punishing exploration.

And the global cycles just add on to the punishment. Vanishing platforms are fine, but when a third of the platforms you want to jump onto will kill you if you don't wait for it to turn off, vanishing platforms become the bane of your existence.

Now, maybe I'm just terrible at platforming, but to me all these things added up to be an experience that I didn't really enjoy, being too fast-paced and punishing.. So, some people have been hating on this game. Yes it's unpolished, but the devs are trying to take care of that. Others are hating on how difficult/simpistic it is. Either hire a human basic cook at the beginning and sit on your hands wasting time away or lose in frustration to the Royal Tax Collector (who seems to be the biggest actual enemy in the game). But there's a pattern to everything. As of this review, all you have to do is remember six dates: the 5th, 15th, and 25th then the 6th 16th and the 26th. The first three are when the arena happens and at 1900 the organizer needs rooms for his guys. At the start an easy 300 gold. The second set of dates is when the true archvillain of the game shows up, the tax collector. Seriously? What tax collector shows up that many times in a single month? He's pocketin most of your harrd earned cash, no doubt. But, if you stockpile meals with the cook, open rooms slowly, you can easily deal with these obviously over TRITE obstacles. Just kill/gather enough to make up the differece and soon you'll be able to wander/kill/gather/kill to your herat's delight. And as a bonus, please take this into consideration: At 0600 (the start of the new day with the management screen popping up) everything resets. So, if you're in, let's say, a DRAGON HORDE MISSION, and you've cleared everything out and it's close to 0600, just wait there until afterwards and watch every chest close and refill with goodies. And don't forget about the Shadow Famliair. It can be a major boon if you take the time. The game is not perfect, but it is a very good time management sim that deserves some credit.. So much fun. 10/10 would snek again. All the slither.

The controls are better with handheld controller. They feel so satisfying :)  
Really fun challenging little game and a total steal for the price on sale at \u00a35 holyheck.

The music and style really brings back those nostalgia feels for me.. only 5 out of the games play i get almost to the end then it crashes for what i paid not worth it steam stop putting crap games on. Very interesting, it focusses more on the quantitative side of trading, which is ofcourse logical granted that it is about FX trades. Would recommend to learning how to trade with quantitative methods

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<https://youtu.be/ZcTid2Jtmws>

[A prime example of a title going EA too soon.](#)

[Was disappointed when I thought it was free. After remembering that I paid \\$5.99 for it. Getting out of the game to see a dev console covering 1/4 of the game window was not a happy moment. Granted I could have closed it but there's no indication that it's there inside the game and it didn't pop up until after I put the headset on.](#)

[Overall, this game is not in a state where it should be in EA yet much less should it be charging for the experience. I get that EA titles should be buggy but this isn't a release candidate build it's a dev build. Something I would run locally to test, not release to the public. Even as an 'EA' title.](#)

[Focusing solely on the working wave shooter gameplay:](#)

[The weapon swap system is awkward and clunky.](#)

[The weapons themselves didn't feel good. It didn't feel like aiming was something I should take the time to do. It felt like it rewarded spray and pray more than accurate shots.](#)

[It also felt like there was artificial accuracy rather than my own accuracy being the only factor.](#)

[Weapon instructions provided as tool tips were inaccurate.](#)

[Music setting does not appear to be maintained in the survival main menu.](#)

[The fast and frantic gameplay was enjoyable once I dropped trying to use any of the other weapons aside from the six shooters. It also gets points for an Exit to Desktop button instead of making us force close like a good number of other titles.](#)

[It's not an outright bad wave shooter if you can overlook that it was released too soon however...](#)

[It's hard to overlook the faults when it's currently in the mid range as far as pricing for these games go. It's got a nice premise, even if it is an over saturated wave shooter, but it's been released to the public faaaar too soon.. -A Total Middle of the Road Experience-](#)

[Putrefaction is one of those games that makes me wish the Steam reviews section had a rating that was right in the middle. I've played through Putrefaction on "normal" once, dabbled in survival and have a game on the "hard" setting started. The game is enjoyable enough but not wholly recommendable either. On the other hand, it was pretty fun while it lasted. Unlike a game I really, really enjoy and am encouraged to come back and play all of the difficulties, Putrefaction feels like a chore already to start over.](#)

[In the game you play as an unnamed operative who is sent in to clean up a monster-creating infection in some underground stronghold beneath a mountain. That is as much story as you're going to get. This game probably has less story/atmosphere than Doom I, Quake I and the first Serious Sam. In this game you get equipped with a fun selection of various guns and blast your way through levels crammed with ugly baddies. There's no voice-acting or other distractions to keep you from the task at hand. This game makes even Doom and Quake seem complicated as there are no secrets to be found, keycards or otherwise. As much as I love a back to basics game, this one feels like a totally dry piece of toast with no jam or butter added for flavor.](#)

[The shooting is fine for the most part. Sometimes things will hiccup graphically but overall I had very little trouble there. The guns are cool, satisfying to use and do some Soldier of Fortune-esque gore damage to the monsters. Monster A.I. on the other hand is dumber than dirt for the most part. You can jump on top of a box if you're having any trouble \(and it wasn't very difficult on normal overall\), and just pick off ranged enemies while the landlubbers dumbly run up against it...trying to nail you yet being too stupid to figure out how. At least those classic games had beasties that each had their own way of making their demise a pain in the butt. Thankfully some small enemies, ones with guns, a type that rolls, a self-destructer, etc. shake things up slightly from all of the goons that run straight at you \(and they are plentiful\). There's a pair of boss fights to further spice things up and they were fun enough to fight if rather unoriginal.](#)

[Sound is unremarkable, the shooting is alright although the monster sounds are rather laughable and shouldn't scare anyone under the age of 10. Control is a little loose, not enough to cause alot of cheap deaths, but don't be surprised if one or two occur. When you need to dodge out of the way of anything, you'll find that you have to plan your movements because Mr. Unnamed](#)

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Operative skipped the space marine diet/exercise regimen. Jumping is wonky which really isn't a problem as there isn't really any pesky platforming segments. You just shoot, blast, shoot, blast, rinse, repeat. I would say I got more enjoyment out of Dead Effect in recent times than this. Simplicity in gaming is a beautiful thing and I'm always down try these new school takes on old school gaming. The problem here is that it's so very linear. With no secrets to find, no overly challenging or memorable battles, respawning monsters that block your progression and such point A to B gameplay, it becomes very mundane very quickly. Throwback games are fun, but there has to be some salt, pepper or touch of seasoning to make sure you don't end up "boring" instead of "old school." That's the biggest problem here.

I'll break it down into some pros and cons...

#### Pros

- Simple, mostly fun old school shooting
- Plenty of monsters to fight
- Solid selection of guns and most are fun to use
- The way guns gore the monsters is entertaining
- Boss fights were decent

#### Cons

- No secrets, little variety, very plain, bland levels, etc.
- Ho-hum graphics (but good enough for what it is)
- Unremarkable sound
- Controls slightly wonky
- Pretty short
- Doesn't encourage much replay even with a survival mode and different difficulties
- Almost zero of its own personality as a game

Overall, depending on how much you are into first person shooters or not will determine if you need to play this. I'm glad I did but I'm not sure I'll get much past my 6/10 achievements and a normal completion. Most every game I own I play through more than once. For whatever reason, it's a struggle to want to progress on hard with absolutely nothing to find because the game is so bare bones. I'm impressed what a single person was able to develop here and Oleg shows lots of potential for future gaming projects but I don't think he's quite found his whole groove yet. I'm going to have to say this one is a pass unless it pops up for less than \$5.

Rating: 5.0/10

UPDATE: I did find some glitches on hard. I fell through the first level no less than 2 times near the end right when I was about to finish. I dropped the score and uninstalled the game. Yeah, this one is a definite pass unless you got extra cash sitting around.. buggy game my mana wont replenish after the 3.8 update. Great song. Pretty fun to play. Sadly, the only song in the pack that is worth playing. Pretty happy that they released something that was worth getting after weeks of crap.. This game is trash do not purchase

To start this off the music that is played during the video is not even in the game. The soundtrack is mediocre at best and towards the second half of the 10 levels turns to total\u2665\u2665\u2665\u2665\u2665

"randomly drawn ten maps from the pool of maps."

Do not be fooled by this statement, you will see the same maps during different runs and even if you don't the maps are pretty much identical and have no effort put into them at all.

"Also, on every next level the ball will move a little faster ...and faster."

The ball at the start moves painfully slow and if you get a bad map at the beginning or bad RNG with the bonuses, it can take what feels like an eternity to complete. What makes this worse is that the speed at which the ball increases is nothing like the example displayed. Even on the final stage the top speed doesn't come close to the video and I'm almost convinced the video is speed up.



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"Passage of the one level ordinary takes from 20 to 30 seconds."

This is completely dependent on the level and bonuses you get. From my experience you can either clear the entire map within seconds or slowly clear it breaking one block at a time making it one of the worst experiences possible.

The game plays and handles poorly

The sensitivity at which you move between the keys and mouse is insane. On one it moves too slow and on the other if you move it an inch you're on the opposite side of the map. The movement and controls feel so stiff the one comparison that comes to mind is how it feels to play Paladins compared to Overwatch. If you've played both of those games you'll know what I'm talking about. Not only that the game plays in the top left corner of your screen and when it does fullscreen properly the quality plummets into what feels like a powerpoint presentation.

Don't waste your money on this game even if it's on sale :)

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