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About This Game

This is Tears of a Dragon

We all have inner demons that sometimes tell us to do the wrong thing.

Savage Dragoon is in a constant battle to conquer the darkness lurking within himself...Also known as his "Dark Passenger".

Where his story ends...You Decide...

This game is based on a true story, that being my own and my constant battle against depression. Meet the people who have been a large influence in my life as well as members of my family.

Main Features:

- Multiple story endings for replayability
- Your choices in the story affect the route you take
- 10 playable characters/party members
- Free to save your game at any time!

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- More than 50 special powers and spells
 - 30 unique enemies
 - More than 50 items between potions, weapons, shirts, and armour
 - Challenging dungeons to explore
 - Provide for your family by taking on mercenary work
 - Meet Savage Dragoon's Dark Passenger. Will he take control?

Title: Tears of a Dragon
Genre: Indie, RPG
Developer:
Donovan Bell
Publisher:
Back To Basics Gaming
Release Date: 7 Jul, 2017

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English







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Simple, fun, and unusual sums this game up quite well. Though it has to be said that even getting it at half price I still felt I didn't get too much bang for my buck with the whole game being easily complete-able in well under 2 hours. But I still feel this is worth recommending.

The game consists of essentially 2 game modes. One where you are free to explore as you steer your crow around a small open area, finding collectables (or "trinkets") and unearthing further nuggets of story. And the story missions which functions quite like a semi-on-the-rails shooter (or slasher) as you fly about, collecting gems to allow upgrades, deploying shields to fend off incoming missiles, and attacking enemies.

Deploying shields and issuing slash attacks is quite nicely implemented, as you have to press an action key and then draw the appropriate symbol onscreen with your mouse.

The game does not hide it's phone origins with its focus on drawing symbols and easy difficulty, but it offers a suitably unique experience that is worth having. It marginally increases its difficulty over the course of the two hours but it's still on the easy side, with the end boss being the only real challenge which resulted in a couple of repeats.

There is a choice element at the end of each chapter, a simple binary good/evil choice, which I assume has an effect on the ending cinematic, an assumption based on the ending I saw.

There are also some optional challenge missions that function very similarly to the scripted story missions only they are repeatable, but weren't enticing enough to have me coming back for any more.

I'm looking forward to seeing what else this developer puts out.

. Fun expansion added some fun things, campaign is fun. And feels a bit different from the original campaign, with a more of a "rewarding feel if you go the extra mile" attached to it. I bought it and so far did not regret it. :)

Keep rocking and keep shining.. I wanted to like this game, it looks fun and maybe I'm just weird.

I played it for all of about ten minutes before the frame rate killed me, when in combat the lag was just...unreal (I have a gtx 1080 and an I7-7770K).

I enjoyed the ability to throw my daggers, but I picked out the bow and I was having a horrible time because the hands are up higher than in normal VR games, meaning when I was trying to pull back on the bow, my hand wasn't actually at the bow, it was above the bow.

I would phase right next to attack them and the game would just auto attack them for me, so that wasn't much fun either.

I couldn't find a way to change the dominant hand to left either, though maybe that's because I didn't look enough.

Overall with a few tweaks and updates, it'd attract a guy like me, but right now in this state, I don't like it and I wouldn't recommend it.. Arelite Core is a mostly solid JRPG with several good elements on display. There are some imbalances in quality on hand however. For the visuals the character battle art and designs are large, colorful, and detailed. There are also a lot of different creatures to encounter which keeps the battles from becoming too stale and derivative. Graphics in the overworld and dungeons however range from unremarkable to bland. The most lacking aspect of this game is definitely the area and dungeon layouts; they are very open and boxy in their design and not very enjoyable to explore. There is an occasional interactive function that will be encountered but that is not enough to compensate for the weak exploration elements. This drawback does not matter as much in the towns since they are more compact and without enemy encounters.

The story is straight-forward and fair enough and while the characters feel a little vanilla at first the personality of the game grows as you get farther along. I liked the bickering between two of the characters in particular and all of the playable characters were unique and stood out in their own way. Battle system is based around striking, parrying, and blitz attacks/enhancements. Mainly the objective is to create uninterrupted combo chains between characters until a final combo crusher attack can be dealt, usually by Karden. There is a lot of strategic positioning involved regarding parrying to get characters turn order optimal for a strong combination sequence. Also there are other enhancements and tweaking that can be done to maximize this effect; you get the hang of it after a few hours or less and it is fun to set up a big and crushing attack.

Music is mostly pleasing; it is done in the style of SNES chiptune with a lot of bombastic synth and horns up front in the mix. There are a couple of tracks that I like quite a bit and others range from fair to good; my favorite is one of the softer dungeon pieces during the second half of the adventure. The game is in the twenty hour range and provides a moderate challenge in places although the most challenging battle for me came in the first half where my available characters in battle were temporarily reduced; otherwise I was never in much danger and the challenge was keeping steady and well-managed during the marathon battles. As Karden is a blacksmith you can also forge your own equipment and add some basic properties to them as well as name them. The quest did drag a little bit towards the end though and I wouldn't have wanted ten more hours of similar content; the game also crashed a couple of times near the end and there are some typos present in the dialog however those are minor issues. You should also save frequently as there is no forewarning when you are about to fight a boss battle. Overall I would give Arelite Core a modest approval and would consider it to be worthy for somebody who is really into 16-bit era JRPG's; most appropriate value when it is on sale.. I found the game a bit boring. The art is ok, but the puzzle/story aspects are not all that great. If you enjoy anime there are better options.. What a masterpiece.....

20V10 would refund again <3. Finally a true tennis game that really sucks you in. If you play tennis or your a fan I highly recommend this game. There a plent of mods for the game as well allowing you to pull in the real player names, update courts, new sounds, etc. The Hawkeye in the game is amazing. This really draws you in and pumps you up when your shot was called out that you was in. Please people support this dev team as we need more Tennis games like this.. If I could leave stars, I'd give this one 10 out of 10. It perfectly captures the atmosphere it intended, soundtrack rocks, and the controls are fluid and smooth.

It adds special nostalgia for me as I used to play titles like this with my roomates in my early years.

The hard part with a game like this, is the screenshots really don't do it justice. I loved the animation and effects throughout, and felt it perfectly captured that old school feel while giving it a nice upgrade "in the right places". The sound and music match and feel right to me.

Note: Still playing so will com eback and update

A very simple and clean game. Perfect for anyone, who loves small strategy games. If you're into Spanish Unicorns, then this is the game for you! Definitely the most amusing intro I've ever seen in a game, so if I was rating the game for the intro...100%. The gameplay uses a very unusual control mechanic, but it's one you could get used to. Perhaps the game is intended for a much younger audience.

See gameplay at <https://youtu.be/VmGtCwCFhAcQ>. [It is a shame that there aren't more Firefighting games.](#) [As a big fan of Firefighter F.D. 18, Fire Heroes \(Hard Luck\), and SEGA's Firefighter arcade, I couldn't pass this game up!](#) [Why aren't bigger companies like Capcom, or Namco, or even someone like From Software developing a game like this?](#) [I've never heard of a Fire Department that is stationed on an airport. Must be a European concept...](#)

[I have played this game start to finish, and I'm satisfied overall.](#)
[When the game works, it is fun- Even exciting.](#)
[The main mission is broken up by a series of other missions- They often involve manning the Fire Engines.](#)
[If you've played Firefighter 2014, this will help immensely.](#)
[The soundtrack is also fairly good on some stages, such as 'Onset of Winter'.](#)
[The english voiceovers were cheesy, but clean. They're a good laugh at the very least.](#)

[Unfortunately, there are a few issues with the game.](#)
[As stated, the Fire Engine control scheme is much more complex. I wished they had used the same exact control scheme as your firefighter.](#)
[The game suffers enormous lag whenever more than one character is on the screen.](#)
[This can be infuriating at times, because you fail your mission if you don't reach a checkpoint within the time-limit.](#)
[These contributed to a majority of my losses. The only other being some of the jumping sections in the game.](#)
[Not to mention when you leave the Firestation, every engine in the Dept. acts like a starving wolf chasing a steak.](#)

[Nevertheless, definitely glad that Steam gives you access to obscure games like this. If you've got a little cash, and there's a sale- Go for it!. Are you serious? It's unplayable, although idea is great and it's colorful, charming, screenshots are great, but it's far far away from being fun to play. Let building physics aside \(which are not good\), the wrecking ball controls are really bad and that's what ruins the game. Requested a refund.. great game. Took me 5 hours to unlock expert mode, really fun for a couple of hours. On first glance, I thought this was throwaway Unity trash.. but then I saw one or two curious reviews that had me take a closer look.. and after 2+ hours* I'm convinced this is what would happen if you made a \(somewhat limited\) clicker game in first person 3D.](#)

[For anyone remotely familiar with idle/clicker games, you'll realize what this is once you reach a certain point where manual interaction is no longer required to progress the game \(yes, there's 'progress' to it - its not just watching a number go up\).](#)

[Besides the bounce/idling elements, there's a few twists to the game environment that make it a bit more interesting than just bouncing ducks around.. but its best to find those things out for one's self.](#)

[I would only recommend this on sale \(less than \\$2\), as the content is quite lacking.](#)

[*3+ hours if you count time redoing the game a few different ways and getting all the achievements. It's not perfect.. yet, but I think it will get there eventually. When you have the settings just right with arch assist and power assist set correctly it can feel just like real life sometimes. My shot type is holding my shooting hand close to center upper forehead and for me that seems to be the most difficult in the game. When I do it that way it will often shoot the ball straight and far below the rim like a throw more than a shot, but if I shoot far above my head it's much more accurate and also shooting from the side of the head works better too. I'm guessing that while having my hands in front of my headset \(Vive and Rift, both\) it maybe messes up the tracking a little or maybe I'm just not used to releasing the trigger correctly yet. As another person mentioned it's a little annoying that you click the grip to get another ball \(both Vive and Rift\), because every time I shoot I constantly click the grip and a new ball is thrown at me mid shot and kind of ruins the follow through feeling having the distraction of another ball coming at you. I think the button layout should be able to be customized so we can change which button fetches a new ball, and maybe a little more tweaking on the shooting \(perhaps I'm not shooting correctly, however\) and it will be all you could ask for in a basketball shoot around game. If the devs could add horse and a 3pt contest with an AI computer player that would be excellent. For \\$5 in it's current state it is still a no brainer and a good buy. When you do everything just right it feels real. Having the TV screen with custom videos was a good idea of the devs, it's nice to shoot around with something to think about.](#)

Edit: I should add that the backboard, rim, net, sounds, scoreboard, and court are all absolutely perfect. It really is a great game if you like basketball at all. When I get the arch just right and hit the swish I get the same feeling as in real life.. Weird Worlds is a remake of an older 2002 indie game called Strange Adventures in Infinite Space. SAIS was fairly popular back in the day of Palms, Pocket PCs, and PDAs. It's meant to be a fun little distraction in sizable chunks perfect for a lunch break. To give you an idea, SAIS's tagline literally was "Explore the galaxy in 20 minutes or less!" Weird Worlds is basically SAIS plus more content.

With the above in mind, a lot of reviewers are somewhat unfairly comparing Weird Worlds to FTL. If you're looking at it as a FTL clone, or an immersive game you can play for hours, or a game that requires great strategy, you're completely missing the point.

On the other hand, if you're feeling nostalgic and want a faithful sequel to SAIS, or a quick game you can pickup and put down, or a distraction to escape the drudgery of boring work, Weird Worlds is perfect for you. If you're still unsure, go download SAIS; it's been open sourced since 2005.. Game concept is great. Game execution not great. Anything more than \$5-10 Game price: Not worth it. Now that I won it, I'll keep playing it, but it is really not as polished as it should be. I bought the add-ons. Examples: South Korea has a Vietnamese city called Saigon. US outstanding Debt is about half that of Germany. In reality US is about 17 trillion to Germany's 5-600 billion. The AI for war\conflicts is horrendously bad. Never leave the direction fo your troops to your general. Even when a country no longer exists your AI thinks the conflict is continuing. If a NATO member is attacked (i.e. Russian invasion of Poland), NATO doesn't mobilize. The number of interactions capable with leaders\advisors is extremely limited. Again, this is a great concept for a game. If it was polished and had more features I would rate it 4.5 out of 5 or higher. As it is right now it is like a 1.5 out of 5. The concept keeps you engaged, the gameplay doesn't. STRONGLY suggest you don't buy.. It was honestly an amazing surprise to see this masterpiece of video gaming from the 90's come to Steam where it can finally get more recognition that it deserves. From my earliest memories of PC gaming this has remained one of my top and all time cherished games not only for it's introduction to it's interesting point and click gameplay but the atmosphere it set that still both thrills and haunts me to this day.

The story begins with you, Frank Carlson, reminiscing and regretting that fateful voyage many years after from his flat in London during World War II. Used and discarded from the service he wonders what things would have been like if he had managed to do things differently on the night the titanic struck the iceberg. Suddenly air raid sirens scream out and a bombing run begins from the Germans. An bomb falls in your street and the flat is destroyed yet you are somehow transported back to that night onboard the Titanic. It's never quite explained why but it's an interesting way to relive Carlson's past and your new decisions can alter history. Not just the fate of the characters or the ship but the fate of the world. That may seem dramatic but it's true and done in a pretty believable way.

From talking to other passengers, exploring the ship and solving puzzles you manage to piece together the conspiracy that is taking place and ultimately get an ending that determines how well you did. And that's where the fate of the world come into play. The puzzles are pretty simple as you might expect from a point and click game but some can be a little more tricky such as trying to find a single, tiny cuff-link on board a huge ship or getting a long combination code to a Matryoshka Doll safe (Russian nesting doll).

(Luckily for me when I got my copy many, many years ago from a car boot sale the person had printed out hints and a pretty thorough walk through and left it in there for the next person. Very handy for when I got stuck.)

The control scheme is extremely simple with just the arrow keys and mouse which need no explanation. You have an inventory bag for when you need to use items or read over notes that have been collected.

Adventure out of Time also nicely added in a mode that lets your tour the ship without having to worry about the story so you can just sit back, relax and wander round and enjoy those nostalgic views of 90's video game architecture.

The biggest thing for me though in this game is it's beautiful soundtrack which can give off that vibe of being stuck in a classy ship with an uneasy feeling knowing the ship is doomed. Erik Holt did an amazing job and the song "2nd Class - F Deck" will always give me nightmares. Every time I heard it I just wanted to rush out of the area because it is so damn chilling! I recommend checking out this soundtrack on YouTube if you love haunting music. If you've played this before then you'll remember everything.

If you're a fan of puzzle games or want to check out some games from the evolving times of the 1990's then definitely give this one a go. The animations of the real life characters and the movement can sometimes be a little clunky but it's easy to overcome and you'll be lost in it's charm in no time.

10/10

(If you want to see what it's like here's a playthrough I did of it several years ago.

<https://www.youtube.com/watch?v=iKIIaf1NvKg&t=0s&list=PLanG8xFKdpEEkRqTYh2876m6eGI3Wk49O&index=2>)

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