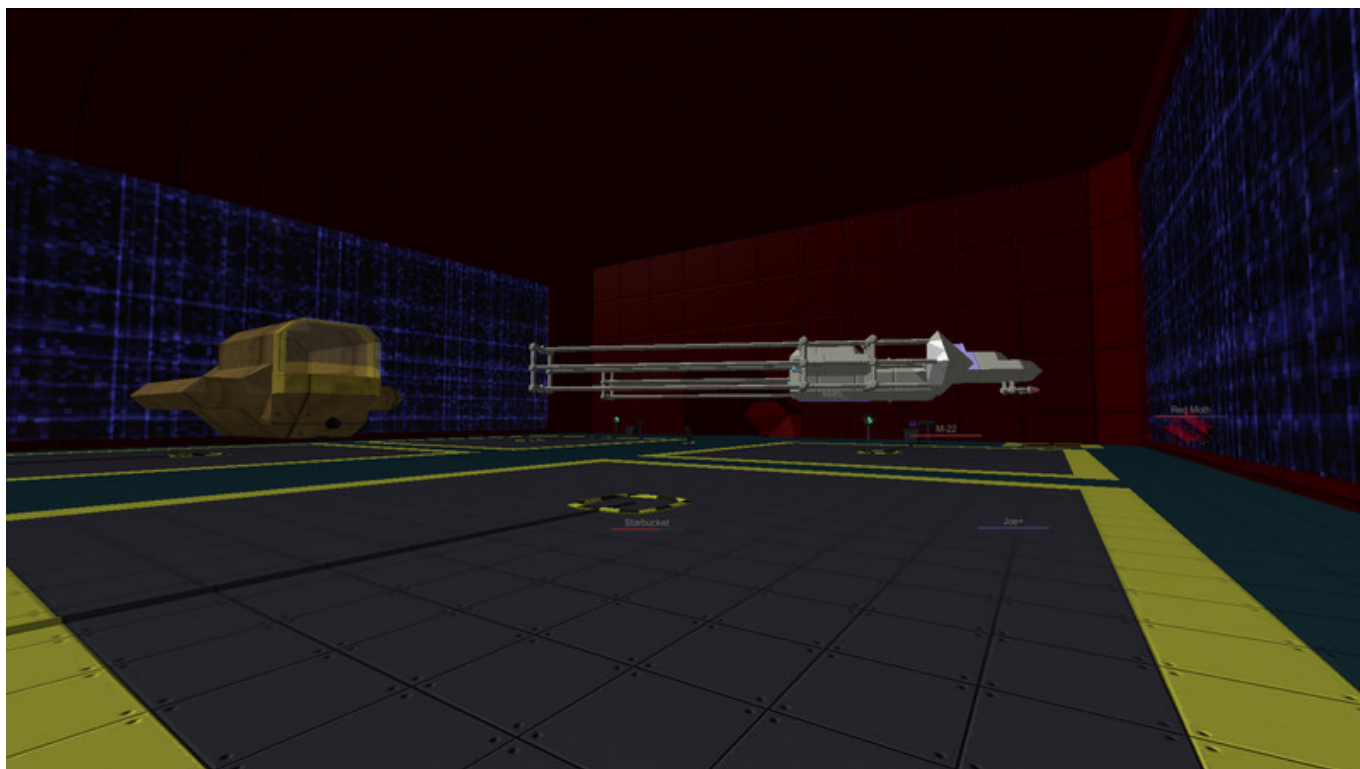

The Far Kingdoms: Elements Free Download [key]



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About This Game

"The Far Kingdom: Elements" is a mixture between match-3 and hidden object game. The evil enchantress Morgana survived her last battle. She's now more powerful than ever and she's ready to use her deadly magic to destroy the Far Kingdoms. But first, she has decided to destroy all the people in Princess Arianna's kingdom. Stop Morgana by helping princess Arianna find the essential elements to remove the curse from her kingdom.

- Combination of hidden object and match-3
 - Use the power of Royal Amulet
 - Mix the magic spells
 - Find the essential elements

Title: The Far Kingdoms: Elements
Genre: Casual
Developer:
Lazy Turtle Games
Publisher:
HH-Games
Release Date: 4 Jan, 2019

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Minimum:

OS: Windows XP/Vista/7/10

Processor: 1.0GHz CPU

Memory: 256 MB RAM

Graphics: 128MB

DirectX: Version 9.0

Storage: 500 MB available space

Sound Card: DirectX compatible sound card

English,French,German







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An alright shoot em up game it is more luck than skill though. Had to slow down the game to get the cheevos.. This game basically embodies the phrase: "Sometimes you just have to stop asking why, and ask why not?"

BeCarefulNotToBuyIslandsOnlineByMistake/ 10. Time to unlearn everything I've practiced from playing shoot-em-ups. ASTRO PORT, you brilliant minds, this stuff is too wacky for our baboon brains.

This sort of innovation is why I love the shmup genre. Short'n'sweet little titles like this overflow with a single ambition for players to discover, explore, train, and master over the course of a couple hours. ZANGEKI WARP is an ingeniously-clever challenge to any side-scrolling shmup fan.. Dannazione! That doll puzzle tho. :P. Like Space Hulk but real-time, more actiony, less horror tension but with lots and lots of grenadables.. Pros:

The game has beautiful graphics for an indie game

The gameplay is fun and has great adaptivity with lots of bonus abilities

Has only cosmetic micro-transactions

Cons:

No players online so mainly play with bots

Not a wide variety of characters/character types

Leaderboard doesnt have a "find me" function

No steam achievements/Trading cards

Rating:

Overall i would say this game deserves a solid rating of 7/10, would probably be an 8/10 if it had alot of players.

I am a huge fan of bridge-building type physics based games. Carried Away literally turns that upside down. Building ski-lifts is similar, yet completely challenging. I've been challenged more times than I care to admit. There is a nice change of pace with downhill-skier missions just to break things up. The graphics are simple, yet adorable, and completely appropriate to this style of game. If you are looking for a good challenge, this is it!. When I recieved a Steam Key for this game I was over the moon (literally xd). It runs at 60 fps on my parents ♥♥♥♥♥♥ laptop which is an easy win, the English in the game is very good despite what most reviewers from China say. It is my new favourite game and I'm addicted with over 20 minutes total played.

10/10 best game ever. :). love this game, played all 3 parts. i just wish the 3rd part had the voice over acting, reading is hard for some... lol.. good game... hope more come out one day.... This is actually one of the best things to come out of Dovetail games. 11V10.. Awful Puzzles, Bad Dialogue, Terrible Plot, Nancy Ordered Around Like a Servant Girl

=====

Ok, I did enjoy the driving parts, as somehow it feels like Midtown Madness or Micro Machines.

Thankfully, we do not get high pressure, timed puzzles this time that result in sudden game overs. (Even though the other character continuously rushes you during the video camera number puzzle.)

Someone should do a top 10 list of the most immersion breaking, out-of-place puzzles in the series, and I can find one here - the video camera number puzzle, and this is probably just as bad as doing a Sudoku while the plot grinds to a halt to wait for you.

I get it - Nancy does chores in every game. But every single character bosses Nancy around in this game. And the majority of the game is chore after chore after chore.

The cutscenes ARE nice. Perhaps this game should have been made into a movie? No wait, we already had "Twister" and "Into the Storm" from Hollywood.

It took me 7 hours and I am glad that I have finished it and I am moving on. It is one of the weakest Nancy Drew games, but not the worst. I know we ought to be thankful that we HAVE a Nancy Drew series, but a little more quality in the gameplay and especially the story would be most appreciated.. Endless platformer, old-school like and very hard ,,, Thumb up!

<https://youtu.be/vhTh1rAbuijs>. dont get me wrong. there is potential.

[i want to give a positive rating. but i cant.](#)

[i dont see the rpg element.](#)

[95 % of the time i am pressing my x button on my controller. there should be at least a second skill. right no it is kind of a dull expierence.](#)

[action - rpg not rly. feels like a rogue lite.](#)

[gfx are beautiful. sound is not on par.](#)

[so i little title with heart.but misses its soul right now.](#)

[keep the good work up. The dialog in the tutorial is bad. I'm not sure if this was due to poor proof reading or a non native english developer but its some of the worse I've ever encountered in a game... EVER! Right now due to this issue alone I can't recommend this title. if the dialog gets fixed in a future update I will update my review.. The little man on the bike you control is a former Motocross champion turned serial bomber/killer who is forced in the afterlife to ride a bike in order to get all of his limbs painfully broken. You are the executor of his punishment.. Yars Revenge](#)

[Yar\u0219s Revenge is by no means a bad game but it is neither a very exciting game. Looking at some of the images and trailers. I click the add in cart button on impulse. The 60% discount on a already cheap game also just made that temptation impossible to resist. I was hoping that it will transport me back to the Panzer Dragoon moments of old. A time I was busy experimenting which games can work on my old PC from 1997 which seem to struggle with the then wow graphics. As with my Doom review. I somehow always ended up with Doom or Wolfenstein. Panzer Dragoon was one of the few games that did work](#)

somewhat and was a remarkably fun diversion for me. Flying on a dragon, shooting lasers at enemies in a unique world and a rather relaxing somber orchestral/techno soundtrack was pretty darn cool. Although the occasional crashes on my struggling PC kind of sour those moments but anyway does Yar\u2019s Revenge scratch that itch. Well somewhat but fails at a few departments as well.

Yars Revenge made by Atari (I was surprised Atari still releases games) is a rather simple on rail shooter where you control Yar and her quest to defeat the evil Qotiles. In the process freeing her race the Yar\u2019s which I was always confused. Is it the race or her? The plot is simplistic but its delivery is done poorly through some stilted art and dialog during combat. Being an on rail shooter it was rather difficult for me to read and shoot at enemies at the same time. After a while I just gave up reading and just started playing the game as the story was really barebones and at times quite nonsensical.

Yar\u2019s overall is a very easy game to play and short one at that. You use the left mouse button to shoot your standard firearms and the right mouse button to attack with a powerful beam that can kill a single enemy quickly. The WASD are your directional button to control Yar\u2019s movement. There are other weapons and equipment you can collect and use during combat by using the 1234 but for some reason a xbox control scheme is use to show you the stuff you have. I was a bit confused here. An example Y was a shield but how was I to know that pressing 1 can use it. Only by looking at the options control scheme did I figure it out. It\u2019s a minor issue though for me. You can use the Tab button to shoot an all-powerful beam that wipes out everything in sight. The shooting at the start was rather monotonous and the enemies was nothing to shout about. The enemy variety in this game is remarkably weak as you see the same enemy over and over again but the shooting does get better later on in stage 3 onwards. With more enemies and one or two interesting boss fight.

I was surprised that the game does have some neat environments and some small variety to its 6 levels. From the mushroom like forest planet to the factory laboratory areas with a lot of verticality movement. However there is some minor graphical glitches with you going through objects and enemies. The screen does turn red when you go through them signaling you have taken damage. It would have been better if Yar had some unique animations when clashing with objects or enemies instead of just going through them. At times your firing animation would go on loop but it only happen in one stage. The soundtrack is not too bad with the synthwave techno electronic beats which seems suitable and at times it does help bring the Panzer moments. The shooting sounds though is really weak and lack any impact.

Overall would I recommend this game? Most probably not unless you are a huge fan of on rail shooters but even then I would recommend something else. There is no replay value for me, despite it having challenge stages. It is however remarkably cheap. Here in Malaysia it\u2019s about RM 23 which is roughly 5 USD. There are also some small neat extras in showcasing Yar\u2019s Revenge history and original game with a comic as well as some concept art. Maybe comparing it to Panzer Dragoon is not fair but Yar\u2019s Revenge at the end of the day is a rather barebones simplistic on rail shooters.

Out of 10

Graphics - 4 Going through objects despite having variety to its simple levels

Gameplay - 3

Sound - 3

Story - 1 If i could read the dialog and if it was not shown during combat it might be a 2

On a side note, while doing this review I came upon an interesting article regarding Yar\u2019s Revenge history and game development. I thought I will just add it here for anyone who is interested in some game history and development.

<https://www.polygon.com/2015/3/9/8163747/yars-revenge-is-a-journey-back-to-a-lost-world-of-video-games>

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