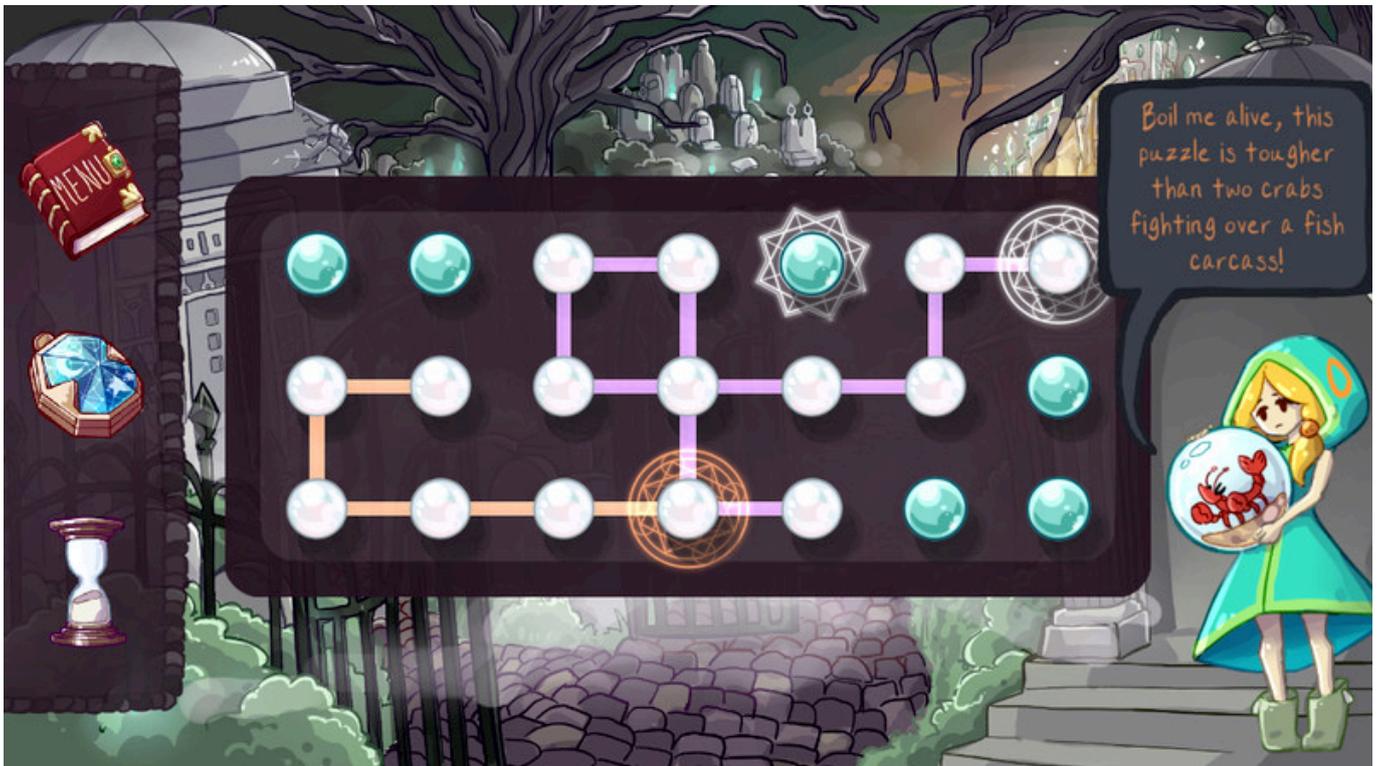

Arkhelom 3D Download For Windows 10



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About This Game

Arkhelom 3D is a shoot-em'up inspired by classics of the genre. It combines horizontal, vertical and side-scrolling levels, over 70 enemies types (including final bosses), 24 amazing levels, online world ranking, 9 ships types with evolution levels and a lot of items to improve your lasers, missiles and droids. Also special items: "stop time" and "capture enemies". Play levels in order you prefer with progressive difficulty.

Title: Arkhelom 3D
Genre: Action, Casual, Indie
Developer:
DreamsSoftGames
Publisher:
DreamsSoftGames
Release Date: 29 May, 2015

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Minimum:

OS: XP

Processor: Pentium IV

Memory: 1 GB RAM

Graphics: DirectX 7 compatible graphics card with 1 GB memory

DirectX: Version 7.0

Network: Broadband Internet connection

Storage: 200 MB available space

Sound Card: 16 bits

English,French,Italian



Mmmm, crispy!

| | | |
|--------|----------------|------------|
| | HP 9787/9787 | MP 537/537 |
| | HP 11515/11515 | MP 304/326 |
| Backup | | |
| | HP 10262/10262 | MP 683/683 |

WAVE 1/6

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Population 33

Hostiles 29 Killed 0 (0% / 87%)



<https://www.youtube.com/watch?v=jRr3tSE-7M>

Hyper Knights is strongly reminiscent of a top-down version of Mount & Blade. It's controls, which are very much optimized for a controller versus Keyboard and Mouse, are simple and intuitive to understand. The game itself runs exceptionally well. I encountered no framerate dips or crashes. The only bug I DID encounter was I had accidentally quick-stepped into a tree. Aside from that one instance I had no issue whatsoever.

The game is a bit basic, but it takes what it intends to do and concentrates instead on doing that well. The game is a great deal of fun and the 1/2 hour that I had intended on playing it for my First Impressions video turned into 3 hours without my even realizing it. At a \$3 price point this game is a steal. It's just good fun.

8/10. Fun game with simple control but challenging gameplay. Great value for money.. My video review:
<https://youtu.be/VFg1-qXID-8E>. Trash.

[Controller support is laughable. Level Up? Can't return to the game without using the keyboard.](#)

[Want to place barricades? It randomly won't let you - no placement icon appears.](#)

[All sorts of weird bugs. Lazy cash grab, considering this is just a rerelease of a prior game.. Sequel-kinda to Halo: Spartan Assault this 2nd Top Down Title aims to hold our attention span until Halo 5 comes out in just a few months. It improves on the concepts that Assault laid before us. Improved Controls and Vehicle combat mechanics do well to round out a sequel. Its available on the Windows Phone too for you few and proud 0.7% of the Smartphone market.](#)

[More Guns than the first game, new maps, weekly challenges, and good ole Halo fun. It's also available on the Microsoft Store but no one needs that. Gabe is our Overlord.](#)

[See you all on the ground.](#)

so there is almost nothing you can do yet.
Oh yes you can bowling. But you don't have money for that.
Everything else is just labeled with coming soon.

so don't waste bandwidth and wait.
I still recommend, because I didn't pay for it.. Quite a spooky little horror game. Production value has definitely increased since the previous games and that definitely helps a lot. The graphics are quite nice, the story is interesting and the puzzles are challenging. A bit frustrating at times since you can't kill anything but oh well. Not as annoying as the last game because you don't have to run away from things as much, the enemy encounters are more of a puzzle than another amnesia clone which is good. Some of the puzzles are a bit too hard though if you ask me, should be an option for easier puzzles. Since I'm not very patient I did have a few hints to get past some of the puzzles quicker but aside from that it's a neat game. Not very long though unless you're trying to 100% it, best to get on a sale.. Though I feel this game has potential, I cannot recommend it at this time.

It has some interesting mechanics, such as being able to revive units by discarding the same card from your deck.

I also like how you can pump SP into increasing your power level or playing cards / abilities. You also have access to your full deck any time you want to play cards. This translates to a game WITHOUT unavoidable mana shorts.

It also has some nice looking art.

The problem is that I couldn't get past the tutorial (which wasn't even using my chosen starter deck). It's not a matter of it being hard, it's the lag was too much to bear plus a couple bugs resulting in me having to try the same tutorial several times.

If they improve performance, and improve some issues with the tutorial, then this would likely be a game worth playing.

For now it's a pass.. bob was hungry,
he's a junky,
controls' buggy,
eyes are runny,
fingers crumbly,
gameplay funny,
worth the money!

<3. The game is fun a little repetitive at times. But, the main reason I can't recommend it within an hour's time it crashed 3x.... I mean for \$5 it's not a bad game. But if you can't play what's the point and even buying it.... 10/10 better than therapy. TSRoM is essentially a personality test designed to read like a game. Each sequence offers new topics to think about that eventually culminate in the end as we explore who we are. Would be interesting to do multiple play throughs to see how much has changed and new ways to solve the sequences.. My childhood <3

All of these Freddi Fish and other Humongous Entertainment are fantastic. All of their point and click adventures have great animation and large creative worlds to explore. You are Freddi Fish and your pal is Luther; your goal is to figure out why a sea monster is terrorizing coral cove park. You do this by pointing and clicking objects to solve puzzles and interact with characters until you gather enough information to solve the mystery.

I find there's a lot more visual humor than verbal in this Freddi Fish game; a lot of the jokes are told through pictures and character actions than said out loud. The puzzles themselves in this game seem simpler than in previous Humongous Entertainment games, a lot more straightforward A to B puzzles where you have a very obvious keyhole and your goal is to find a key. While for me this made the game slightly less engaging, I found it made this Freddi Fish to be the best to introduce the series with. While the puzzles are simple, the world is still quite complicated. There's a lot of fun and quirky characters to meet, all well voice acted and offer some sort of interaction towards helping you save the day.

If you ever want to show a friend a great old school point and click, this is a good starting point.. rilly ♥♥♥♥♥.. This is a small format touch screen game. I suppose on a touch screen it would be a better gameplay experience, but I found myself at odds with the gameplay while using a mouse. It's a fixed path tower defense game, and while I typically enjoy this specific form of the genre, there isn't enough to keep my attention here.

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