Mirror Angel's Paradise Free Download [addons]

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About This Game

A tower woven of memory holds the book of doubts.
It invalidates the structure from within.
My angel went before me. She saw outer paradise and returned to me.
Now I must find the book that grins.

Explore the remains of the tower Babil and encounter the terrible images left behind by those driven into madness. Rescue the artisan relics that reflect the old world and give you power as you explore the new. Arm yourself with weapons, items and the experiences from the past to overcome the evil within. Are you brave enough to follow your Angel to the top of the tower?

Key Features

- Tons of semi-random floors to explore. Layouts can be learnt but item and exit locations will change.

- A huge cast of enemies organised into varying encounter groups.

- A collection of different weapons and a bunch of items to find and utilise.

- Tons of Relics to discover. Each granting bonuses for future attempts.

- Level up with Offering experience after each attempt.

- Unlock extra challenging modes once you complete your first run.

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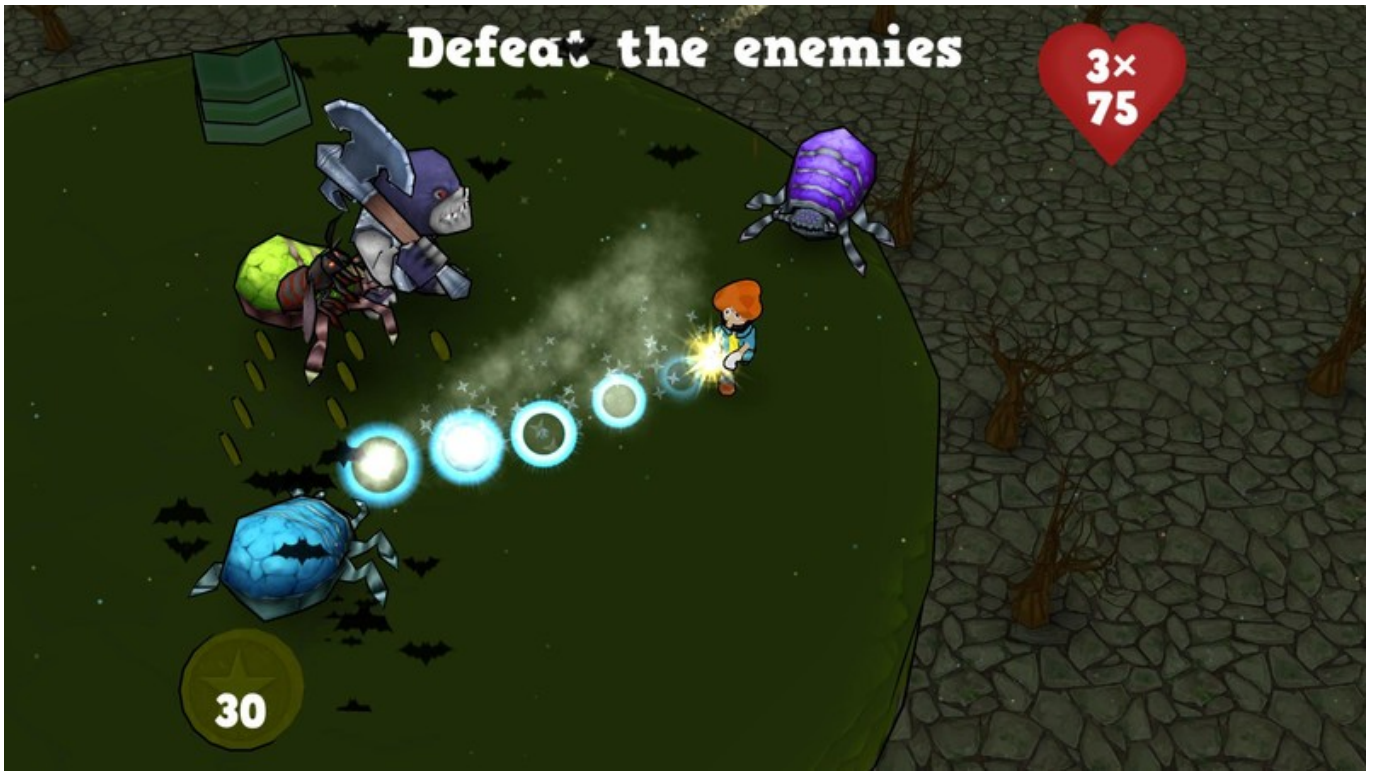
Title: Mirror Angel's Paradise
Genre: Action, Indie
Developer:
Henez
Publisher:
Henez
Release Date: 11 Sep, 2018

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English

DS3 is Truly amazing, I love the music, gameplay , graphics & boss fights.
The game is difficult and takes time to learn but at the end is very rewarding

I would highly recommend buying 10\/10 masterpiece.. Addictive for some couple of hours but then becomes repetitive and you don't find anything to do. Live fast and die fast...
This game needs more features.. Well, you guys should edit this profile and correct those tags! There is a "co-op" tag which isn't clear enough. The game is playable only local co-op. I thought I can play with my friend online because there is "Co-op" tag, apart from "local co-op." I requested refund already. If there is someone looking for an online co-op experience, I suggest do not buy. Otherwise the game seems nice.. An excellent, niche wargame that takes a look at a neglected period of history; the maelstrom of religious and political strife that was the Thirty Years' War, a destructive, dark period in European history. This is AGEOD at its best, with all the usual fare: army and unit creation to your own liking, decision cards for religious and political change mingle with more military minded decisions, such as siege and mercenary recruitment cards. If you've enjoyed any of their previous games, you'll love this. So far the game has been very stable and the turn time resolution is very fast. If you are interested in the period, this will give you many happy days of wargaming.. Simple, quick, fun and the added assist mode for those that maybe don't have that much pacience make the game a really good experience. Maybe a bit too short and too expensive for what it is but great game no matter what.. **Edit Januar 27th 2018: The developer has asked me to update this review as they have fixed some of the issues I've listed. I am not going to alter what I originally wrote as that stands as a review of the product I played at the time.**

They seem to be continuing to work on the game so I recommend checking if the issues I have listed have already been fixed before making a desicion on buying the game.

The dev said they have implemented key bindings which will go a long way to elliviate the biggest issue I had with the game.

if any more updates are made you might find info from the comment section of this review where the developer has been posting a bit.

I also ran into another issue with the game where if you full screen the game on a 16:10 resolution it breaks the UI, this has not yet been fixed as of this writing according to the devloper and it is not "top priority" to fix it. This was a game breaking bug for me as I was unable to revert the change after it was done.
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This is a first impressions review after having played the game a few hours.

My experience with the game is a bit mixed. Its a fun little incremental game about watching number grow as you explore the galaxy and build up production buildings on the planets you find. You fly around in a ship which you can upgrade as you fight a never ending onslaught of enemies.

While the core game play loop is great this game has a SEVERE case of console port going on.
* There are no graphics options.
* You can't change resoltion (all you can do is ALT+Enter to enable windowed)
* You can't use multiple saves
* The menues are a mess
* The controls are nonsenseical and can't be rebound.

It's painfully obvious that the entire game has been made to be played with a controller and ZERO thought went into porting it over to keyboard. Playing dual joystick shooters on mouse\/keyboard was never great, but it has never been this bad either.

There is no mouse support, swapping weapons can only be done with IJKL, forcing you to move your hands to a random place on the keyboard, boost is set to RIGHT shift; a button I haven't clicked for a game ever before. Swapping between tabs in the menus uses Shift and Control, something I had to ask the forums to find out.

The game also have some issues with turning on and off controllers while the game is on, so if you run into that I recommend restarting the game.

All of these problems should be trivial to fix with a patch, but until that happens I recommend getting this game ONLY if you play with a controller and you don't mind the lack of a proper options menu.

It's a real shame that developers treat the PC platform like this. If you really have no clue how a PC game should be designed, why not consult someone who does before you release the game?. Bugs..bugs..and more bugs
No sound lol
Freeze, crash...congrat :). How can i install this one ? i've already bought it. If you yourself both love videogames and are not straight then I'd say it is worth a two buck rental.

i would recmend it because there are 5 islands of the same airport but the islands are super close together so its like a 5 to 10 minute flight to each island. These new levels are really challenging. Made me think a little more that's a good thing ;) it's more rewarding when you figure it out.. if you like variety then you should like this game. Decent story but just can't enjoy the gameplay. Upgrade seems very linear. Ended up not finishing the game due to extremely long combat.. I will say that this is a good game in it's own right as it still has the addictive loop of exploration that subnautica has. Though people need to realize the developer had the funds\/knowledge from working on subnautica to make this game far exceed it which I don't think it ever will. Subnautica has vr support yet this one they are saying they will not add it at all.... bit odd considering they should be better able now than previously.

The stubborness of this developer to resist player feedback is something that limits the games potential. They need to actually hire more experienced people or outsource for help instead of just throwing in the towel.

The whole point of early access is to provide feedback to the developer to shape a game for the better but I don't really see that being the case here, as multitudes of player feedback just get tossed aside.. What is Klang?

In a nutshell, it's a rhythm based platformer, that will have you wielding two tuning fork swords as you run, jump, slide, and slash your way through a hectic, unrelenting, EDM world.

Early on, the game starts off rather simple, letting you get a hang of the controls. Soon however, you will be doing everything at once, as Klang does not waste time getting going. The first major boss battle is a decent step up in difficulty, but it is the second boss where Klang gets going and does not let up. This game gets quite hard, and I found myself dying quite a bit. Fortunately, the game has a fast respawn and good checkpoint system, allowing you to get right back into the action without a lot of down time. For the short runtime of the campaign, this game runs hard and fast. Once you complete the basic campaign, though, there are plenty of addtional challenges for you to take on.

That is not to say the game is without flaws. Some inputs in the game do not line up exactly with the beat, causing you to miss hits seemingly at random in places. In addition, the flashing colors and constant motion can get distracting. This especially true when you miss a note, as every change in multiplier includes a change in color scheme, which can cause you to lose track of what is coming next and create a series of missed notes. And of course, the actual campaign for the game is quite short, so if you cannot get involved in extra content or challenge modes, you may feel cheated.

Overall, I can highly recommend this game and am looking forward to seeing what issues that do exist be fixed to create a stellar game.. + the graphics are actually quite nice
+ very good looking letter achievements
- sounds are annoying, inconsistent volume in menu and game
- barely any UI, there's not even health or ammo indicators
- no help or tutorial, still have no idea how to change the camera angle like in the video or about weapon stats

Clearly not worth its money. Only go for it if you want those letter achievements for your profile (there are 90% coupons for this).. First Look! https:\/\/www.youtube.com\/watch?v=Qdtv2ojFbbQ

I haven't gotten very far (yet!), but the game is both entertaining and creative. If you like puzzle solvers this one is a good one, especially since it's one that feels less like 'just solve the puzzle already' and more like 'oohhh, what's over here?', which I feel is a good thing. It's always a plus when you're encouraged to explore just by the simple fact of being some place.. So many bugs and short... but it's like old game, better than nothing.

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