TAL: Jungle Download Windows 8.1

Download >>> http://bit.ly/2NEVUiZ

About This Game

TAL: Jungle - In this game you need to help your hero go through a maze, avoiding traps.
Key features:

- 60 levels

- Interesting soundtrack

- 2 heroes to choose from

- Steam Achievements

Contol: W,A,S,D - movement, R - restart, space bar - next level, F4 - fullscreen mode
Credits: This game was created using Clickteam Fusion 2.5! Music by Erwarda Savitnaag.

Title: TAL: Jungle
Genre: Adventure, Casual, Indie
Developer:
Snkl Studio
Publisher:
Snkl Studio
Franchise:
TAL
Release Date: 20 Nov, 2018

 b4d347fde0

Minimum:

OS: Windows 7

Processor: 2.0 GHz CPU Dual Core

Memory: 1024 MB RAM

Graphics: 512 MB

DirectX: Version 9.0

Storage: 30 MB available space

English

Short & sweet. A lot more meaningful experience then the Leisure of Grisaia (which is just a fun addition), in no small part due to its focus on the more interesting characters in the franchise. Worth a read after finishing the main route of "The Labyrinth of Grisaia.". Like NFS games of old. I have won this game in a lucky drawing. Firstly first picture is wrong, there is not such thing as "Striking a shattering blow against devilish Robot", that is Episode 2, which looks it was planned to be added, but since the game is no longer at Early Access and is showing at many bundles now I don't have much hope for it. The game is almost 50/50 for me, if devs will introduce next Episode(s) I would be more then happy to change my mark to possitive.

This is an arcade game.

Advantages:
-good optimisation
-runs under Linux
-trading cards
-nice graphics (and nice girls)
-crew and upgrades (although only 2 ships to choose from)
-enjoyable but difficult at some times
-optional grinding levels

Disadvantages:
-short (my time is time it took me to end the game - see also beginning of this review)
-leftovers from flash/android platform like time waiting, premium crystals (although devs ware able to remove all microtransactions and crystals are nicely introduced into the game)
-there could be far more content (like different guns, more ships, maybe artgallery). This game is a great combat-based platformer with branching paths and a bit of exploration. Yes, the voice acting is bad, but it doesn't interrupt the fun parts of the game. This game takes a new spin on combat through its use of the three weapons and offering the player enough choices to conquer each fight.

The only upsetting aspect of this game was its difficult camera controls. Some times you will have to back away from the action in order to move the camera into the correct position or else run the risk of getting hit. Often, the game tells you where the enemies are, but it would've been nice to see what they were doing as well.

Overall, the combat aspects of this game are incredibly unique and refreshing compared to most hack-and-slash games. I highly enjoyed the challenge of Nightmare difficulty, and I hope that Kaiko develops more games like Legend of Kay.. Pretty awesome old school dungeon crawler.
Its hard, and has a steep learning curve.
Its immensely entertaining and challenging.
No saves. 1 life. Multiple race/class combos.
Multi-classing possibilites create endless combos
Awesome replayability.

ROCK Solid, no issues, no bugs.
NO microtransactions/dlc/seasonpass gargbage!

Probably the best $5 I've spent in the last 20 years.
GET IT!!. You've probably never heard of Rogue Fable and Rogue Fable II; neither came out on steam as far as I know, and they were only mildly popular on kongregate from what I can remeber when I played the first two. I came across Rogue Fable II, and it was a very fun, addictive dungeon diving game. I even helped out with a few suggestions that made it into that game, shortly after it was released.

Luckily for me, I ended up getting a notification from the developer about the sequel, and I immediately joined Beta testing. There's already far more content in Rogue Fable III than there was in Rogue Fable II, and we're just barely getting started. The creator already has a huge amount of plans, and suggestions from the community, and he's been implementing them one after another at least once a week. The game is rather stable as well, especially since he cleaned everything up before the Steam

release.

If you need a trial run before playing the game, try the version on Kongregate. It's already quite a bit behind what we have on Steam, but it will definitely help you know if this is a game you would enjoy.

Don't even bother. Seriously. I have regrets in life, and this is my biggest one.. The majority of the content in this DLC is a nice addition. However, I'm giving it a thumbs down because I paid full price for it and completely regretted it seconds after trying out the drag race portion of it. The ridiculously slow loading times between each drag race, not to mention the lack of proper throttle control is just unforgivable. I mean, 60+ seconds of loading time on an SSD for each and every single time you want to retry a drag race because you screwed up on the initial start due to lack of proper throttle control... horrible.

Oh, and if that wsn't bad enough, ECU\/Carb tuning offers no profit increase whatsoever, and doesn't appear to be implemented for customer car repairs either. So what was the point of it other than showing off in a poorly implemented drag race?.
FREAKING MASTERPIECE
I CAN ONLY BEGIN TO DESCRIBE HOW MUCH I LIKED THIS GAME. I ENJOYED EVERY. SINGLE. PIECE. THE MINIGAMES, THE PLOT, THE STORYLINE, THE FREAKIN GRAPHICS OH MY GOD THIS WAS THE BEST GAME I EVER PLAYED IN MY FREAKING LIFE.
DO I RECCOMEND IT? HELL. YES. 11/10.
I'M WAITING FOR THE SECOND PART VALVE U PIECE OF♥♥♥♥♥♥HUEHUEHUEHUEHUE. Banged my head. Fun but I wish Full was free. Played the browser version quite a bit and decided to support the dev.

While the browser version is quite a bit behind this current steam version it's still a very good (and free) way of finding out if this game is for you.. PRETTY \u2665\u2665\u2665\u2665ING COOL. Best RPG Maker game evar! EVAR!!!!!