
DROD: The Second Sky Keygen Download



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About This Game

The Second Sky is the latest major title in the "Deadly Rooms of Death" (DROD) turn-based strategy and tactics puzzle game series. DROD is a unique dungeon-crawling puzzle game that could be succinctly described as "chess in a Zelda-like environment." This series highlights turn-based strategy and tactics on a top-down 2D grid.

This game is the culmination of years of development and evolution of the DROD formula. It is designed as a tremendously rewarding experience for the hardcore puzzle gamer. We are making this game especially for those who love puzzles and dungeon delving. It features a plethora of novel game and puzzle elements that you have not seen anywhere else, placed onto a backdrop of a unique and epic story full of peculiar characters and engaging locales.

The story

Guide Beethro Budkin, professional dungeon pest exterminator, as he goes up against the Rooted Empire in a race against time under the looming Grand Event. Beethro is always fond of saying "there is no problem that can't be solved with a really big

sword," but he will need to use a variety of fresh new weapons and tactics to win the day this time against a dire threat. This is the climactic chapter in Beethro's adventures in the Great Beneath.

Are you new to DROD? If so, then I envy you. Amazing puzzles await you in The Second Sky. But if you're a new player, we suggest you begin your journey at an easier point in our beginner-friendly title, "DROD: Gunthro and the Epic Blunder" here: <http://store.steampowered.com/app/314330>.

Here is what is in our latest offering:

- Over 500 puzzle rooms and 30 levels, each organized around a different type of puzzle element.
- Over 25,000 user-made rooms available for free download!
- Many, many secrets and optional extra challenges that lie in store for the more curious and adventuresome, uncovered in a variety of ways.
- Over a dozen new puzzle elements, including new weapons and monsters with play mechanics that you haven't seen in any other game.
- Journey across multiple overworld maps as you explore over and under the vast continents of the Eighth.
- This game has over four hours of music, containing an all-new 90-minute soundtrack composed by synthpop artist Jon Sonnenberg of Travelogue, plus ten thematic tracks by Emmett Plant (check out the OST).
- A epic story, filled with a host of fun and intriguing characters, each portrayed with quality voice acting.
- New and upgraded in-game artwork, including three all-new terrain styles, with realtime lighting and a range of environmental effects.
- Full-featured level/campaign editor, with custom scripting engine and modding capabilities.
- Active and friendly player community.
- High score competition and hint system via our CaravelNet service.

Title: DROD: The Second Sky
Genre: Adventure, Indie, Strategy
Developer:
Caravel Games
Publisher:
Caravel Games
Release Date: 1 Jul, 2014

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Minimum:

OS: Win XP+

Processor: 512 MHz

Memory: 1 GB RAM

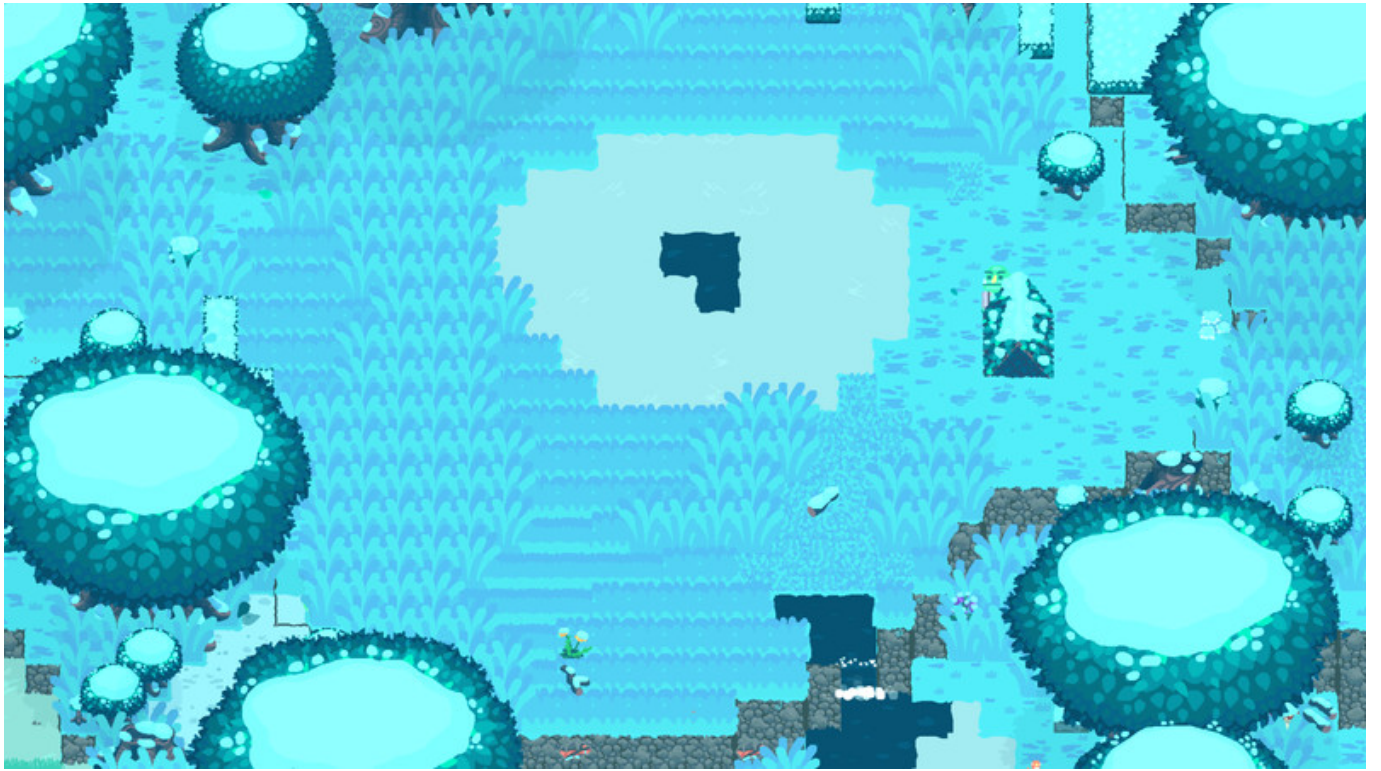
Graphics: 256 MB

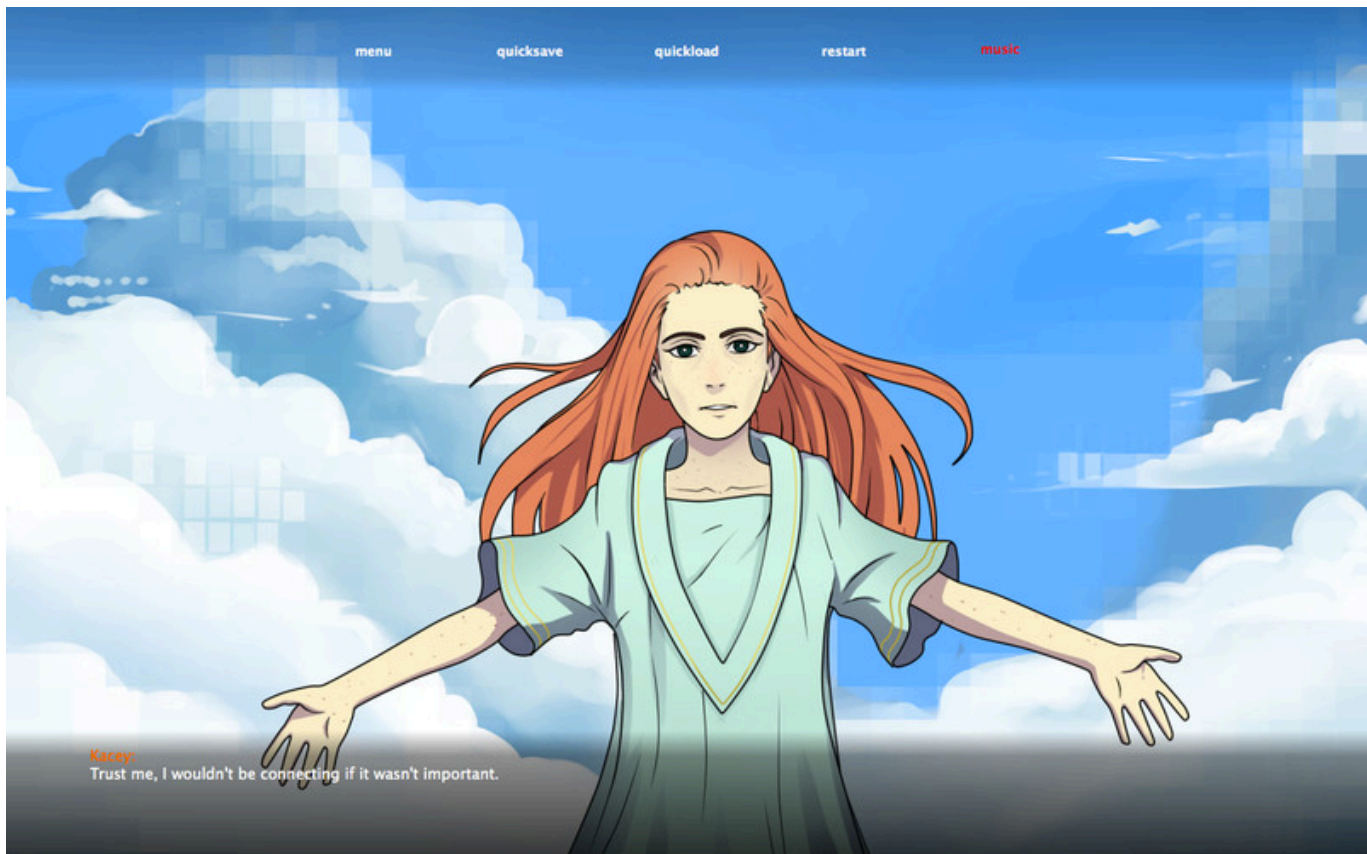
DirectX: Version 5.2

Storage: 512 MB available space

Sound Card: Optional

English







Fun little arcade game! Great gamer for the price.

Pros:

Cheap and fairly decent mechanics.
Updates so far have been great.

Cons:

Only one map
Gets old pretty quickly

My ideas for further updates:

First of all. Its great to see that the dev added new cars and i would love to see more cars be added, but most importantly i would love to make it possible so you could change the colours of your car.

Secondly and more importantly this game really needs another map.

Also somekinda multiplayer function would be dope. It doest have to be live multiplayer. Meaby "ghost" based multiplayer system? Also global leaderboard would be dope! Also it would be great if your stats showed your favourite car and what car you used on your best lap.

Conclusion:

Q. Is this game worth to buy?

A. Yes, with the game still updating i would say its definetly worth the price its sold at.

Q. How much playable content does the game have?

A. In the way infinite, but at the current state you will have fun with the game for few hours, not in one session of course, but in small amounts.

Overall great game. 4/5. Fun game. Plays like Breakout but it's HD and all new -- lots of fun.. This is a good game, but you control the game at all. It has too many Key board key's to remember.. Really good for this price. A.R.E.S.... A great classic side scroller game brought back to life with new refined graphics and gameplay!!!. While you can create music and manipulate video with Foreverloops, it is not an all-purpose music creation\video editing tool. At this point it is a creative toy, although quite a powerful one. Very easy to use, a beginner can jump right in and create in a very short amount of time.

The gear system is unique in music creation as far as I can tell. Most music creation is done linearly. From what I have experimented with in a short amount of time, this makes the software easy to use but the end result is fairly repetitive since it is simply a continuous loop.

The ability to add your own sound, video, and photo clips makes this software able to create endless variations of multimedia projects.

Pros:

Very user-friendly and easy to use
Instant results
Unlimited potential for unique projects
Fun!
Potential for live manipulation to vary the loop pattern (This will take some preparation and skill)

Con:

Fairly short video and audio loops make the results repetitive unless used as mentioned above to vary the loops. Very similar to the Android game Monument Valley. Relaxing, fun, and a great value.. Do not buy for the Oculus touch yet, the toy guns are turned 90\u00ba.

See discussions. Good story. Interesting characters. Challenging combat. Tentacle sex. What's not to love?. The game is polished

and looks nice, but I don't think it's quite for me. It's super fast-paced and confusing, and I think the game would've been way better on a linear instead of circular pattern, because the motion made my head spin after only a few minutes playing it. If you want a challenge, then I recommend this game to you, but if you want a casual game, and especially if you get motion sick easily, I'd say keep looking.

Its a nice puzzle game for its price, more then one room, thank god, but I hate to be this guy, my rooms super small, and I hate geting refunds on good games, Just add a teleport function please. I love the idea. Some mechanics need a lot of work. The horseback riding mechanic is a good start but stopping the horse feels unnatural. It would be better if pulling straight back stopped the horse rather than raising hands up. Also there should proably be an easier way of turning the horse around when it gets stuck against a tree. The magic was cool but when I hit someone with a large object it should look like I hit them rather than them clipping through it.

Overall I love where the game is going but I wanted to leave some feedback because this is obviously a prototype intended for the developers to gather information.. Motion Sickness 101. Cannot see a cursor within the game window....impossible to play. FIXED

Now I have about a hundred questions.....

1. Where do my aircraft come from?
2. Do they fly ONE route or can I get them to service multiple routes?
3. Which routes are the profitable ones?
4. Why am I bothering with this?

....

....

98. A guide V manual V information would be nice. Any chance?

99.

100. Remind me, someone, how do I refund this?. Gosh, what a bad game...

If anybody needs proof that a match-3 puzzle game isn't the kind of thing where you can afford to be a lazy programmer, then here it is.

PROS:

- None. Quite rare for me, as I'm easy to please when it comes to gaming.

CONS:

- The gameplay is a mix between 'Clickomania' (a very old match-3 game, and certainly not the most exciting kind) and 'modern' match-3's with powerups and other silly things. But Clickomania's main interest was based on whether you could remove all of the tiles from a board without any lockups. You know, an actual puzzle... There's no such thing here, and lockups most likely happen at the beginning of a stage when very few blocks are available to click on. Then the level just reshuffles, very slowly. And it's not even our fault...
- Sometimes when a level ends, nothing happens. You actually have to click the Menu button, then Resume, for the game to find its way again. And if it shows you an achievement, then you have to do it twice.
- Story is ridiculous. It's only told through a simple block of text at the beginning of each season (series of levels). I didn't get any story panel for Autumn, which is either a solid bug, or even more laziness on their side.
- The first season is mostly dedicated to tutorials, but you get rainbow blocks in a few levels before they're properly introduced.
- Clicks don't always register. A mortal sin for a match-3. In fact, there is no feeling of pleasure when you click stuff.
- The music is bland and generic, the graphics are passable in general but blocks themselves vary from okay to very ugly. And since you'll be spending most of your time watching them, hmm...
- Power-ups are incorrectly explained. Seriously, did the game bug and forget to tell me something?
- Some levels are hard and annoying (requiring you to wait for animations to complete so you can actually reach a single tile), and are followed by a very easy level. Where's the difficulty curve?
- Levels require you to click a certain amount of blocks of every color, but they also ask you to finish something that wasn't explained everywhere and that was expressed in percentage values... Okay... Except you have to get that value to zero, rather than 100. At that point, the game designer may very well be a misunderstood genius.
- When you complete a level, the game says it was level '2-1' (first episode, season 2) when the bottom of the screen gives you a sequential number (16). Quality check, anyone?!
- Level time limits are so short (even in relaxed mode, where running out of time doesn't end the level), that you can't help but think that they expect you to click mindlessly everywhere.
- Animations are so slow that you not only click mindlessly, you click *randomly* because you don't know in advance how many blocks will be removed by clicking them.

I just couldn't get myself to complete the quest mode. In fact, I'd be ashamed to finish it, because it would mean I got some pleasure out of it. Definitely not worth the \$0.8 I paid for it.. Great little puzzle game, the puzzle do require a bit of thinking but are not too challenging. A great balance which can be hard to find sometimes.

The lack of instructions are thankfully not a hinderance, it is pretty intuitive on how to move your characters. Nice music and art, give you the feeling of being alone in an empty world.. AAA quality Arcade game on rails!. You get to be Jesus. I mean, what more can you ask for? This goes up there with classics such as Mortal Kombat and Street Fighter.. Fun would be alot better if you could turn of the HUD.. Harder than Japan, in the embrace of nature. And amazing crab helper dude.

Major Update! (v1.2.0):

Hello Walkers!

I have made some changes to the game. Some of them small, some of them big, so let's get started.

One of the biggest progress I made was that I added dragons. There are two of them roaming high and low near the end of both paths. But as the game's story is complete, the dragons are harmless and just to enrich the environment :) You can name them as you wish, I didn't think of anything :P

Below are a couple of screenshots of them.

<http://steamcommunity.com/sharedfiles/filedetails/?id=660677239>

<http://steamcommunity.com/sharedfiles/filedetails/?id=660677330>

Another major change is that I have added exponential height fog to the world, and it has changed the look of the whole game. Some examples are below.

<http://steamcommunity.com/sharedfiles/filedetails/?id=660677366>


<http://steamcommunity.com/sharedfiles/filedetails/?id=660677405>

<http://steamcommunity.com/sharedfiles/filedetails/?id=660677444>

The rest of the changes goes like that;

- Changed low res grass textures to high res ones.
- More variety of thunder rumble sounds added.
- Added spaces with various durations between the loops of some music tracks.
- Sprinting in blue fields is now optional by toggling with left shift of keyboard or pressing left thumbstick of gamepad.
- In the big cave, music does not fade out when stepping on the platform switch anymore.
- In graphics menu, the adjustments that make greatest impact are marked.
- The LOD of some trees were tweaked for better visual.
- Fixed an issue in which the audio gets stuck with reverb effect.
- Fixed a typo in subtitles.
- Fixed an issue about cursor.
- A few other little fixes.

You can always view the version change log in version.txt file in the game folder.

So it is version 1.2.0 and I wish you have a good time enjoying Drizzlepath: Genie! 

Tonguç Bodur. **Happy New Year, Sales and New Project:**

Hello Walkers!

It has been a busy year. I want to thank everyone who support my games and wish you all a happy new year.

As now it is Steam Winter Sale time, I have joined the sale with all my 3 games; [Drizzlepath](#), [Drizzlepath: Genie](#) and [Bottle](#).

You can check out the discounts if you haven't already got the games.

As for a new title, I want to announce another Drizzlepath game is on the way. It contains more variety of content with many landmarks, things to discover and also there will be decent voice acting. There will be more interaction than the previous titles.

A few things left to be done with the project and I will soon submit it on Steam Greenlight.

Until then, take care and game on! 🍷

With love and respect,

Tonguç. **Update (v1.3.1):**

Hello Walkers!

As a minor update, I have added groups of larger flowers to many areas around the game world. So now it looks more variant and colorful and I hope you like it.

<http://steamcommunity.com/sharedfiles/filedetails/?id=672699948>

Have fun on Drizzlepath: Genie! 🚩

Tonguç Bodur. **Drizzlepath: Glass on Steam Greenlight:**

Hi everyone,

As in the first day of 2017, a new Drizzlepath game; [Drizzlepath: Glass is on Steam Greenlight](#), waiting for your love!

You can find some info about the new game as well as a video and some screenshots.

I hope to reach you all with my new project.

Until then, game on! 🗡️

Tonguç Bodur. **Nephise Begins is on the Greenlight!:**

Hello everyone!

Since Nephise has been released I've been getting many feedbacks which make me very happy. It is a little different than my previous titles. Has more interaction and puzzles and that's probably what made the most of the players enjoy it.

While I have been patching the game with small hotfixes such as adding strafe with arrow keys for requests, I'm also working on the next Nephise game "Nephise Begins".

The new game tells what happened before Nephise was an orb collector. The gameplay is similar to the original one. Again it will be a relaxing game.

At the moment it is on Greenlight, waiting for you to vote, favourite and follow ^^

Here's the link to the page, so check it out;

<http://steamcommunity.com/sharedfiles/filedetails/?id=894579386>

I am giving all my love to the project day and night. And hopefully you will enjoy playing it as much as I do while making it.

I wish you all a happy day! 🗡️

With love and respect,

Tonguç. **The Hunting God:**

Hello Walkers!

In case you missed my latest project, it is called The Hunting God. The gameplay is similar to my other titles, but maybe a few more interaction than usual. The environments are totally different in the game's each level and it has a unique story about Irish mythology. Nice visuals, music, achievements and so on...

You can check it out here:

http://store.steampowered.com/app/679190/The_Hunting_God/. **The Sequel is Out!:**

Hello walkers!

I just released the sequel of Drizzlepath series.

More interaction, better looking world with more animals, a little bit of a horror, great music, a nice story told by a very talented narrator.



The game is [Drizzlepath: Glass](#). And I hope you will enjoy it as much as I did while making it.

And as always, Game On! 🍷

With love and respect,

Tonguç. **Ride the Dragon! (v1.4.0):**

Hello Walkers!

I'm announcing another major update for Drizzlepath: Genie. With the new version, after you finish the game with the both paths (having v1.4.0 downloaded), a new mode will unlock in the main menu, called "Ride the Dragon". It is a short experience that gives you a little tour of some areas of the game world on a dragon. You do not actually control where the dragon goes to but while flying you can freely look around. You will hear the dragon roar and listen to some nice heavy metal music, so this is not relaxing like the other parts of the game.

<http://steamcommunity.com/sharedfiles/filedetails/?id=699018185>

<http://steamcommunity.com/sharedfiles/filedetails/?id=699018109>

<http://steamcommunity.com/sharedfiles/filedetails/?id=699018169>

The rest of the improvements with the update goes like that;

- Some textures replaced with better ones.
- Some particles improved.
- Further optimized with particles.
- Some typos fixed.
- Headbob made more random and realistic.
- Some other minor fixes.

You can always view the version change log in version.txt file in the game folder.

So it is version 1.4.0 and I wish you have a good time enjoying Drizzlepath: Genie! 🚩

Tonguç Bodur. Cultist Simulator Othercide Trainz: A New Era Time Mysteries 2: The Ancient Spectres Robot Soccer Challenge Angels That Kill - The Final Cut Explosive Dinosaurs Drizzlepath: Genie **The Dead Tree of Ranchiuna Released!**: Hey everyone!

I just released my new game "The Dead Tree of Ranchiuna".

I have been working hard for this title for a very long time through its story, animations, environments, mechanics and everything. I want to thank my friends who supported my all the way. I hope you'll like the final result, when you give it a try.

https://store.steampowered.com/app/1015430/The_Dead_Tree_of_Ranchiuna

Lots of tests have been made on its beta but still there can be bugs, so I've opened a thread for it on the game discussions page. After all with this project I have tried many technical things I didn't dare in the previous ones. So here you go!

With love and respect,
Tonguc

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