Sceal: An Irish Folklore Adventure Crack And Patch

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About This Game

"A magnificent mini Irish folklore adventure game. 9/10 " gameskinny.com

"...hauntingly beautiful adventure game. 77%" cogconnected.com

"...I definitely say it's a beautiful gem, which everyone should try. ...Great game, buy it, peace. 7/10" invisioncommunity.co.uk

"Scéal is not your ordinary game. It will stay with you forever. It will leave footprints in your mind." infinitegaming.es

"...This game is a work of art..." oneangrygamer.net

"Sceal is a game that I can recommend to anyone who likes interesting story with beautiful Irish music and artistically painted world." vgdb.pl

"...this is a gorgeous fairytale with simplistic gameplay and a tragic story. I love the art design and need to download the soundtrack immediately." defunctgames.com

"Lovingly animated in a hand-drawn watercolour style and underpinned by a haunting soundtrack, Scéal makes a handsome first impression." independent.ie

"The authors have artfully combined music, graphics and story into a harmonious unit with artistic value and skillfully filed storyline. 8/10" sector.sk

"A good pick..." graal.fr

"In short: "Scéal" - small game, but very big! 91%" adventurespiele.net

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Steeped in supernatural Irish folklore, Scéal (which means "story" in Irish) casts players into the role of the lost soul of a little girl, destined to wander the earth, with no memories of the life she once lived.

Longing for release from her limbo, the spirit encounters Branna, the Raven of the Dead, who promises to take the girl to the afterlife if she can rediscover her name and recover the story of the life she once lived by reliving her memories inside the pages of Branna's magical storybook.

At the heart of Scéal's gameplay is its vibrant watercolour paint palette. Players must complete quests by painting buildings and objects to progress the storyline. Scéal also features a day/night cycle with colour palettes and music that change as the story / time progresses. Playing as the little spirit, players can transform into an angel of light or a dark banshee, repainting the world as they move through it, changing the world from happiness to despair and back again.

Along with it's unique visual style and art direction, Scéal has a distinctive and hauntingly melodic soundtrack, sung in Irish and made in collaboration with renowned Irish folk singers Lorcan Mac Mathuna, Aislinn Duffy and Florence Glen.

Title: Sceal: An Irish Folklore Adventure
Genre: Adventure, Casual, Indie
Developer:
Joint Custody
Publisher:
Joint Custody
Release Date: 26 Oct, 2016
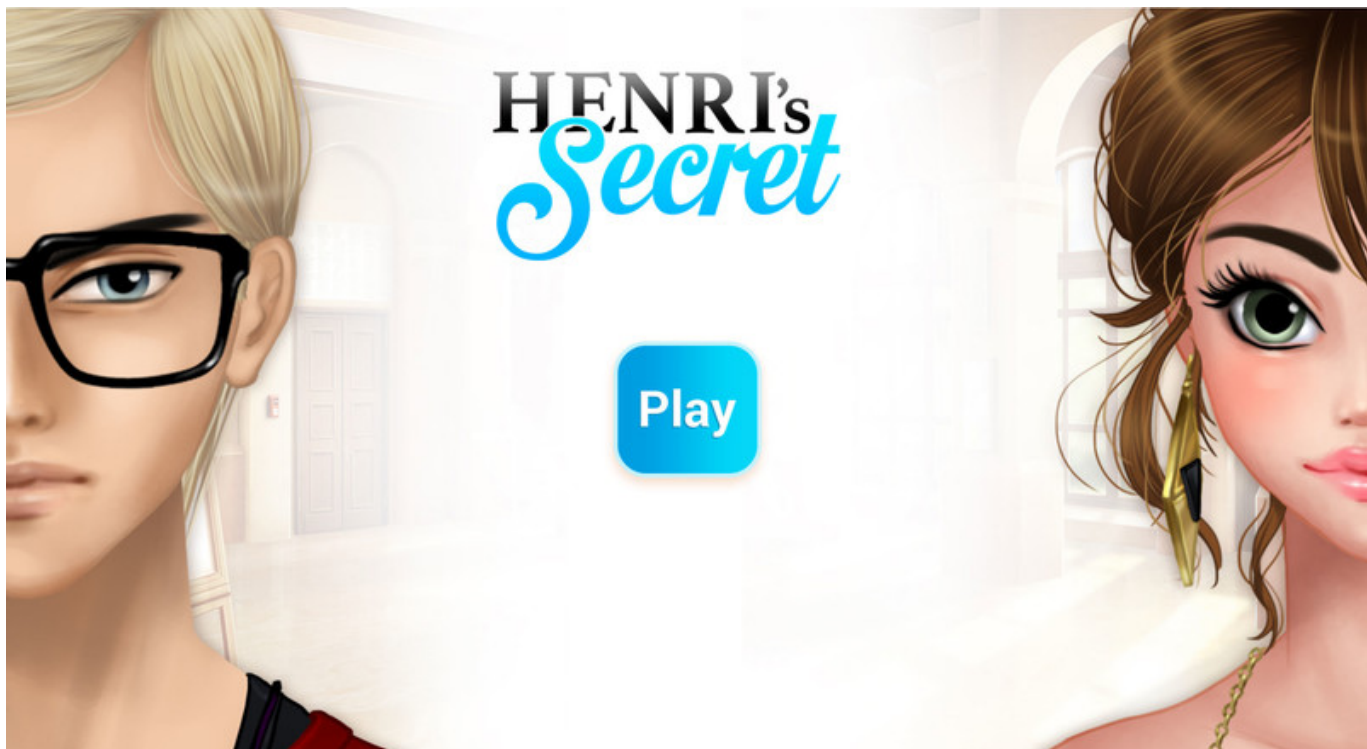
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Minimum:

OS: Win XP

Processor: Dual Core

Memory: 1 GB RAM

DirectX: Version 9.0

Storage: 1 GB available space

English,French,Italian,German

Interesting game!

My Video:
https:\/\/youtu.be\/ELY6S6vO1hI. A short shoot em up and bonus aru for 100% oj. I'd pay about 5 dollas for that.. Refund works 8/10. My men were advancing on my third try to get off the beach, not in a great way, but they were moving. The enemy barely noticed as long as we didn't shoot. oops, stepped in the wrong spot and triggered a story advace, and now we're surrounded. Ok, the enemy is following a scripted path to somewhere on the other side of the map and running straight past my men. We're shooting well and mowing them down! wait, why is no one shooting? oh, they only came with a handfull of bullets for their automatic weapons? well crap, ok, no problem, we'll scavenge from the dead. Here goes 30 to 40 minutes of micromanaging ammo, grenades, and bandages to each guy... Oh look, I was given re-inforcements. Ok another 30 minutes to get them all squared away with ammo. Got some tanks to blow up, neat. Another 30 minutes to re-organize everyone with decent weapons to move forward. Time to circle around these emplaced machine gunners aaaaand, crap, stepped in the wrong spot and fast forwarded the mission's scripting again. Ok, well, we won at least and my guys are ready for the next stage. Here we go, same map but it opened up a little, nice way of doing it. Lets get the squad with the machine guns and flame throwers up to... wait a sec. Where the hell are the machine guns and flame throwers I maticulously collected from the fallen before the map shifted? And no one has\u2665\u2665\u2665\u2665\u2665for ammo? WTF?!?!?! Aaaaaand I'm out. If you're going to make me organize it all manually after saving my guys from a quick out-matched demise, don't f'ing take it all away to shift the map a few yards north. That's lazy coding and nothing more.
I love micromanaging my stuff to achieve a good outcome. I don't love finding out I wasted my time after being forced to do it in the first place.. Cute game about a kitten trying to find the items his owner lost.
Graphic reminds of a child's drawing and suitable for small children.
About 10-20 Minutes long with 4 Story achievments.. Really enjoyable and great selection of music. Animations can get repetitive and the story is "there", but really the appeal is the gameplay/unlockables for me. Great for the price, even better when on sale. WARNING: GAME TAKES A WHILE TO GET USED TO! It doesn't act like a music simulator or guitar hero, its a fighting game set to music and the timings are unique to this game. Don't get easily frutrated! Keep practicing!

I would say it is definitely difficult, play on normal, get used to it, amp it up along the way.

Kind of seems like a game that should have been released 8 years ago with the rest of the music game craze... Glad it is finally here :) This was the only music game I am actually good at.. I WAS UNDER THE IMPRESSION THAT THS CAME WITH GUNS ETC.
COULD NOT ACTIVATE GUNS ON THIS SPITFIRE,AM I MISSING SOMETHING,
THANKS
PJ (82) EX RAF

Edit: I forgot to say why I gave the game a thumbs down, and people got mad in the comments, so here goes:

In an age of game engines like Unity, you have to assume that graphics this bad are an artistic choice, and it's not one I approve of. The game itself seems in all instances to be a shareware clone of Eye of the Beholder with some procedural dungeon generation tacked one.

So, a poor execution of old ideas; cannot recommend.

Actually, my original review "I bought this because the creator seemed really sad in an article on Gamasutra." seems kinder in retrospect.. A pretty fun party game. :). The similarities with Limbo are definitely there, with less visual poetry and more variety. Toby is a good puzzle platformer, with a good challenge level and solid gameplay. If you like 2D platformers like Limbo, you\u00b4ll love this game. Sadly, it does little to change or expand on the formula set forth by Limbo. Regardless Toby is a charming platformer with plenty of fun challenges and difficult obstacles to overcome. http:\/\/steamcommunity.com\/sharedfiles\/filedetails\/?id=583552835&fileuploadsuccess=1 http:\/\/steamcommunity.com\/sharedfiles\/filedetails\/?id=583551865 Unlocked all achievements!. A great start!

I've encountered at least one glitch so far (kicker missed the ball on opening kickoff which somehow the game allowed me to recover and carry to ball...should have been an illegal kickoff??)

Aside from this I am really pleased at the potential of this game! The stadiums seem to capture the feel of the real life locations reasonably well and in terms of the controls, there is a good path to learning progression for new football game players such as myself. The modding should make this a fairly reasonable facsimle of the real league experience - can't wait for updates!

I am eager to play more!. Played 20 minutes and gave up, it\u00b4s a badly done walking simulator with one repeating jumpscare and 80s graphics. Not worth a try, sorry.. Good protype of mech action game. This would be stelar with a campain or online multiplayer. As it stands now is good for like an hour of good fun and figuring out the controls. Going forward is a bit of a challange sometimes.. I have to question Word Rescue both as an educational tool and as entertainment. It is way too easy to get into an unwinnable scenario since the goo used to incapacitate monsters does not reset on death, becomeing an exercise in frustration as the player can collect a bucket of goo and either intentionally die to respawn with a full meter and an extra bucket to pick up, or, more often than not, use up all of the goo and die to respawn with nothing. It is especially frustrating in episodes two and three as they usually spawn the player surrounded by monsters and mostly consist of very narrow hallways where it is impossible to dodge them to get to a bucket powerup. The game also likes to drop monsters from the sky for some unfair, unavoidable deaths, further exacerbating the problem.

When the amount of goo is not a problem, the game devolves into a repetitive exercise in running from one end of the level to the other and back, as players are tasked with matching very basic, one or two syllable, words to their corresponding pictures, which in many cases are either blatantly wrong (like matching a picture of a snowman to the word 'snow') or hard to identify due to graphical limitations of the time. As a result, anyone young enough to not be familiar with words like 'pen' and 'cup', will likely find the game far too difficult and unforgiving, and anyone old enough to survive the monsters will likely be bored out of their mind.. This is a mobile ported retro pixel simplistic rhythm/defense game where you push some buttons to kill attackers climbing your tower.

There's so much wrong with this it's giving me a headache just thinking about it. Convoluted controls that can't be remapped, no high resolution support, lazy retro pixel graphics (hire an artist, you incompetent buffoons), mobile ported mobile gameplay.

Nobody should play this, ever. It wasn't even that successful on iOS. What's it doing on Steam? iPhone games don't belong on PC.. Great game but needs to be updated more, needs better UI, needs option to skip other fights while skipping days.. This DLC is better than the game itself :D

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