
Rivals Of Aether: Shovel Knight Download Link Pc



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About This Content



Overview

Shovel Knight from *Shovel Knight: Treasure Trove* joins the *Rivals of Aether* roster! In a collaboration between Dan Fornace LLC and Yacht Club Games, Shovel Knight has been recreated in slightly larger but still gorgeous pixel art to compete against the other Rivals. This DLC pack comes Shovel Knight and the Troupple Pond stage.

Rival



Shovel Knight swings, digs and shovel drops his way through the Rivals roster. He does it all while collecting treasure which he can use to purchase upgrades to give him the upper hand on the battlefield.

- **TREASURE HUNTER** – Shovel Knight’s attacks knock coins and gems out of his opponents. He can collect these to increase his treasure. By taunting, he summons Chester and can use his treasure to purchase either Relics or Armors to improve his fighting ability.
- **SHOVEL DROP** – Shovel Knight’s signature ability is his Down Air in Rivals of Aether. With this attack he can strike his opponents from above and bounce off their heads. Hold the attack button to keep the Shovel beneath him. He can also bounce off objects and projectiles!
- **EXPERT FISHERMAN** – Shovel Knight’s down special is the Fishing Rod. Use it off the side of the stage to fish up some treasure. Time it correctly and fish up a Treasure Rock, but time it perfectly and get a Golden Fish.

Stage



The Pond stage comes with both a casual Aether version and a competitive Basic version. On the Aether version players will have to be aware of the Troupple King as he dances in the background. Look out for the Troupple that join in the dance or knock them toward enemies to turn the tide of the battle. Competitive players can play on the Basic version for a fair fight while enjoying some great music inspired by Shovel Knight: Treasure Trove.

Title: Rivals of Aether: Shovel Knight

Genre: Indie

Developer:

Dan Fornace

Publisher:

Dan Fornace

Franchise:

Rivals of Aether

Release Date: 14 Sep, 2018

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Minimum:

OS: Microsoft® Windows® 7 / 8 / 10

Processor: 1.2GHz processor

Memory: 512 MB RAM

Graphics: DirectX Compatible graphics card with at least 32MB of video memory

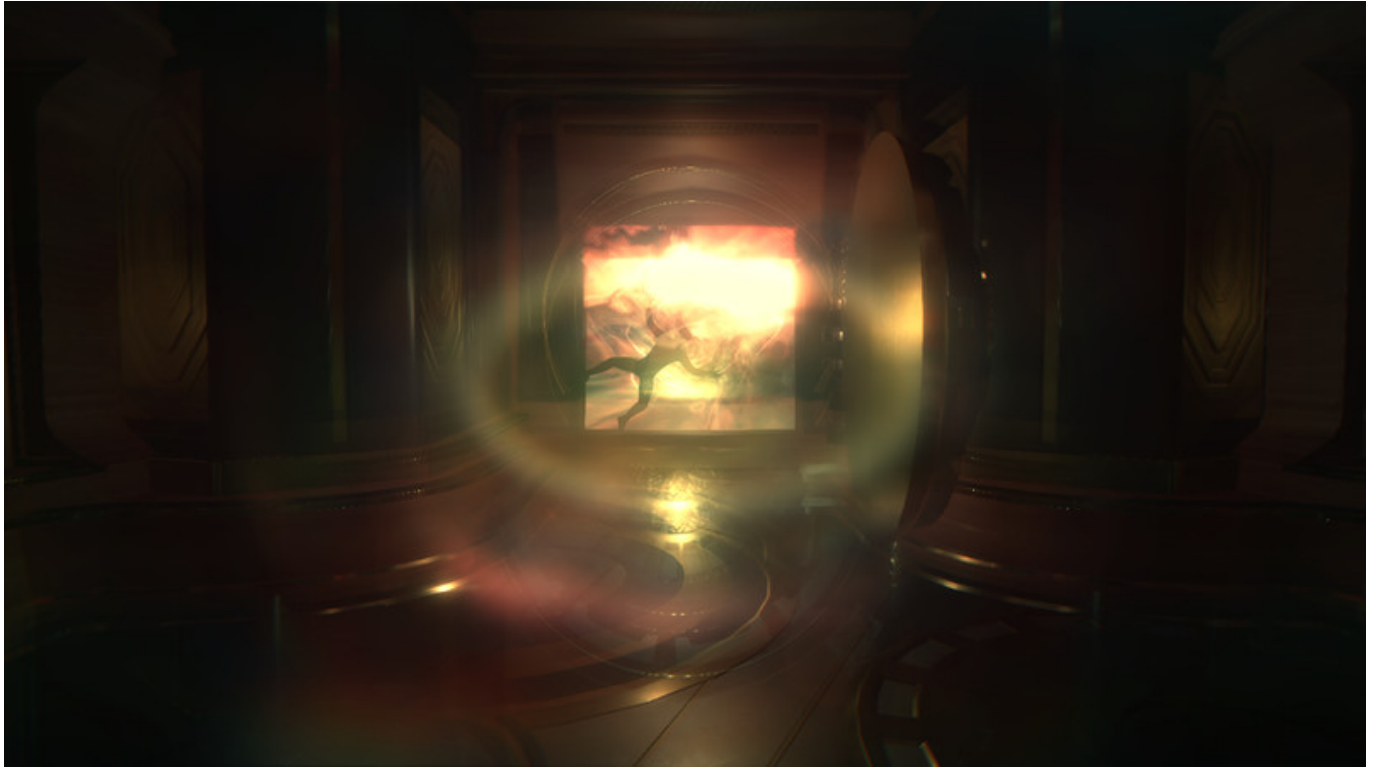
DirectX: Version 9.0c

Storage: 300 MB available space

English,Japanese







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Yes, hello, 911? Creepy music is already playing and I just started the game.

Just kidding. The game creates excellent scary atmosphere with the music and visuals. Right from the start you get this uneasy feeling that something is very off in this ryokan. I was very captivated with the story and spooky atmosphere this Nancy Drew had to offer. Although prepare yourself for some difficult puzzles because this game has quite a few. From the sudoku to that stupid painting backing, you'll be spending quite a bit of time working that brain of yours.

Super fun and super challenging. The truths you uncover at your stay in Japan will surprised you, as will the ending.. 1 Screen Platformer is a small, delightful experience. As the name states, the entire game can fit on a single screen and has an option to zoom in for closer, pixel perfect precision. Don't let this fool you though - the game has several layers of challenge throughout the experience. For one, each section feels like its own little challenge. Not only that, but you also have to go up against the clock to try and beat your best time, not to mention a death counter. What I found most impressive though which I didn't realize on my initial purchase was that there are 4 playable characters to choose from, and as expected, they each have a separate ability. What I did not expect was each character changes the level and how you play it significantly. All in all, a very worthwhile experience. I appreciate how small yet replayable of a game this is. Kudos to the devs.. I liked this game when I first played it a few months back. Now I don't.

There are millions of different faces and all of these different races that can appear in your world, but the actual gameplay is very repetitive. Throne room visitors all have a 'best response' that you soon learn. Wars consist of the opponent randomly attacking you on this turn or that one, and your own attacking strategy is pretty much - if the opponent is stronger than you, use skirmish, if they are weaker than you, use invade. When exploring, the same things are going to be in the same places each game, and you'll interact with those things in the same way. There are LOTS of extra keystrokes - yes this is a text-based game but things could be laid out in such a way as to have fewer prompts and fewer switches between screens.

When I first played Warsim some time ago, it had the same feel of course. But I forgave it then since it had just been released. While there have been a ton of updates since that time, none of those major gameplay issues seem to be getting looked at in any way.

Also those updates have introduced bugs which didn't previously exist. I got locked in a room once because the 'exit room' option hadn't been switched on programatically. I've had several CTD's in the 3 hours I've played Warsim over the past few days too. I never had those problems before. Things seem to be heading backwards to me.

This isn't a 'never buy', by any means. But a 100-1 positive/negative review ratio is nuts and doesn't give a real appraisal of what this game is ATM. I'd wait 6 months or until Warsim gets out of EA, and see where it ends up.. First off, I have only played a few minutes of this game at the time of this writing. I believe this will be a enjoyable game for me to pass time with when I have nothing to do, or just wanting a different spacy-wacy, sci-fi thingy game. I do have high hopes for Habitat, but for now, I think it just deserves a fair chance.. Good old wholesome fun!. there are a lot of different hidden object games around, but this one seemed to me to be a result of competition:

while most of games is about some crime, this one is rather about mystics, while most take place in some mansion this one will lead you to some indians huts, objects are becoming smaller, tasks are becoming more complicated; game does not SHOW you the hint or simply LEAD you but just TELLS you the hint, its also more complicated

i've met couple of strange moments when the game seemed to froze, but no crashes, no some major bugs.

. Another typical build a bridge game. This time with a twist where you need to use some mice as counterweight to use as few bridge parts as you can.

To be honest i don't recommend this game. You can play this type of game on most flashgame homepages, and its not even that well made. No story, and not really any new features.

The only reason to buy this game is because of the added hardness from needing to use the counterweight, and only if you really love this type of game.. Elliot Quest is a game I can't recommend enough for fans of the metroidvania genre.

Pros

- **A compelling world that encourages exploration outside the main quest and backtracking**
- **An visually enjoyable atmosphere**
- **Constant accumulation of skills and items keeps the game interesting**
- **Level up system that allows the game to become progressively more approachable for those of us less skilled**
- **Solid gameplay mechanics**
- **Controller support**
- **The development team seems intent on constantly improving the game and squashing bugs**

Cons

- **Areas of the game seemed sparse or unfinished**
- **Even with all the side exploration and secondary bosses the game feels short**
- **XP penalty for death discouraged exploration and led to mundane grinding at times**
- **Storyline seemed derivative**
- **NPC personalities and interactions were flat**

One of my favorite games this year. Definitely going to try for 100% completion on this one!. Sometimes It can give you cancer while trying to pass a quest, although its one of best space game i ever played that you can spend so much time. If i need to describe it with one sentence it will be "old but gold". So yea purchase this game and give it a chance, you won't be disappointed.

It works! no cd-key problem.

Pretty simple game, Nice graphics and sound.

Worth every penny spent.

. I am not much of a reviewer for RPGs, but just wanted to say that I enjoy playing this game. It's fun, and interesting in that I can play different characters.. An interesting Puzzel Game is what I read a couple times on it.

In fact, it is interesting. But to me there is just too many polints against it I just can't let go.

First of is the strategy; once you figure out the "puzzel" in how to play the game well, it largely devolves into doing one key strategy to gain profits and resources to further expand and conquer better than the AI. That's only half the puzzel - the other half is figuring out its somewhat complicated card mini-game it substitutes for combat phases. It does have some itneresting promise, but its back into the solution formula - once you figure it out, that is what you do.

4x (or maybe 3x here? no real exploration in this one) style games often hail to high standards on having options on how to do things. This game has a very rigid set of how to play. It is interesting, it does have promise - but to me, its just not in the right category.

That is what irks me the most. Its not very flexible on its approach, its a one-off goal to expand and exploit with an over-arching goal to exterminate (or win by other means before your own demise) and that to me is a bit misleading still. There really is only one or two good ways to solve this puzzel game, and very little deviation to it.

It just feels shallow I guess, I was expecting more - or perhaps a bit more leeway on how to get around the annoying card combat. That's almost another game entirely and needs quite a bit to figure out on its own.. good game BUT... I spent around \$20 on google, would be nice if we could link the account.. Who can tell me how to play with two players?

Thanks!. Great game that reminds me of my highschool time. Unfortunately my computer back then was too slow in order to be able to play the game until the end. Now I can finally enjoy it again :)

I've had some trouble getting the game work without freezing under Windows 10, but adjusting some of the compatibility settings for the .exe file solved the problem. Here are my settings:

- compatibility mode for Windows 95 (Windows XP SP 2 or 3 didn't work for me)
- reduced color mode (16 bit)
- override high DPI scaling behavior (scaling performed by application)
- run as administrator. I'm playing the early access build.

This is a strong game. Unfortunately after I finished it I discovered it was the 4th one in the series! lol Woops! Anyway, on to the review.

As I said, it's a strong game. It has amazing atmosphere and a pretty good story to go along with it. There were a few parts I really dreaded going in to (especially when you figure out the gimick of the monster) and that's part of what makes a horror game exciting.

That being said, as it sits right now, there are a few puzzles that are vague or have parts that seem like they should work right away but don't actually work except in a certain order. The game is also way too dark in some parts to see what you're doing or see where you're supposed to go. I also had 4 crashes while playing but this is to be expected on an early build.

Still it's worth checking this game out. This dev likes what he does and it shows.. The people making the game went out of business, so Episode 2 will, to my knowledge, never be released. So if you are looking for a game which will eventually be updated or even finished, look elsewhere.

Episode 1 itself is rather unpolished, and although it can be fun, it's not worth the price considering the story will never be resolved.. You get what you paid for, 5K achievements at minimum price. If you're an achievement hunter looking to increase the number of achievements on your profile showcase, then I highly recommend buying this. Else don't waste your money. This is not a game, it's just a way of distributing achievements.. I mean it's a really cool idea, and I did somewhat enjoy it, but there are a lot of bugs.

And like they are really "game breaking" bugs *in my opinion* - Just because raising my kittens to adulthood was my goal, and 2V3 of them got stuck in terrain. One in a rock and the other in a bed of water. :V

And it wasn't like I could pick them up to pull them out, I spent a while trying to save the one in the rock, but because they couldn't move, they starved to death. The kitten in the water, that was quitting time for me. :P
Honestly if you want to play a game where you play as a big cat and raise your kittens.. Go play Paws: A shelter 2 game. This game was a nice idea but not as good as Paws. I did however like the variety of animals (prey and enemy) in this game!

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