Sceal: An Irish Folklore Adventure Full Crack [hacked]

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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
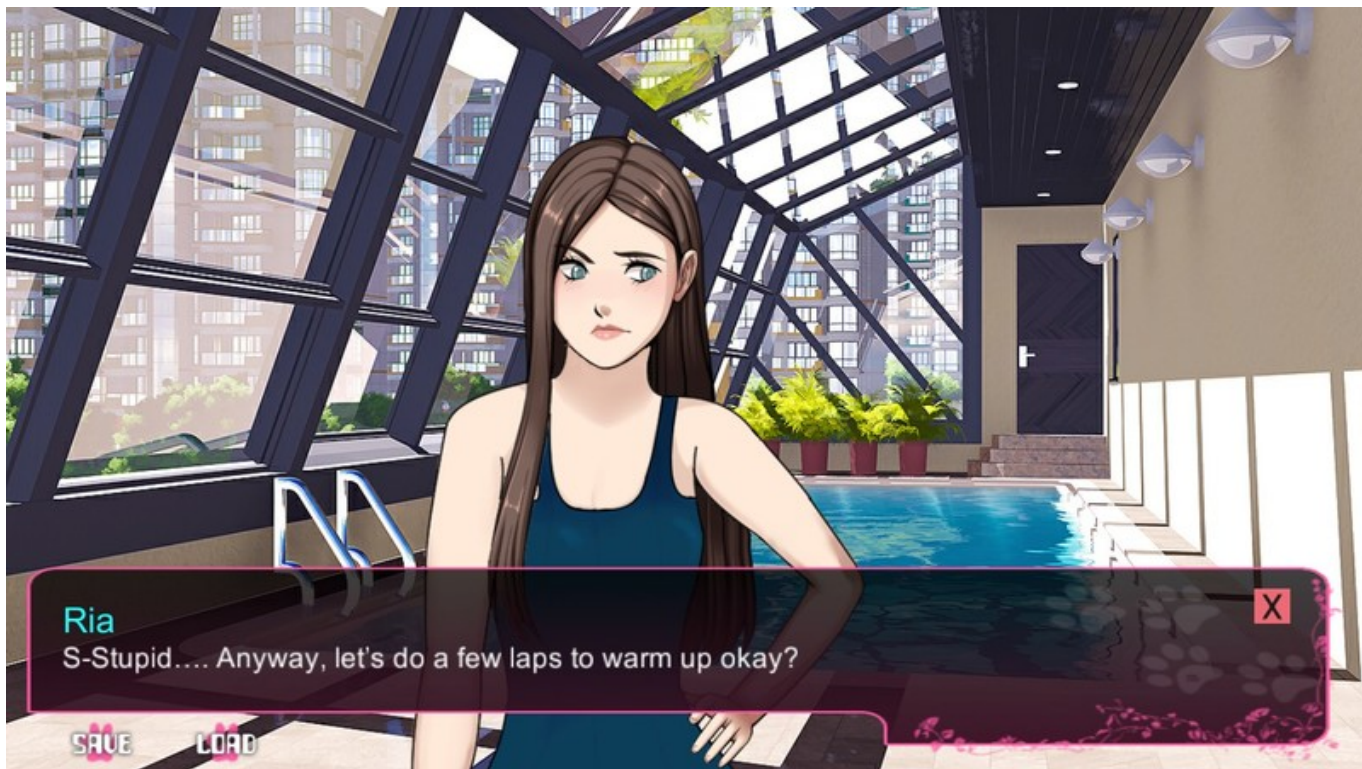Release Date: 26 Oct, 2016

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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

Ria
S-Stupid…. Anyway, let's do a few laps to warm up okay?

SAVE LOAD

CHARACTER SELECT

		Super Special Move		
Jump		A+B+C (A)	N/A (C)	N/A (E)
Guard	Move			
		Attack (B)	Knockback Attack (D)	Special Move (F)
Crouch				

Dash	→→(possible in the air)
Backstep	←←(possible in the air)
Super Jump	↓↑(diagonal also possible)
Down Evasion	Automatic. Choose direction → or ←.
Normal Attack	A. Mash for Auto Combo.
Knockback Attack	B. Choose direction of knockback.
Counter Attack	Choose the opposite direction of knockback.
Special Move	C. Move depends on direction key. 1 Gauge.
Special Grab Move	←+C.
Super Special Move	When SUPER Gauge MAX: A+B+C(D)
Burst	SUPER Gauge MAX & Taking Damage: A+B+C(D)
Power Charge	↓+A+B+C (D) Hold Down
Guard Cancel	When guarding with 1↑ Gauge: →

MINT
ミント
(MAIN STORY MODE)

Mind Blown :D
One of the best minigames... :D. To hard! You can spend hours leveling your heros and collecting rescources. You get wiped out when you bump into the AI.. When the original is less buggy than the update

. Great game with alot of potential! Only unfortunate thing is the playerbase overall great game though!. Player Bases.
\u2610 Kids.
\u2610 Everyone.
\u2611 Mature.
\u2610 Casual Players.
\u2610 Pro players.

Graphics.
\u2610 Potato.
\u2610 Really Bad.
\u2610 Bad.
\u2610 OK.
\u2610 Good.
\u2610 Beautiful.
\u2611 Masterpiece.

Price.
\u2611 Full Price.
\u2610 Wait For Sale.
\u2610 Refund It If You Can.
\u2610 Don't Buy It.
\u2610 Free.

Requirements.
\u2610 Minimum.
\u2610 Medium.
\u2610 Fast.
\u2611 High End.
\u2610 Super Computer.

Difficulty.
\u2610 Easy.
\u2611 Medium.
\u2610 Hard.
\u2610 Very Hard.
\u2610 Death March.
\u2610 Dark Souls.

Game length.
\u2611 Really Short. (0 - 2 hours)
\u2610 Short. (2 - 8 hours)
\u2610 Medium. (8 - 16 hours)
\u2610 Long. (16+ hours)
\u2610 Endless.

Story.
\u2610 It Doesn't Have One.
\u2610 Horrible.
\u2610 Ok.

☐ Average.
☑ Good.
☐ Fantastic.

Cinematic/Art.
☐ It Doesn't Have.
☐ Horrible.
☐ Ok.
☐ Average.
☐ Good.
☑ Like Watching A Movie.

Music/Sound.
☐ Horrible.
☐ Decent.
☐ Average.
☐ Good.
☑ Amazing.

Gameplay.
☐ Terrible.
☐ Ok.
☐ Average.
☑ Good.
☐ Fantastic.

Bugs.
☐ Game Itself Is One Big BUG.
☐ Game Breaking Bugs.
☐ Lots of bugs.
☐ Few Bugs.
☑ Nothing.

Others.
Multiplayer: ☐
Singleplayer: ☑

Final Score:
8/10

Highly Recommended!. Such a shame that my solar panel aren't charging my satellite. If Your looking for a nice relaxing building game look else where half of your game playing time will be spent moving around the screen trying to get the angle you need to see where your building using the zoom ,which by the way is not forward/backwards move control. The two terrain choice's you have are mountainous and a bit less mountainous ideal for building couple that with the sketchy ground level tool and its frustration city.

I've come to always expect great physics-based challenges from Polyart. This game is no different. It starts you off easy, makes you feel confident, and then the RNG gods rain down their hellfire on you. You will curse and scream and you will watch your retries skyrocket. But then, somehow, against all odds, you will win and you will feel like a true marble master. Then the next level comes. The later levels are not for the faint of heart. I would LOVE to see someone attempt to speed run this game at gdq.

I'd love for there to be some way to gauge how much tougher (denser?) the opponent marbles are. While there are shadows, it'd be cool if there was always a shadow directly underneath your marble so if you are flying around in the air you know exactly where you will fall down.

I recommend this game to anyone who loves a casual game that can become surprisingly challenging very quickly.. Wait for it to go on sale cus its pretty worthless at ten dollars.. Good little game that does exactly what it advertises. Worth the free cost and then some.

Graphics are 16-bit era style and the music is epic.

The only con I have so far is the voice-overs. Still worth playing.. For 99cents you can not go wrong with this game. I have played for 3 hours already today. I know I will play a lot more. 99 cents for all that time playing. And it's fun. It is hard to wrap your head around the unique angles that the swaping takes place on, but that is part of the charm of these games.. Old skool feelz, love it!. Commandos BEL... wow!
Another game I played since I were young..another game I owned so many times! :-D
I had to buy it again on steam! I ran into a sale where they sold the first 4 games, for like 2.50$ total!

It runs on both Windows 7 and Windows 10. I did not have any trouble so far.
Commando BEL is one of the first strategy games ever made, in this genre, and probably the best there was, for many years (until Shadow Tactics came in ...2016 :-D)

If you like to analyse patrols, quicksave, silently kill an enemy, wait to see if nobody saw you, quicksave again... this is the game you're looking for!!

10 out of 5 !
One of my times bests!. I like the concept of the game, top down heist game is a great idea. The execution however leaves a lot to be desired. This game has a lot of balancing issues. The starting guns are very poor, the stealth pistol cannot be used effectively against heavies since it just doesn't do enough damage to them to put them down before they shoot back. The gameplay is also heavily biased towards stealth, you are far less likely to succeed if you go loud. This is partly because the weapons come with a very limited amount of ammo, the rifles and the SMG's only only carry two spare mags which you would go through very quickly if a few heavies show up. That wouldn't really be an issue if the available arsenal reflected that but that's not the case. At least half of the guns are loud and stealth guns come saddled with lower damage. You will also quickly discover that there is a meta for a good loadout, there are two or three guns that combine stealth and good damage and that means that the rest of the loadout is almost worthless. Tacticals also have only a very small number of viable options, for example you would be crazy to take grenades over throwing knives.

Another problem with the game is that there are no intermediate saves. This becomes a major issue if you decide to go for "Completing primary objective undetected" challenges of which there are 15. Say you stealthed 95% of the mission but the last guard spotted you? The entire attempt is down the drain. This brings me to another problem, usually in coop shooters, if stealth goes badly your partner can back you up and you can complete the mission loud. This isn't the case here since the MP is completely dead. You stuff up here, you better place mines and grab loud weapons quickly and hope for the best.

Lack of content is another issue with this game. There are only 15 heists spread between 5 different areas so not only is there a very limited amount of missions but the areas are also recycled between those missions. Games like Payday 2 get around this by introducing procedurally generated layouts, this helps the replayability value immensely. This isn't the case here, the areas and even the guard and item placements stay exactly the same.

On a final note, I would like to make a warning for achievement hunters, there is at least one broken achievement in this game. "Bags for life" does not unlock for on either of my two PC's. It does not unlock while meeting the minimum requirements of the achievement or even by picking up every single loot bag in the map and it does not work on different heists either. This is

unlikely to ever get fixed because the game has been abandoned by the developer.