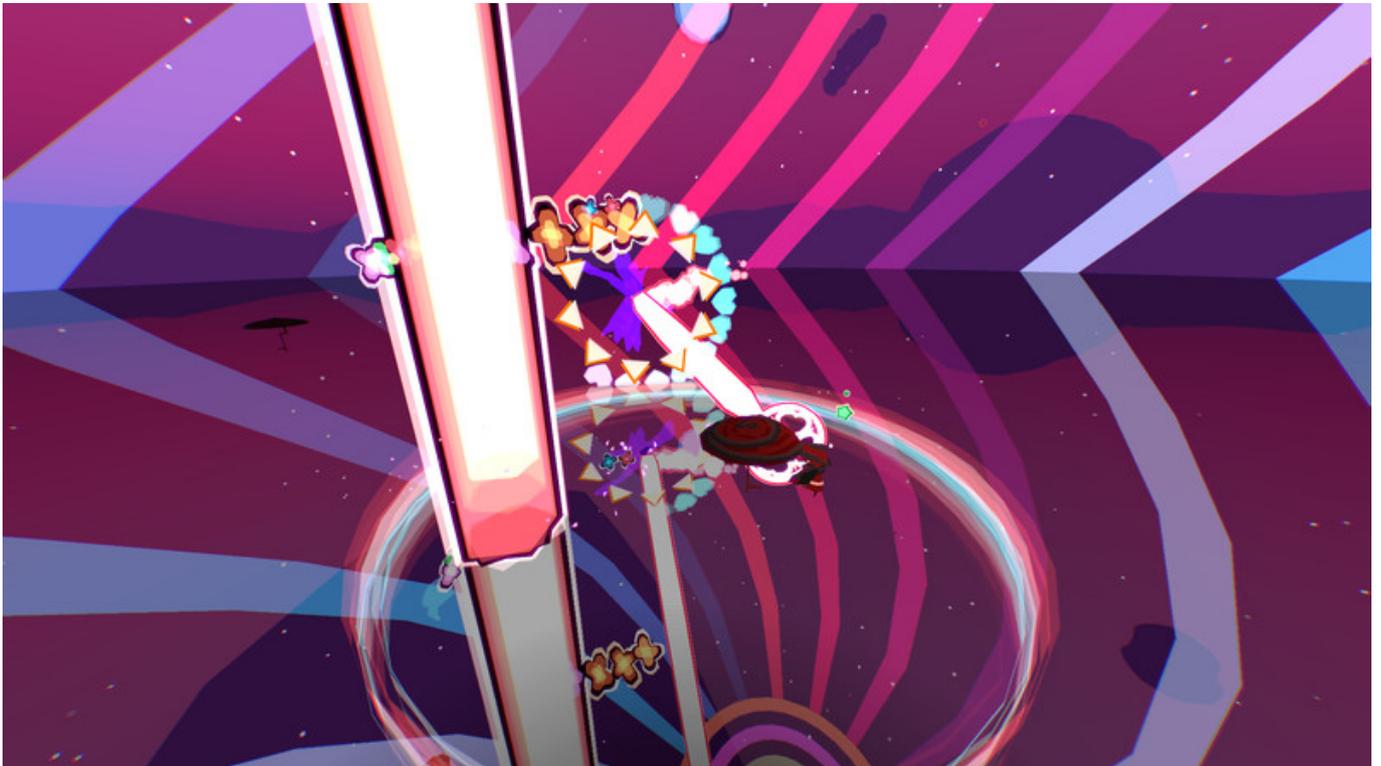


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## About This Game

This is a classic Chinese fantasy 2D action game, based on Chinese history, mythology with a dash of surrealism in the mix.

## Story background

At the beginning of the Warring States Period, Tian, an officer under Duke Kang of Qi, set a trap that killed the Duke, exiled Ji, the younger princess, and put Shu, the elder princess, under house arrest. This event established the Tian family as the ruler of Qi.

Ji tried to seek justice, but failed repeatedly. During her journey, she encountered ancient deities like Hou Yi and Jingwei, who helped her obtain the powers of Soul Slivers, and eventually returned to the Palace to finish what she started.

As the dust settled, Ji realized this was the beginning of a new world...

## Features

- Unique art style with mysterious Chinese elements.
- Fluid combat experience and style that's easy to learn but difficult to master.
- The Soul Sliver system adds depth and changes the pace, making combat more exciting.

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Title: Bladed Fury  
Genre: Action, Adventure, Casual, Indie, RPG  
Developer:  
NEXT Studios  
Publisher:  
NEXT Studios  
Release Date: 18 Dec, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 SP1 / 8.1 / 10

**Processor:** i3 Sandy Bridge Dual Core or Equivalent

**Memory:** 4 GB RAM

**Graphics:** NVIDIA GeForce GTX 660

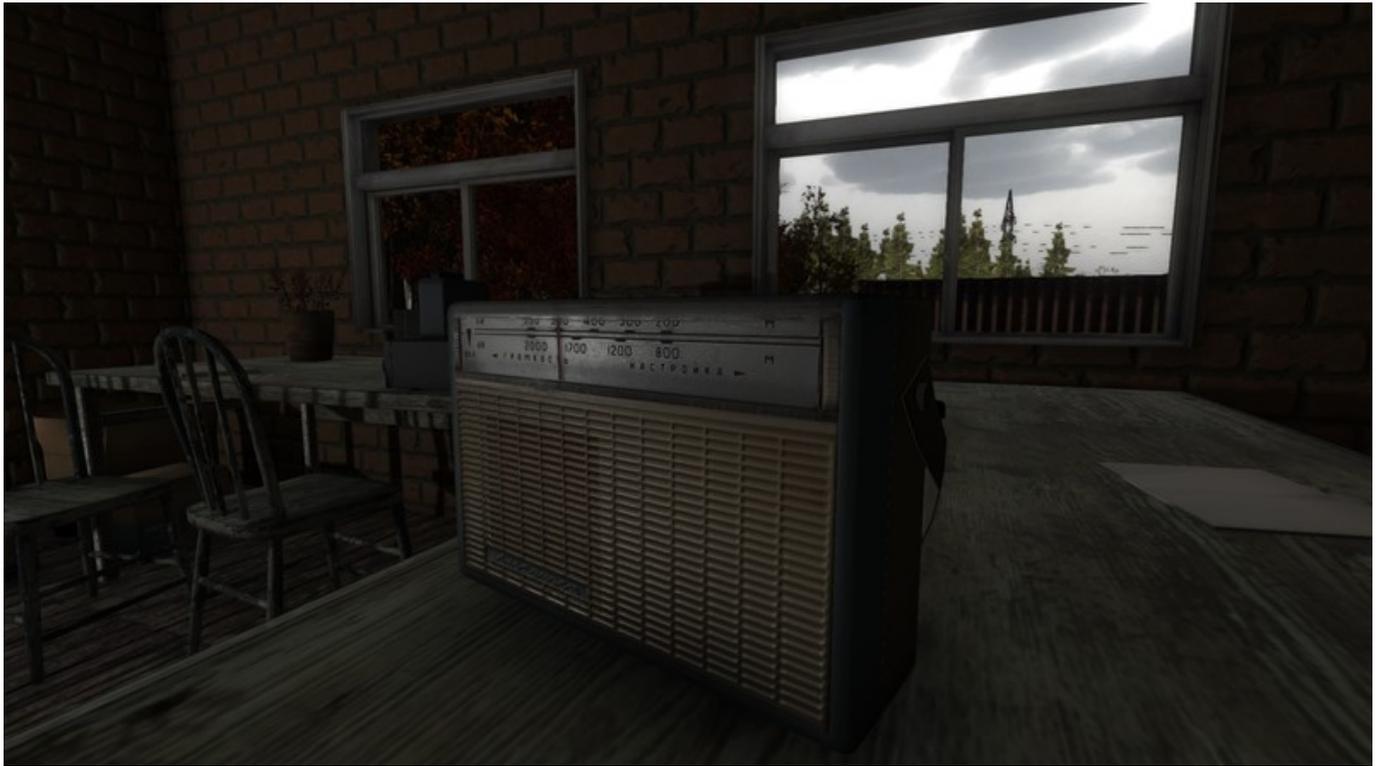
**Storage:** 3 GB available space

**Additional Notes:** Controller recommended

English,Japanese,Simplified Chinese,Traditional Chinese,Korean







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I'm a big fan of classic-style RPGs. This is one of the best ones I've played in quite some time. If you like old-style, turn-based RPGs you will love this. I look forward to playing Book II and the release of Book III.. Cute game. Didn't expect it to run smoothly. Some bugs with mouse-pointer disappearing or mouse actions not acting properly. Can be "fixed" by opening the game menu but reoccurs again and again. Music playing two loops together - at least you can take music off :). I love the randomized plants, always a surprise what you get with new seeds. Still have a problem to figure out the difference between succulents and grass sometimes. Easy gameplay, not much to do ATM but I played for 3 hours now and it's relaxing ... if there weren't those little bugs. But restarting the game helps, sometimes. But you lose all your effort for that day..  
Gameplay 3/5 - Pretty Lazy / Good Mechanics However

Level designs feel cookie cutter with the switches and bland rooms overall (you can pretty much just run through everything until you need to hit a switch or find a key to the door). The game does encourage the use of mechanics to defeat the bosses which is a plus. Firing to the beat is also somewhat addicting if you take a liking to the OST.

Difficulty 3/5 - Not too hard

The only challenging parts are the boss fights as you will have to understand the patterns in order to defeat them. Danmakus/Bullet Hell can be quite a challenge if you are new but the shine mechanics can negate some of that for you.

Sound & Music 4/5 - Lovely OST

Reminds me of Touhou so i might be a bit bias but i truly love it and would personally listen to it if get my hands on the OST. You can tell they really put effort into the tracks. The sound effects can be quite corny at times but overall alright.

Graphics 3/5 - Nice CG Art

They are okay, the CG artwork (w/e you want to call it) is really sharp and clear. Enemies and the level designs are nothing special. Some can be deemed a bit lazy or just filler to make the game look longer. Colour palleting is questionable in some areas. Staring at some for some time do make it discomforting for the eyes.

Story 2/5 - Nothing Special

Really.

Controls 4/5 - Smooth & Responsive

No issues really, some moves you dont have full control over which does become a noticeable problem in some fights so you have to be careful as you may just run into a bullet (Dash Shine speed and MP special speed).

Replayability - 2/5

The developer encourages you to speedrun the game for some awards. But thats the only thing that comes to mind.

Positives:

- + Nice Mechanics
- + Fun Boss Fights
- + Smooth Controls
- + Amazing OST
- + Cheap/Affordable

Negatives:

- Lazy Level Designs
- Lots of Boring Trash Mobs
- Length; very quick to complete

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Overall 3/5

If you got some free time i'd give it a go. The music is what makes me love the game.

Chair is cool.

Chair is great.. Good story with a very interesting combat system.. i love the game  
nice graphics, great animation  
i enjoy how the game works. Pro/Con list is broken down below...

Pros:

- Fun gameplay, unique concept
- Controls are smooth, responsive, and feel good.
- Decent graphics and atmosphere, seems to be optimized well

Cons:

- Game is too short, and even though it was advertised as so, there either should be a couple more areas to make the game feel bigger or each area should be expanded upon to be made more difficult (AI improvements, see next point).
- AI could be better: poor detection even while not sneaking, their patrol routes should be more complex (too many stationary guys, not enough challenge), enemy gives up on chasing you too quickly, and upon giving up they just resume their normal route. Instead they should search for the player (a la Dishonoured).
- There should be a final boss of some sort. Maybe the last enemy could have increased health (so you don't insta-kill it, or can fire faster).

Overall, I will recommend it, but there is definitely room for improvement. 6/10. extremely amusing game and the gameplay is nice and funny.

if you love adventure time buy it immediately :D. I didn't really know what to expect with Diamond Dan. For whatever reason, this game always caught my eye whenever it became discounted during the big steam sales. So I finally picked it up. Lo and behold, the game isn't terrible. It's not even half bad. It may be one of the uglier ducklings of the bunch, but underneath a lacking appearance is a surprisingly entertaining puzzle-lite platformer.

Each level is comprised of a cubic tower, itself filled with constantly shifting cubes that you must traverse to reach the bottom. You have the option of two playable characters, the first being able to move nearby blocks, whilst the other can outright destroy them at the expense of losing the ability to double-jump. While the beginning levels contain little challenge, further levels become longer, and introduce new types of traps that become increasingly difficult to avoid, both due to your own incompetence and slow transitioning speed of the screen while you transfer between the different sides of each tower.

The platforming itself is tight, and it's satisfying leaping between booby trapped walls and floors. There is no time limit to each level, and your performance in each is based on how many jewels and coins you can collect, all of which add to your end score. Activating and narrowly escaping traps goes towards earning a score multiplier, though aside from leaderboard and achievement junkies, there's no real incentive to pursue higher scores beyond personal gratification. However, there are higher difficulties, and beating each earns you a shinier medal, so that provides some longevity for those who enjoy a challenge.

I've actually enjoyed what I've played of DD. Visually, it can be pretty unappealing, especially the character models, though the in-game aesthetic looks alright, if a bit dated. One thing I am fond of is the menu; it's all set up at a desk, with each option being one of a series of items lying on it. Your view follows your cursor, so it's almost like you're actually sitting at the desk, and it's neat to see things added to it after you complete each level. It's a nice touch, and it adds a bit of charm to the experience.

Diamond Dan is surprisingly alright, given its budget price and lack of fanfare. It may be lacking visually, but the gameplay is tight and even challenging in later levels and on higher difficulties. It's not terribly long, and can likely be beaten in several short hours, either on a lazy afternoon, or as a break between larger adventures. I wouldn't call it a diamond in the rough, but after a few strokes from a shirt sleeve, even this jewel shows off a modest gleam.. It's time based.

Would have been better if there was an option to turn off the timer and just complete at your own leisure instead of being stressed to get everything done on time.

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This game is ok, the game is a good way to spend a half hour but it's nothing great or special, but I'll recommend it as I got it for 50p on sale and I got what I expected for the price, it's short and cheap but it's nice looking and delivers what it promises. It was a pleasure for me to be the first person to write a review about this software. I rate this app 9/10 based on my experience and comparison with other driver updaters out there. (sorry for my bad English).. Really gripping, compelling story.

Soundtrack is reward-worthy.

Most detailed graphics I've ever seen.

Keep up the good work.. Memory~

☺☺~. not so nice. I've enjoyed all of the New York Mystery games played! Haven't had any problems, I really like the animation for this type of game. I love this game, it's so nice to see the updates and the progress being made on this game.. Game crash, program crash. Perfect software. GOOD GAME, ADDICTED STRAIGHT AWAY

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