
Star Kingdom - The Elements Xforce



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About This Game

Star Kingdom is an astrology game that helps you discover how the planets have played such a big part in your life. Enter your birthday and see where the planets were aligned and what they tell you about how you interact with your world. Learn how each element, Earth, Water, Air and Fire affect your daily life.

In this game, you are a wizard that must reactivate the Temple of the Stars. Dark skulls have absorbed the light energy that keeps magic from the realm of the living. Reactivate each of your planets and learn how the zodiac constellations color your daily life and personality. Remove the fog of darkness that surrounds the temple to learn the secrets within.

Title: Star Kingdom - The Elements
Genre: Casual, Indie, Strategy, Early Access
Developer:
Hyperator, Inc.
Publisher:
Hyperator, Inc.
Release Date: 7 Dec, 2016

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Minimum:

OS: Windows 10

Processor: i5

Memory: 16 GB RAM

Graphics: GeForce 970 +

DirectX: Version 11

Storage: 2 GB available space

English



THE CAT LADY

MUSIC FROM THE
VIDEO GAME

COMPACT
disc
DIGITAL AUDIO







You have to concentrate and stay focused for a couple of minutes if you want to get a high score. I was surprised by how long I was able to survive. I like what this game does to my brain. Recommended.. You can create and control beholders in this game. What more do you want?. A clever ARPG, light on action, heavier on story and exploring. There are puzzles, but none terribly mindboggling, and although it certainly fits in the ARPG category, if I had to pick a game it was most like, I would be tempted to say Monkey Island.

My only complaint about Driftmoon would be the fact that in an attempt to collect the feathers, and you do want to collect as many as possible, you need to move every single barrel, rock, and piece of furniture in the game searching for them. That got old after a while, but other than that, I enjoyed every bit of the time I played.. not bad. not bad.. I think is nice game, just help me miss my childhood game is terrist. I recommend it.. A rather unusual concept - think of it less like a traditional tactical RPG, i.e. Final Fantasy Tactics et al, and more like.. half that and half chess/checkers. Units don't really have spells/abilities/attack/def/HPVetc., they each are a 'type' and each type has a movement/attack range and an animal transformation that lets them move/attack in an unusual fashion (movement/attacks are usually one space/one attack per turn, at a glance.)

If you're looking for a turn-based grid-based tactical RPG with character classes/levels/etc., then look elsewhere. If the appeal of something of a light dusting of that plus some puzzle/logic/forward thinking used in chess, then this game may be for you.

If you like to read "what the f...." or "f.... that" then you may like this story. I find it repulsive.. I really love this game. I use my 12 button logitech joystick with throttle control. I really have fun playing it. The controls for me are very responsive. I recommend buying this game for fun factor. Exelent normal generation and overall good soft,. I never thought I'd play a modern video game that reminded me of Action 52, but here it is.

I don't even know where to start with this terribly unfinished game. First: Who are these characters? What is going on with the story? IS there a story?? I found there is supposed to be a plain text crawl explaining the story & characters of this game (a lazy move on part of the designers there, one of many), but when the game starts, there is no such thing. Everything you do has no context as to why you're doing it. The bubbles that slowly describe the game's few controls on the first stage are so slow that you're trying to read these things as you're endlessly shooting stuff that wants to fly right into your face and at weird angles, even for a platformer.

The controls are a total mess, you slide off platforms if you don't angle your blurry jumps just so, if you can see where you're jumping that is. The camera likes to stick on your character's position in such a way that you are often jumping blindly into who knows what, more likely than not, it's something that will kill you. Jumping is iffy at best with having to learn the trick to getting a decent jump without slipping off edges or even getting to a higher up platform. This would be fine if there was a way to grab platform edges, there isn't.

I don't understand the point of having two characters to worry about if the one you actually move doesn't do anything else but that, the flying girl shoots at enemies & nothing else. This is really unnecessary & could have been done better with just one character doing these things.

Many, many sections of the game, both while playing & in the menus, appears to be either really buggy, unfinished, or both. I'm betting on both. Even for an episodic game (which I can see why the sub-sequent chapters never saw daylight), there should have better effort on cleaning this game up, at least so someone knows wtf is going on when they start playing. Again, an intro would have been nice here. Another odd happening is that I got a totally different level 3 on later playthroughs, sometimes happening before I was done in the last area. No warning, just a new level out of nowhere. I even fell through solid walls a few times.

I can say good things about the art style of this game, it's vibrant, pretty to look at & a gothic sort of cute. It's pretty much ruined by the camera motions & animation style they used in this game; very bland, lifeless & marionette-like. Plenty of other games pull off a 2-D world with life & emotion, why didn't this game?

Seriously, save your money. Maybe buy this as a gag gift for a friend if it's on sale for \$1. Try the buggy demo, but do -not- pay money for this disappointing and unfinished fragment of a game.. After two nights waiting in queue, got into one game, couldn't mute the one other person (1v1 duel?) talking crap for the what felt like 30 minute lobby before the game started, died nearly instantly to some laser beam. Tutorial is 100% text and no gameplay outside of, well, 2 day wait in queue and then straight into PvP.

This could make a good game.

It just didn't.. This app is SICK! I TOTALLY recomond it. But, one tip; Make sure practice. Right out of the gate, I'm baffled by the configuration of this game, and I've been playing PC games for 30 years. I can't get my generic PS3 gamepad to work. I can't figure out how to play with just keyboard. I wish I hadn't flushed \$15 down the toilet.. i not only love this game, but i love poorly explaining having to swap out "certain parts" to friends.

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