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Dream Tale Ativador Download [key Serial]



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## About This Game

How far are you willing to go for a friend? Julia must face this dilemma after her inseparable dog "Fifo" mysteriously disappeared.

Help Julia find Fifo by going through 4 magical worlds in this classic platform game.

Use amazing powers given by stars to avoid different poisonous creatures located in strategic and challenging places. Find the 19 golden keys and unlock the final mystery on this difficult and memorable journey.

Will you be able to open the last door and solve the final puzzle? Or can you live knowing that you abandoned Fifo to his mysterious fate?

### Game Features:

- Classic Platformer

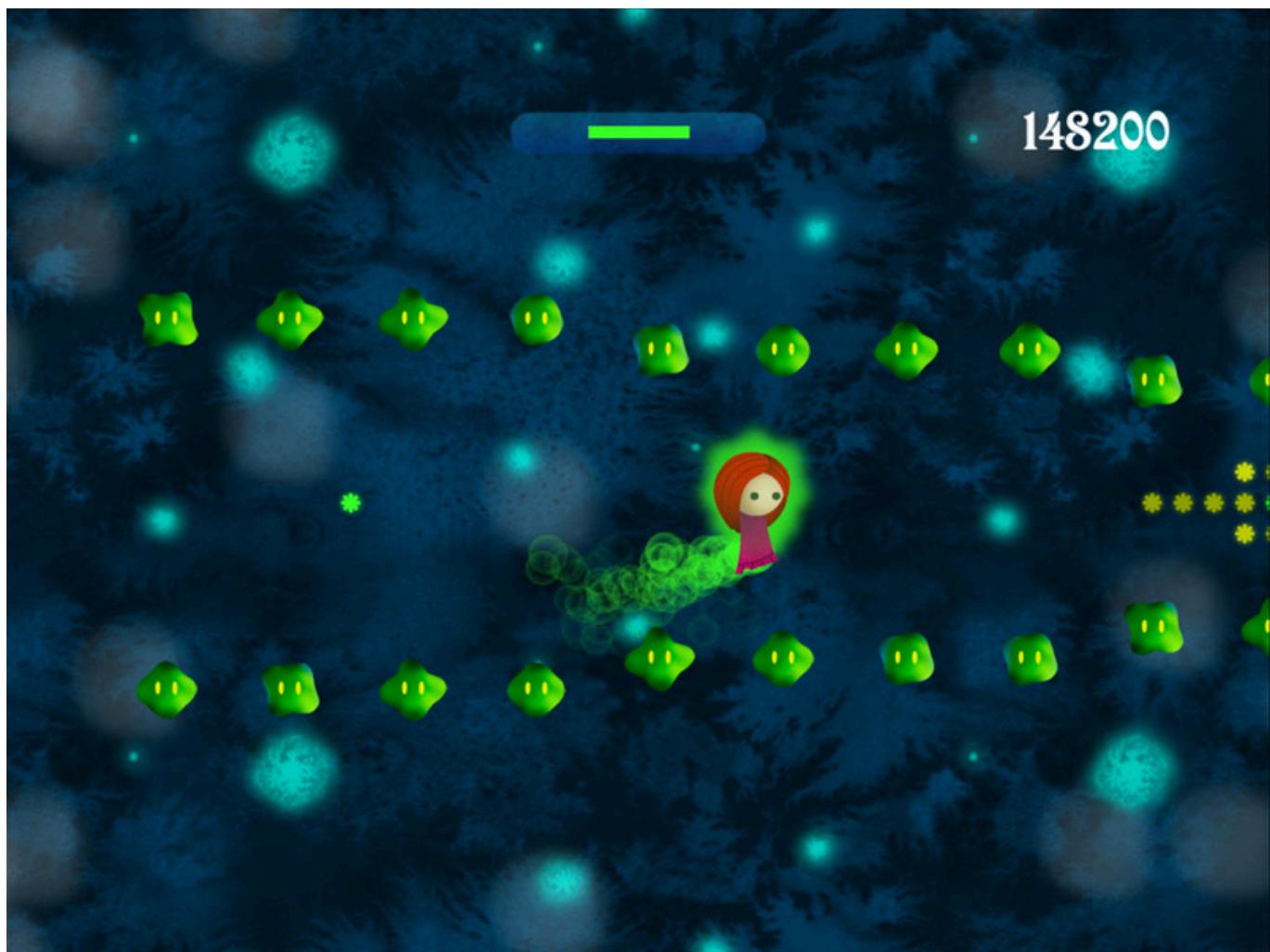
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- 20 keys to collect
  - 6 Secret Jigsaw Puzzles to collect
  - Hidden Mini Game

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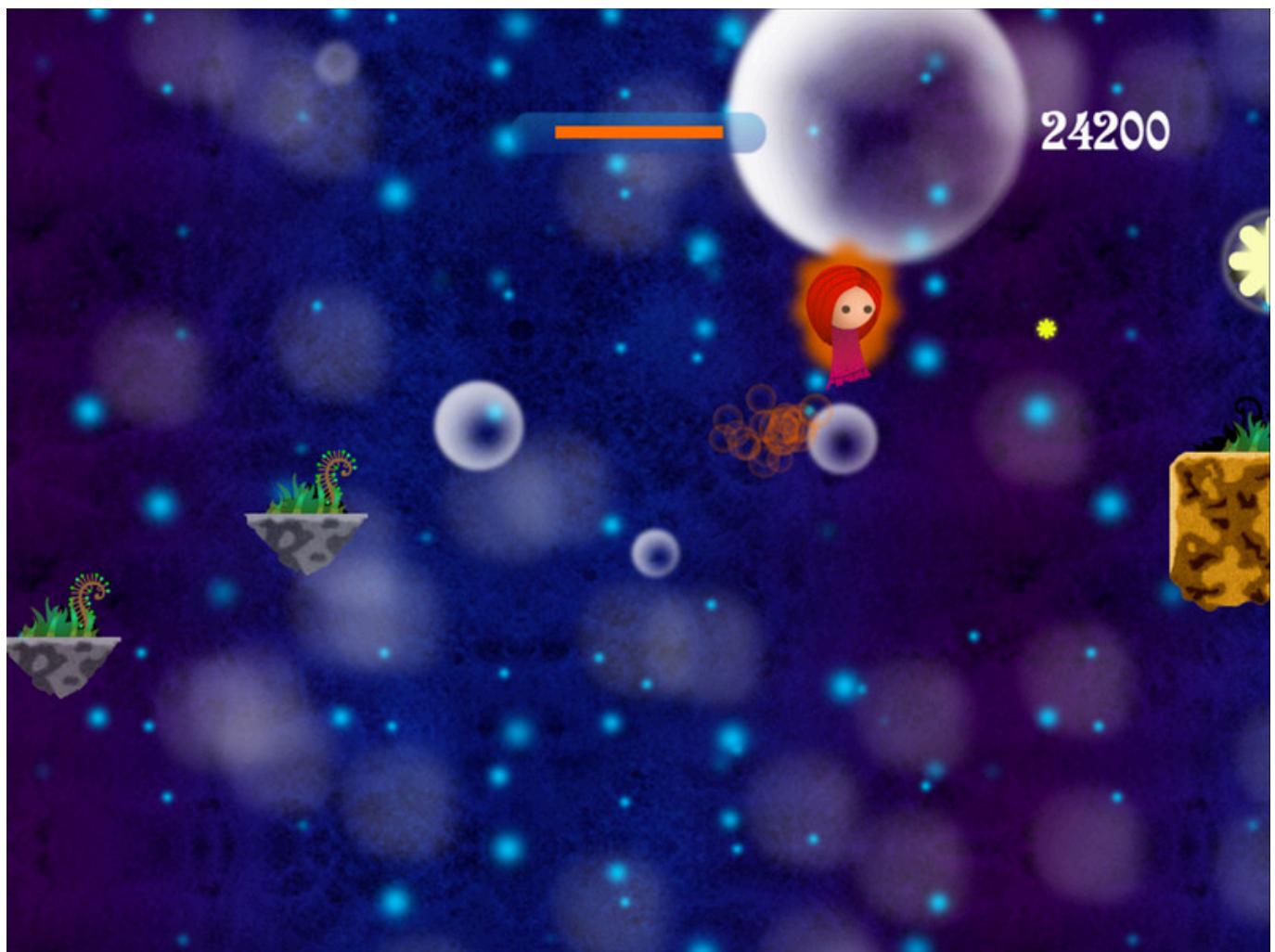
Title: Dream Tale  
Genre: Casual, Indie  
Developer:  
Green Lava Studios  
Publisher:  
Strategy First  
Release Date: 16 Dec, 2014

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English







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great platformer. Hey dev, if you're going to make me tab out to the desktop to change the volume then I'm going to thumb you down. Putting in-game volume controls is not a difficult thing to do; devs have been managing it for over 30 years already.

That's not actually the only reason for the thumbs down; the game is, well, mediocre at best, really.. I just started playing this game, and I can tell you already that I love it.

Everything from the adorable art style to the calm music, just makes it special and unique.

I'll update this review once I complete the game.. It has good music.

It has an ok gameplay.

Puzzle platform game.

It has a story.

Sometimes graphics seem like crude and unpolished.

Same goes for the intro fx loop that loops incorrect.

I got it during a big discount. In such circumstances I fully recommend it.

It's not bad but it's not something jaw dropping either.. It has a cute aesthetic and basic story, and it is far from the worst platforming game I've played. Unfortunately though, it commits the biggest sin of platforming in my eyes, the character is weightless and floaty. I get that because it's in space, it's supposed to simulate weaker gravity, but for me, it makes the game utterly unplayable.. Dream Tale is a simple, bare-bones platformer in which you are a young girl navigating a trippy, space-y dream-world in search of her dog. I was hoping for an exploration experience along the lines of Knytt, but that's not really what this game is. It's broken up into a series of mini-levels that each take about 90 seconds or so to finish, provided you don't die. Controls are limited to walking and jumping, and the only goal is to reach the portal and collect as many pellets as you can along the way to increase your score. Touching an enemy or falling into a pit is instadeath, and results in you restarting from the beginning. There is a checkpoint system implemented, but not very well - if you die, you begin from the checkpoint, but your level progress is reset in terms of points and the things you've collected. You may also find the titular keys scattered about, and they are collectable, but I can't figure out what they do, if anything.

While Dream Tale plays just fine, there's a few areas that could use some work. The store page boasts four worlds, but they all look extremely samey - I'd love some visual variety. I'd also like some enemy variety, too - there's two basic enemies - the blobs that crawl back and forth on horizontal platforms, and the blobs that fly in one of three preset patterns. I'd love to see more incentive to complete the game with perhaps an achievement system of some sort or more of the occasional mid-level messages to add to the story. If this stuff was developed, this title could certainly be better.

However, despite its drawbacks, Dream Tale manages to score a positive review from me on the strength of its level design, and on the placement and implementation of the handful of powerups that aid your journey. In this area, there was a little variety and challenge, and a few hard-to-reach areas or semi-hidden routes. Do you go for the extra points, even if you're risking death?

Bottom line: I had an evening of fun with this title. I'm not a high-score seeker, so I don't have much incentive to go back and play this again anytime soon. If you're considering this title on its own merits, you could honestly find other titles that have more to offer. However, if you're looking at this as a part of a bundle of some sort, well, then you might get a pleasant little surprise, as long as you aren't expecting more than 90 minutes of play at most.. A quest to make a good review. Let us....oh wait we have one. I will go over the game in a proV con style for Dream Tale and finish things off with my conclusion.

Pro:

Simple makes for fun. The gameplay style is a simple platformer focused around the use of these power orbs that grant the player the ability to glide, rocket up, or slowly ascend up. Its basic at its core but that is what makes it fun. Nothing too complicated just good old platforming.

Great story. The story is nothing too note worthy but i enjoyed the story that was there. The amazing part is to actually complete the story you must collect the keys to open the last level and finishing the last level grants the resolution of the story. Mind you these TVs found throughout the levels do spit out some hints to the story it is very welcomed.

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Whats that glorious sound i hear in the game...music? Yes the music like the story isn't overly amazing but I did enjoy the music that was presented in each level. I want to say the game had enough music to count on one hand but it is fine. The music helps produce mood in the game, a sad or lost feeling can be inferred through the music which ties in with the girl's journey to find her dog that went missing. It also doesn't help that you see messages like BFF on one of the TV with this music.

Collectables to collect. The game has a few simple collectables to find. There's the puzzle and the keys. Keys are used to open the final level while the puzzle.... I am not sure what it is there for but it forms a nice picture. These items are in some well-hidden areas so exploration is your friend. Also do not die when you find a collectable since if you die, the item will be removed from your inventory and you will need to back track to pick it up again.

Short game for cheap price. The game is short and can be fully completed in maybe 2hrs. Why is this a positive? It is because the game is cheap and it only gets cheaper on sale. It's only \$5 so I say that is a good enough price for what you get.

Challenge but not super meat boy levels. The game isn't so simple to the point that it gives you the win so easily. Later levels provide a nice challenge so enjoy the simple jumping over enemies and little bottomless pits while you can. You will soon need to dodge enemies while flying through the air with limited special power.

Con:

Really can not think of a negative for the game.

Conclusion:

This game was really cheap when I got it and I certainly got my money's worth. The story, music, gameplay, all of it was a nice experience. Sure it is not Sonic or Mario levels of good but it doesn't need to be. All you need is a good idea and provoke a mood by the player then boom you have an interesting experience. The game went for the sad mood and it did it well with subtle story points combined with music. I really wanted to see another version of this game. Maybe include achievements with another version. Finishing the game left me wanting more but not in a bad way like some people think it means the experience wasn't good enough. What I want is more because it was so good, I had full enjoyment with the game and I would love to see more of it. Besides if I didn't like the game then why would I recommend it?

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Adorable and beautiful graphics

Considering the fact that this game was created by an indie developer, it is a great puzzle game  
Only downside is that you need to start over in the beginning of each stage once you die

Otherwise, must try out. I love this game. If you wanna buy a game with 4 dollars, I recommend you this game. Good controls, great story, good difficulty, excellent game!. Don't let the simple art style fool you; this is a GREAT game. There's a lot of story to it, and the platforming starts to get really precise after the first few levels. It'll tug at your heart if you've ever had a dog, especially if that dog ever went missing.

I can honestly say I would have paid more for this game than I actually did. It's super fun and and really charming, and gives a decent challenge.. Very cute and decently challenging plattformer.

Controls are resposnive and there are extra collectables and score for people into harder stuff.. Puzzle plattformer that relies on skill and a keen eye. Very fun, beautiful level art.

Spoilers below!

- Yellow star = points
- Red star = small floating jump
- Purle star = big floating jump
- Green star = float
- white star = enemies wont hurt you

(tip: use the red and purple stars for short boosts so you can get higher/further)

The red/purple/green star replace your ability to jump normally - beware of this! At several points in the game you better use up the abilities before proceeding, as you need your normal jump.

Collect 19 keys to enter level 20, which is the last level. Not sure what the "4 worlds" in the game description is supposed to mean. It seems that theres only 20 levels total, but maybe you unlock more when you collect all the puzzle pieces?

Doing a 20-exit run (19 keys + last level) will take you probably between 1 and 2 hours. The full price might be a little steep, but worth it in my opinion. It's still less than going to the movies for example.

. First impression after 5 of 20 levels: versatile and challenging puzzle plattformer.

The illustrations look like they came out of a children's book, and there is usually an easy way to get to the exit, but to really beat the level, to collect the keys that you'll need 15 of to unlock the final door requires good platforming skills from level 2 onward. A very nice original mechanic early on is a red star that somehow charges your ability to float for a short while; the charge is used up by using it, and you can't jump while it's active, so you need to figure out how to get to where you want to use it, and you need to learn how to use it just enough so it'll last just long enough -- and if it doesn't, you usually fall out of the screen and have to start over.

It's really fun to play, and if it isn't as long as some others, it isn't as expensive either. Recommended.. Quick Review:

This is really a very humble plattformer but its tight controls and wistful atmosphere made me sink enough time to finish all 20 levels.

Your jump style changes when you pick up different colored asterisks. I was surprised that with such a simple concept I was hooked in discovering all of the game\u2019s secrets. A neat touch is that you can revisit the levels you beat but I feel like this game would have benefitted with a time attack mode where you compete with others time completion, which would have increased its replay ability. Also, it needed more levels as 20 levels just wasn't enough as there were design ideas that were screaming to be repeated due to the sheer joy of accomplishing them.

Keep this one close to set a bar of quality for future plattformers to come. They should not fall behind this game.

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