
Scéal: An Irish Folklore Adventure Activation Code [PC]



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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" invasioncommunity.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

"Scéal 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

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 its 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

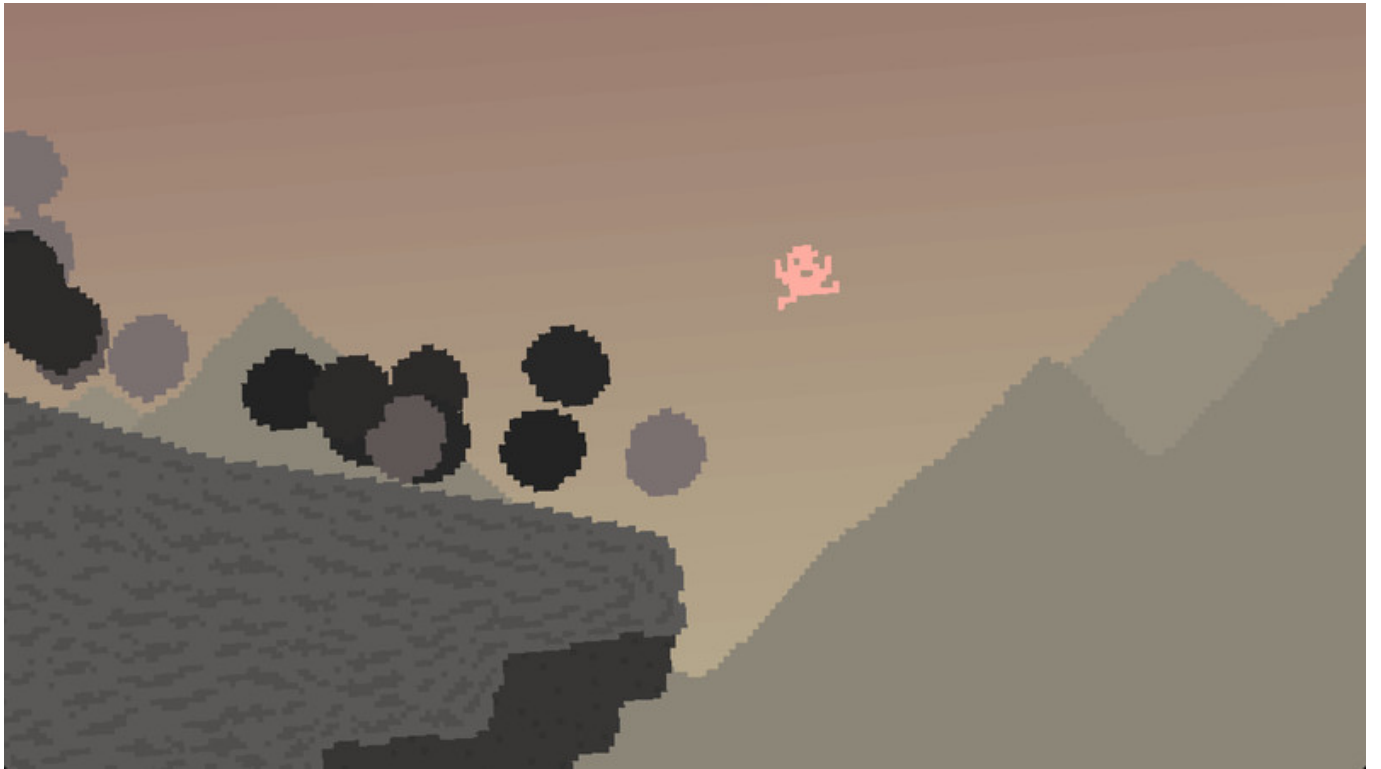
Memory: 1 GB RAM

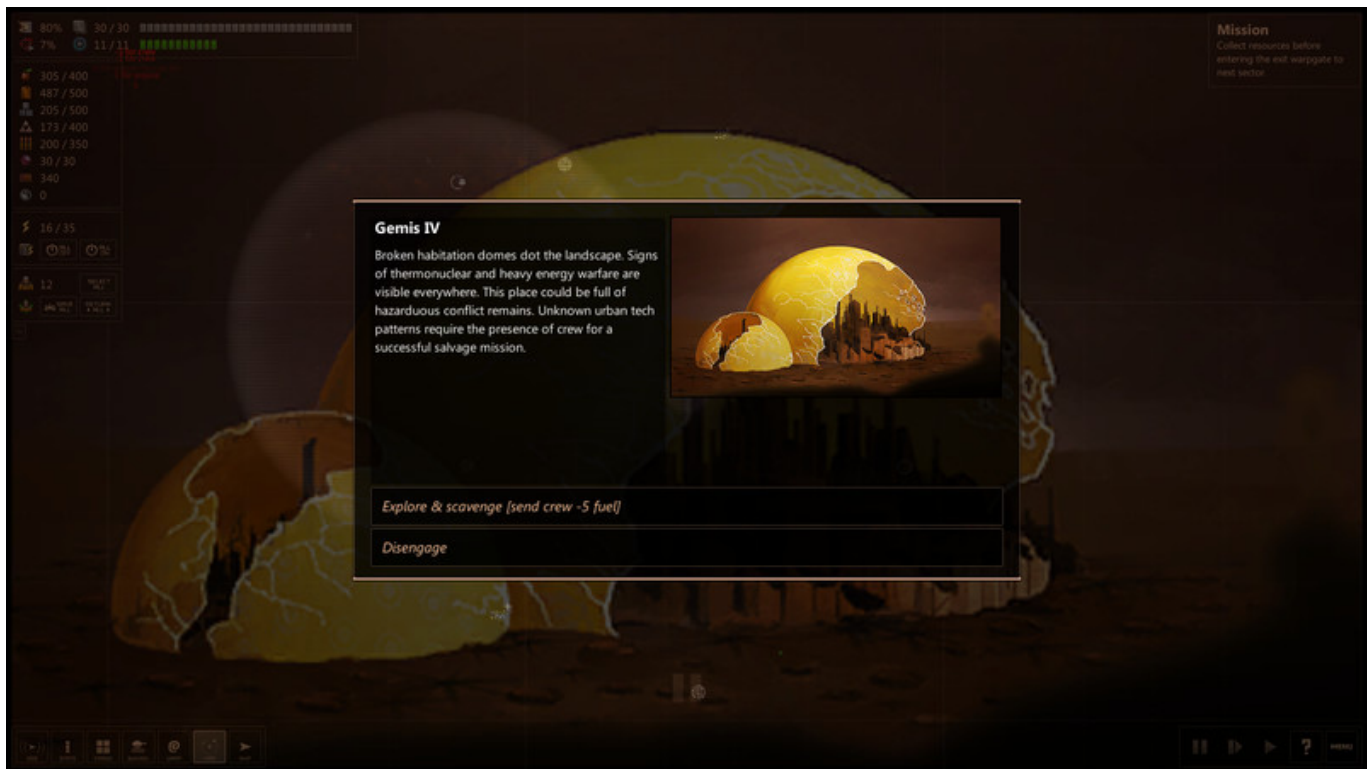
DirectX: Version 9.0

Storage: 1 GB available space

English,French,Italian,German







Ferrari !!! Sparkle 2 was a relaxing game. It looked beautiful, had a calming soundtrack and simple gameplay. It only got a bit difficult towards the end or if you were being a perfectionist. The evolution was interesting if a little basic.

Sparkle 3 is not relaxing at all, and so gets judged by a different set of criteria.

You can only progress by doing certain missions that require full concentration and involve stress. The design is nice, however the walls (coral or something) are very difficult to properly make out. You will be constantly surprised when you bash off a wall or don't.

The noise effect for banging off a wall is very jarring and needless. This helps to ruin the soundtrack which is otherwise decent. The evolution is again basic and based on 3 linear paths.

A significant step backwards. 5/10. I have no idea what this game is, and yet it is one of my favorite games.. There is no server browser, multilayer lobby or any random quick join feature and they will not be implemented in the game at all according to devs.

In order to play online you have to know game server code which consists of 3 symbol sequence, said server must be hosted by someone and you can't join while there are others players already playing.

In 3 hours I haven't found any ongoing games except developers twitch stream, which I was too late to join.

Also there is no split screen for 2 players, only for 4, so you will have half of your screen space occupied by "press A to join" labels.. awesome sound tracks!. I recommend this game, but know that there is some serious tedious micromanagement in this game. Your characters only do something if they are attacked or if you tell them to do something. Your first healer does nothing if attacked. She will just stand there and die if you do not notice her being attacked. I have played MANY party management games because I enjoy them so much and all of them have some sort of party AI to an extent, but this one has none. No one thinks for themselves. You have to think for the whole group. Thankfully you can now hit keys to switch between characters which helps some, but when you have nine monsters on the screen, it is a nightmare.

When you start out, it is pretty easy to get "Legendary" items, but after a while, those "Legendary" items are not so "Legendary". When I got my second extra party member, I found a weapon that is almost twice the damage of my other character's weapons that was for this new party member. I have yet to find a weapon for my other party members that is in the same damage bracket. A better variety of weapons would be nice. Could be that I just have not gotten far enough yet.

At first you gain levels pretty easy, but the grind is for real. Also, don't expect to not die. Dying seems to be just apart of the game.

This is a fun game and I like a challenge, but it really needs some balancing and AI mechanics for party members. Maybe even an AI that you can set up where If character A is > 30% health focus heals on them. Balancing might not even be needed if some sort of AI for your characters is worked in.. a very fun arcadey FPS! it has 4 modes for you to play on, which aren't like *massive gameplay changers, but they each have their own unique way of playing it! you gotta always be aware of your surroundings because the enemies spawn all around you which leads to some very exciting gameplay, and the bossesssss - in Virtual Arena bosses spawn and they're like the real challenge, it took me 4 tries to beat the first one but there's at least another 1 which i haven't managed to beat yet (also i like using the sword)*

there's more to it than just what i mentioned - this game is very fun and i would easily recommend anyone to give it a try!. Wayy too many hackers on official servers.

I'm more of a wannabe developer than a hardcore SHMUP player, but Who's That Flying had me striving to get better. The theme fits the mechanics well. An invincible avatar fends off invaders before they can pass into the populace. It's less about dodging bullets than shooting or bashing through targets. While the special move limitations are explained away with a character flaw, it works.

Options are limited. There is no windowed mode. Keys can't be adjusted within the game. Xbox 360 controllers are supported, but the B button's cancel operation is essentially the Esc button. This hurts during play because it's easy to unintentionally pause or even erase progress in the current level.. Not bad, but just really repetitive.

This game reuses the same two mechanics over and over again! The pellet gun and cube placement.

There is no enjoyment to be had, when I solved a puzzle I felt more frustrated than anything else.

Ended giving up 2/3 of the ways through.

Don't recommend unless you like frustrating puzzles and don't mind reused mechanics.. I waited years for this game, frankly, it's crap, and doesn't compare with the bf1 or 2 mods. Huge fan of the originals and was hoping so bad this would be halfway decent, but it isn't. Don't waste your money,. Men of valor is 100x the game this is and probably looks better too lol.. This is a nice exploration/puzzle game that tells the story of a girl searching for her sister in the woods. Probably the first quarter of the game is all forest/garden stuff and then you end up on an old estate for the rest. I enjoyed it but toward the end it dragged a bit.

Pros:

- nice graphics, I mean just really gorgeous
- cool concept
- music is very calming
- some nice opportunities to find hidden puzzles
- so many hidden rooms, secrets
- the main level puzzles are innovative but don't feel too difficult, are fun to work through
- not a whole lot of bugs; I can't really remember any big ones offhand

Cons:

- VERY LONG, usually this is a plus for me but I felt the end dragged on
- not a lot of puzzle variation in the hidden puzzles, most of them are either musical memory or the one where you flip a tile and everything around it flips (I hate these things and I have no shame in telling you all that I looked up every single solution online)
- the story is confusing, there are like 3-4 (?) ghosts involved and I never really understood what even was the point...by the time you get to the estate your character like, forgets she's looking for her sister? IDK I would have liked a lot more clarity here
- a lot of lighting lamps and candles, it's a good way to keep track of where you've been in the map but it got to be really tedious after a while

Verdict:

I recommend this game for adventure/walking simulator people, anybody who likes casually wandering through scenery. The graphics are really incredible, I can't stress that enough. It's just such a beautiful, haunting setting, which is right up my alley. There is some nice creep factor to the game too, as you're wandering alone and it's mostly dark. I was very willing to forgive the story problems because the atmosphere was so on point.. A small and charming game.

Pros:

- Art style is simple but consistent. Gets it's themes across.
- Difficulty is moderate - not easy enough to be boring, not hard enough to ragequit. Increases gradually, "croaktel" mode being a harder than "crowtel".
- Levels are very decently made, with no off-screen or instant-kill hazards. Neutral:
 - Isn't a long game - 2-ish hours to complete, plus 1..3 hours to play through developer commentary and challenges. Neither does it cost much, though. Also means that even the harder achievements (speedrun √ no deaths) aren't too frustrating since you aren't

loosing hours per attempt as with many other games.Cons:

- Firing requires button-mashing, with a on-screen projectile limit. This is by no means new and adds a risk-reward scheme where you can get dangerously close to things to quickly take them out, but personally I'm not a huge fan.
~15 minutes into "crowtel" mode you get a "charge up" attack which then becomes a preferred method of dealing with enemies but in "croaktel" there isn't anything like that.
- The game could use a setting to separately adjust sound/music volume.
Overall the game's nice and pros outweigh the cons in my opinion.

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