
Mirror Angel's Paradise Offline Activation Code And Serial

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About This Game

*A tower woven of memory holds the book of doubts.
It invalidates the structure from within.
My angel went before me. She saw outer paradise and returned to me.
Now I must find the book that grins.*

Explore the remains of the tower Babil and encounter the terrible images left behind by those driven into madness. Rescue the artisan relics that reflect the old world and give you power as you explore the new. Arm yourself with weapons, items and the experiences from the past to overcome the evil within. Are you brave enough to follow your Angel to the top of the tower?

Key Features

- Tons of semi-random floors to explore. Layouts can be learnt but item and exit locations will change.
- A huge cast of enemies organised into varying encounter groups.
- A collection of different weapons and a bunch of items to find and utilise.
- Tons of Relics to discover. Each granting bonuses for future attempts.
- Level up with Offering experience after each attempt.
- Unlock extra challenging modes once you complete your first run.

Title: Mirror Angel's Paradise
Genre: Action, Indie
Developer:
Henez
Publisher:
Henez
Release Date: 11 Sep, 2018

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English

It's ok if you like coloring like me!!!! :3. love it .grouping in a hightclub listerning to your favs nice one just needs more intaction. This game is not fun to play, even consider it to be painful, and it's got a lot of Ear\u2665\u2665\u2665\u2665\u2665sounds.

<https://www.youtube.com/watch?v=vQZghpQH6w>

[For the people that don't want to watch the video of me suffering through half of the game:](#)

[This game is trying to be like Painkiller... but is no where even close! The graphics are not that good. There is even NO option to change graphics. Hell there wasn't even a Unity start up menu \(like most Unity games end up using.\) The option menu in game is just sound sliders and screen resolution. There is no secrets, you can't interact with anything. Lava does kill you though.](#)

[The gameplay is simplistic. You move to room to small room, and fighting spawns of monsters\demons, while some Metal is played. Now the movement speed is PAINFULLY slow, and there is no sprint. There is even barely a jump. Most monsters are actually faster than you. Don't get me started on the sounds. Sounds are off, or sounds like they are in a completely different direction, some sounds are even pure ear\u2665\u2665\u2665\u2665\u2665 Some sounds are even ripped from Doom! Some monsters that I encountered don't even have ANY sounds. When you die there isn't even a sound for that! I was also killed from a monster shooting through a wall.](#)

[There is also no health\armor pick ups. You only get health when you complete a room and move onto the next area.](#)

[The weapons are pretty generic, machine gun, shotgun, rocket launcher, there might be another one, but I could not get past the second level. Picking up the weapons don't give you any ammo, and completing a level takes away your weapons, leaving you with the chain melee weapon. The amount of damage done to monsters seems to be random. Sometimes you can kill them in 1-2 shots, other times it takes 6-9 shots. You also don't take damage from your own rockets.](#)

[The only good thing I can find is the music... sometimes. Out of the 5 songs there is, 3 of them are actually good! \(If someone know where I can find the music or how I can rip files out of Unity, please let me know.\) The other 2 are horrible loops. This game ALSO has the issue of the music will just randomly get louder in certain rooms, or when you go to the next level, or when you die and restart... and I mean REALLY LOUD! And it's usually the sh*tty loops that end up being really loud.](#)

[After my horrible and not fun play and not able to make it to the second boss, I checked out the game files in hopes I could steal the music to listen to... The game is only 115 MB. AND according to the files, there is only 4 maps!](#)

[The game also crashed when I died and tried to go back to the menu.](#)

[EDIT: I card farmed the game to get the 3 Steam Cards. The first two dropped in about 1 hour... but the last card took ALMOST 4 HOURS!!](#)

[Pros:](#)

- [- Metal Music](#)
- [- No Achievements \(No need to play through the entire game\)](#)
- [- Steam Traiding Cards](#)

[Cons:](#)

- [- Horrible Graphics](#)
- [- Horrible Sounds](#)
- [- Some Music is horrible](#)
- [- Damage isn't consistant](#)
- [- No health pick ups](#)
- [- Small boring rooms](#)
- [- You are slow as sh*t](#)
- [- Only 4 levels](#)

No. Just no. It's not worth the \$1.. Unique and Underrated

From all the puzzle games I have played (2D and 3D), this is the only one Ive seen that instead of giving you many tools, items, and/or powerups to progress, it just gives you 2 basic actions but with the ability to interact with the world and its creatures in hundreds of different ways. Also, its up to the player to think how the mechanic works, and feels extremely rewarding when you figure out the solutions by yourself. That : Aha! , or Eureka! moment you get after a long time thinking how to interact with your surroundings and solve a puzzle just makes me feel super good.

I wasnt going to play this game because I thought it was just more of toki tori 1, and I didnt like the first game's casual, closed level design. This one is an interactive open world 2d puzzle platformer. If Two Tribes have gotten a better publisher, Im pretty sure this game would have sold way better. Its a gem.. Pros:

+ Nice story

+ Sweet art

++ Uncensored patch available!!!

+ Quite a few girls to "mingle" with

+ Many endings (some quite hilarious)

+ Trading cards

+ Community guides available for help with gallery if needed

Cons:

- Not worth retail, pick it up on sale.

Play similar games? Send me a friend request!. This is the best Sonic clone imo. I know Freedom Planet exists but Spark has a huge focus on melee combat which appeals to me a lot. Stage design is fun, like older Sonics it doesn't focus on going fast 24/7 and forces you to slowly handle some platforming. It also incorporates Kirby like powers found in clear crates. These change your attacks and abilites from speed to jump ability and dashes. This differentiates it so much from generic Sonic clones but this isn't the only trick up the game's sleeve.

A flaw in the Sonic games was enemy design. You touch an enemy, you're hit, killing momentum and platforming. Pretty much every platformer of the time did that but Spark handles enemy design in such a simple but impactful way: touching enemies doesn't hurt you but if their attack animation touches you then you take a hit. Helps the fast paced nature a lot and keeps the momentum going. This also means bosses can have more varied and animated patterns, and the boss design is easily my favorite part of the game. Some great patterns here, plus they all look amazing. Also very long so far, about 14 stages in and I see no end coming up.

I'm always up for some OG Sonic but my preferred genre is more action platformer like Ninja Gaiden and Spark combines both genres so perfectly that it's a crime how so little people talk about it. Freedom Planet has some higher production values but from a gameplay perspective Spark holds up much better imo. It has the diverse range of powers, nonstop level design, creative enemies and stage mechanics plus amazing bosses. Plus all the character designs from players to enemies and bosses are way more creative and interesting here. If you want beautiful graphics, a great chill soundtrack, great mix of the Sonic and side-scrolling action genres then you have to pick Spark up, especially for #8.. Good classic rpg that is a must play. Unless you really loved the free version or have never played this, wouldn't really recommend, very little has been changed or added

To be honest, it is fairly short. But I've enjoyed every second in this game. An enjoyable journey with puzzles of different difficulties.. Very clearly influenced by Mike Singleton's classic "Lords Of Midnight", Legions of Ashworld vastly improves the now decades old games' interface, but loses almost all of the charm that made LoM interesting. Characters have no real background other than a name and a race. No character traits that made them more or less likely to recruit others, as in Doomdark's Revenge.

It just feels flat, uninteresting, and leaves me with no real motivation to see the war through. The first person view makes wargaming finicky and require far more clicks and actions than it would have otherwise taken. Without the charm of exploring a world full of unique characters, why bother?. I shouldnt have more than 50 Hours in this game

Edit: THERE IS A \u2665\u2665\u2665\u2665ING JOJO REFERENCE. So, long and short. The is just an upressed Cell Wars game. Yep Cell Wars, that you can play on Kongregate, or and other flash game site. With fancy graphics. Total regret on purchase.. Looking forward to the updates to come. Huge potential for this program!. Don't play much Indie games but this seems good, very creative things to do, only 1 hour with the game so far, still exploring more but with only about 14\$, i recommend it!. Game has potential but would not work properly for me, the low altitude terrain is early 2000s quality. and the game decided to go through the first time startup routine every time I ran it which is rather annoying.

If they improve the terrain and get more planes available it will be a pretty solid game, but currently its a \$35 rough demo.. This is the only DLC pack worth buying in this game because the cars it offers are genuinely good. However it was supposed to have an RX-7 instead of an Alfa 4C which would've made it even better.. Still loving it!

Bought this when it was released, lost the copy, bought again and now for the third time. It is that good and probably the only game Iu00b4ve bought three times!

Buy it!

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