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About This Game

In a land far away lies the Swan Kingdom. Ruled by the Swan Princess, this prosperous community exists to protect the mythical Dire Tree, root of all life. Every year Goddess Flora would hold a ceremony here, using the magical seed to regenerate the land and grant new life. However, this year the seed gets stolen by the nefarious Black Swan, delaying the ceremony. Thus the Swan Princess decides to call in the famous Fairytale Detective.

As you delve deeper into the case, you'll realize things aren't as black and white. Following the crumbs of conspiracy, you'll finally realize that the person responsible for it all wishes to ascend to godhood.

- Soundtracks, wallpapers and concept art
 - Unlockable Parables to read
- Achievements and collectibles
 - Integrated strategy guide
- Replayable HO's and puzzles

Title: Dark Parables: The Swan Princess and The Dire Tree Collector's Edition
Genre: Adventure, Casual
Developer:
Eipix Entertainment
Publisher:
Big Fish Games
Franchise:
Dark Parables
Release Date: 6 Jul, 2016

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English







dark parables - the swan princess and the dire tree collector's edition

I love this game! The story is very easy to follow and does not try to be complex. The controls are simple and the game mechanics are easy to get the hang of. Very good short RPG.. Amazing Loco very challenging controls but once worked out it's brilliant! The cab and moving around the whole engine is complexed if your in expert mode! Looks very much like the U30C is the Beta before the beta Train Sim World Beta CSX In December. For example you have to go find the side engine compartment to prime before starting the engine with a lot of other things in the correct order just to get it to move. But over all brilliant would recommend very highly 12V10. This is the best game i've ever played.It's the first game that didn't made me rage quit even once(which is pretty impressive for me).The music is Beautiful,it's not some kind of ♥♥♥♥♥♥ dubstepd that makes your ears bleed.Every level adds something new to the gameplay which make it unique and fun to play.Every stage is a masterpiece.All I have to say is buy this game you will not regret this. This game is much harder than the previous 4 games. A great game for achievement hunters. 1043 achievements in 1.5 hour. Actually found this one more fun than any other Zup game for some reason.. doesnt work.

. Red ship, on a red background, dodging red bullets, while red powerups fly at you. Pretty tough to look at. Lots of typos and engrish in the dialogue, which could've used some proofreading.

Edit: Contrast problem has been addressed, and the game no longer hurts my eyes. The ship now has a thicker outline, and that has made a world of difference. As that was my main problem with the game, I have changed this to a positive review.. So many negative reactions here from people who had absolutely no reason to purchase Train Simulator in the first place. If trains and railroads don't interest you in some way in real life, then why buy a train simulator?

Train Simulator is for a very small group of people who really enjoy and share a hobby, this is not just some PC game for them. Many of us even have special train controllers, ultra-wide or multiple screens, TrackIR, etc... it's very much like the people who are really into flight simulators, just with trains.

A regular gamer doesn't understand the amount of DLC for Train Simulator either. Those who are into Train Simulator only select the DLC of trains, eras and countries that interest them. Almost nobody is interested in all the DLC, everyone has their own preferences, a lot of this depends on what kind of trains they like in real life. The DLC are the actual "simulators", they're kind of like "separate games" and Train Simulator is just the software they all run on.

The name confuses people too, Train Simulator 2019. Train Simulator (Railworks) was developed many years ago. Every year they make some changes to it, but it's always the same software. The 2019 version is the first where you can play on 64-bit instead of 32-bit, so that the program can use more memory.

Many people really enjoy TS2019, but if you're not interested in trains, then don't buy a Train Simulator. Because that doesn't make much sense and many of your "reviews" just look silly.

I mean it's cheaper than buying physical puzzles IRL and it's super relaxing. Great game!! If you are a baseball player and looking for something similar to a hitting simulation then look no further.

-physics are great

-graphics are great

-game modes are fantastic (although need more!!)

the hitting feels very satisfying

cons: needs customization and more updates... There are more buttons in the menu of this "game" than there are for the entire game

You can speed run this♥♥♥♥♥♥by turning the text speed to max, the auto speed to minimum, and just hitting auto.

It's a mark of how bad this game is that of the four games I've gotten 100% achievements on, this is the fourth.

Fallout: New Vegas was the third. Cynical. That's what this game felt like to me. Maybe that was the point, maybe it wasn't, I honestly couldn't tell you.

Playing the whole game, getting 100%, the game felt simultaneously like a scathing parody or commentary of everything it was involved in, but at the same time felt played incredibly straight. It was like it could never decide what it wanted to be, and because of that, ended up just feeling muddled and like there was no point. And yet I felt as though I was being taunted by the fact that there WAS no point, because isn't that the whole point in itself? It was a very confused and twisted message through the whole game.

To be honest, I'm sure most of you are interested in this game because of the visuals. Me too. I can't deny the visuals are a serious spectacle, I really enjoyed them for a good portion of the game, although they definitely fall off in the later half, particularly once you get on a ship and from that point on. However, I must also mention that even earlier on, this game may cause eye strain, as I was getting mild headaches from playing it even for shorter periods of time.

Speaking of the later half of the game though. It feels like the most effort got put into the first few areas to really catch your attention and then it dwindles slowly into a more and more hopeless and colorless game. You could say that's the point, but again, I'd say that doesn't inherently make the game better for it.

The game itself has a lot of jokes that are very hit-or-miss, for a pretty good chunk of them I just found myself awkwardly staring at the joke for a second or two and then moving on to the next thing, which was usually yet another joke. Maybe I'm just too jaded for the jokes in this game, so I'll blame myself for that one and say I could definitely see someone else enjoying them, but I do think the humor should still be brought up for consideration when buying the game.

Not gonna lie though, humor aside, this game has a huge problem with the ol' "oh sorry, this thing I made you do was pointless. ANYWAY too bad" lines, and I don't dig that. It's such a backhanded way of saying that the devs knew they made something for padding and they don't care.

If there's one thing I have to give the game though, the soundtrack is genuinely fantastic. The ending song for the game is a delight and I will probably stick it on a playlist. If you decide to not purchase the game, definitely look into the game's music.. It's a fun game where you use phasers and force fields to trap spiders. It also has an X-ray feature where you can see behind walls for a limited duration, which aids in finding the fuel cell (the item you have to locate in each level). It's addictive so far.. Fantastic game, fine puzzles, amazing scenery, gripping story, new aspect on mystery solving (I especially liked that).

Worth every penny. 10/10. It's not as long as other Choice of Games or has as deep a meaning but highly enjoyable letting you play a super villain getting to go with every villain cliché from military leader sparing no one to a more trickster character who causes non-lethal chaos. It's short, entertaining and who doesn't want the largest ball of aluminum foil?. This was a decent game somewhat hobbled by an interesting concept (to try and allow for multiplayer play). It used dedicated servers, so playing off-line was... not possible. However, due to low sales and some of the pitfalls of needing online access (and servers)... the license recently ran out.

Fun while it lasted.

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