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## About This Game

A Kick-Ass Blast of 16-Bit Sword-and-Sorcery Action!

Steel yourself for a relentless display of might and muscle...of brawn and bravery...of magic and mayhem! Can you cleave your enemies' skulls, plunder all the booty and flex to impress the barbarienne of your dreams? Inspired by heroic fantasy fiction, Tiny Barbarian DX combines engaging 2D platform action and combo-based hack-and-slash combat with retro-style pixel art and a loincloth-stirring chiptune soundtrack.

Tiny Barbarian DX is now officially complete! The current version includes all four Episodes, new unlockable game modes and an all-new two-player cooperative mode to double your barbarian brawn!

- Four lengthy episodes with dramatic boss battles and secret surprises!
- Two-player cooperative mode to double your barbarian brawn!
- Bonus game mode "vs. The Horde" plus top-secret unlockable game modes!
- Hidden health-power-ups, valuable coins and mysterious diamonds to collect!
- Multiple homages to classic 8- and 16-bit action games in each episode!

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- 2.13:1 super widescreen presentation!

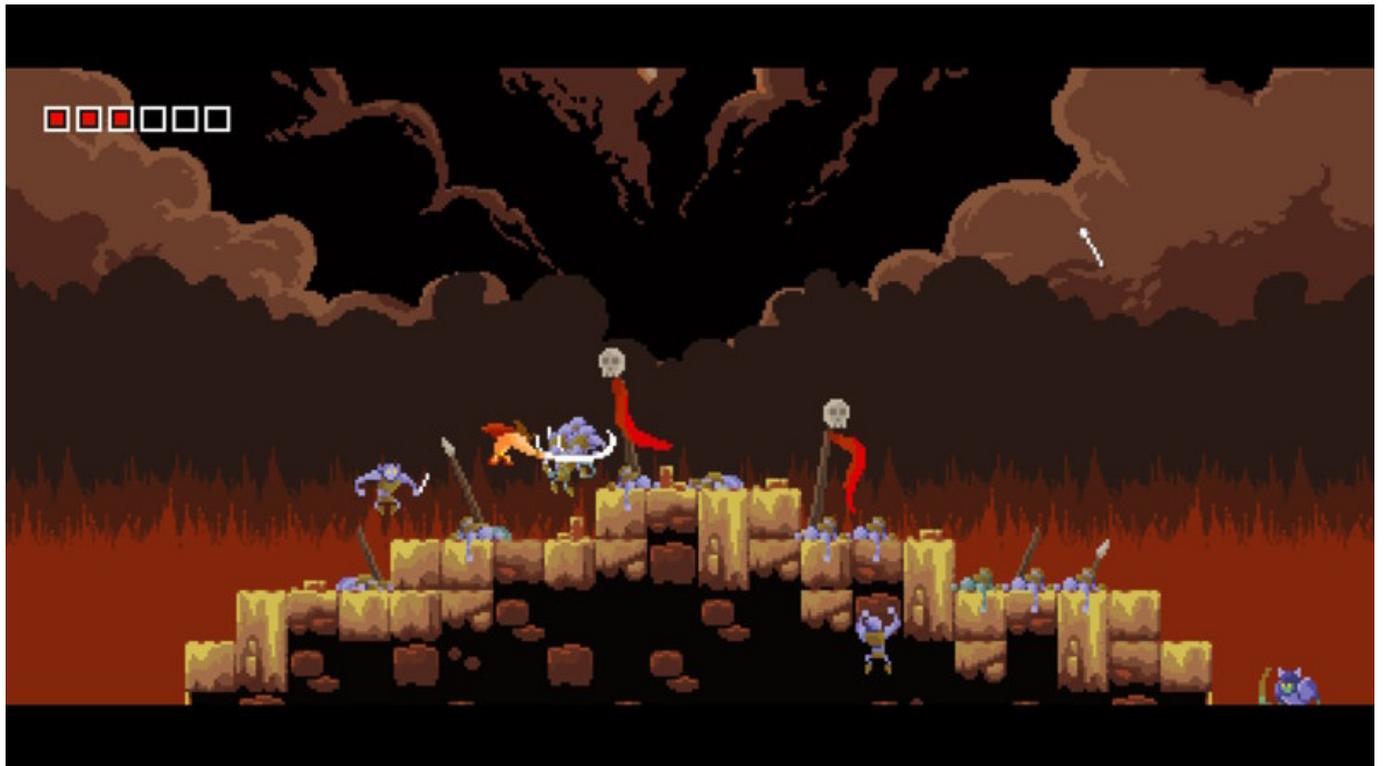
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Title: Tiny Barbarian DX  
Genre: Action, Adventure  
Developer:  
StarQuail Games  
Publisher:  
Nicalis, Inc  
Release Date: 3 Dec, 2013

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English







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Where's the game? There's hardly anything IN it!!

So sparse :/. I wanted to like this game, but my experience with it has been a frustrating one, and not the kind of frustrating that makes your success that much sweeter when you finally beat the level.

I should mention that for the most part I was playing with a controller, because I usually play action games with a controller if it's an option, and that makes the experience a thousand times worse. I don't think I've ever played a game with worse optimized gamepad controls, if you do decide to play do yourself a favor and stick to the keyboard. I did eventually switch to keyboard and I was immediately happier.

Pretty much the only thing about Tiny Barbarian that impressed me was the variety in the level design. Many of the sections feel very different from the rest.. I love this game!

Obviously there's tons of tributes to Conan, mainly the 80s Governor movie. One thing by the end boss was really awesome!

Still there's more to it than that. Lots of other fantasy influences, most will recognize the thief and riding beast from Golden Axe. I imagine the sorcerers who appear later in the game are a tip of the helmet to Tar'hai wizards from the "Airtight Garage".

The game is brutal, punishing and at the same time fun and exhilarating. It's perfectly designed levels, tons of playback such as finding all the diamonds, and has the control it demands. Only two levels as I write this - found another incredible Golden Axe tribute part way through, a hidden area.

This game is SOOOO worth the money and I hope they make more levels, but well worth it for one, certainly two. The beginning mini-game "Against the Horde" is feature enough for some casual gaming fun!. PUMPING SOUNDTRACK!!!!!! PIXELS!!!!!! PUNCHING GNOMES IN THE FACE!!!!!! BABES!!!!!! MORE PIXELS!!!!!!

what else is there to say? it is an instant hit with me and i would recommend it to anyone who wants to sit back for a few hours and listen to some amazing music whilst playing a challenging (but not rage inducing) game. About 2/5 levels have been finished. There is very little content but it is really good despite how little there is. Regardless, it is not worth buying until this game gets properly finished (highly doubtful).

This is for all intents and purposes an early access game even if it doesn't say it. So you know the drill.. I wouldn't have guessed, if I didn't see the elbow drop, this is clearly Randy Savage simulator! Damn good and epic oldschool platformer designed with heart and care. Game starts when our protagonist, the barbarian (Randy?) is left to die in desert. There is only couple things in our hero's mind and they are treasures, revenge and babes! At the beginning, the game seems pretty simplistic, which it is, but the further you get, the harder it gets, so your thumbs better have good muscle memory! I beat the first chapter, but there seems to be four of them, the first one only available right now. First chapter felt like it was already the full story, it was so well done and it excites me to see what the other chapters will bring. Highly recommend for all oldschool platformer fans!. A very short, but VERY solid action platformer with a killer soundtrack. It controls smoothly and is very quick to understand. The only reason I would say to maybe not get it is because of the length; my first playthrough took only an hour. The game promises more episodes are coming, but right now it's a very quick experience. Still really good, though.

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I like everything about this game. Great art. Great Music. Great gameplay. Definitely worth picking up.. Somewhere in a desert wasteland, a tiny barbarian hangs crudely nailed to a tree. He contemplates the shifting of the sands, the hungry gleam in vultures' eyes, and the sweet brutal revenge he must take. Break free in as dramatic a way as possible! Your adventure begins!

Within 15 seconds of playing, you'll have savaged the local wildlife, defiled ancient ruins, and most likely off about a dozen evil warlocks just by being alive. A few steps later you'll already be discovering secrets as you bash through cracking rocks to uncover coins, gems, and... meat! Collect treasure for score, and replenish health by eating strange meats you find hidden in crevices, or even just laying on the ground! Fearsome barbarians eat whatever they want!

Battle wizards and their beastly minions! Punch rocks until they turn into diamonds! Hack away at vicious armored soldiers intent on slaying you and taking away your totally sweet loincloth! Discover wondrous and deadly ancient mechanisms! Tame ferocious beasts! Flex your guns and pecs indiscriminately! Dangle from chains 1-handed like a true badass! Handle explosives with little to no care whatsoever! Dodge snake-based traps, the most fiendish kind of traps known to man! Experience love, lust, and loss! Followed by triumph! Possibly followed by even more lust, the most important emotion!

All this excitement (And more! So much more!...eventually!) is packed into an experience just under 2 hours long, with 3 more adventures (episodes) to follow once they're finished and released by the developer. All future episodes will be available to you for free by buying this game (Episode 1), with the second coming very soon as of the time of this review (and I use the term "review" loosely!).

If you can't wait that long because you're an impatient prick or have Restless Gamer-Finger Syndrome, this game includes an endless Horde Mode that strands you atop of a pyramid and pits you against an endless army of goblins, skeleton archers, and trolls! (Or possibly very large hairy barbarians, I can't tell, but they bleed all the same!) You might rage at the constant potshots the archers take, I find myself losing most of my health to them, but YMMV.

Enemy variety is alright, we'll probably see different enemies in the upcoming episodes. I'm more annoyed that there aren't that many enemies hanging out in the main game's levels. However, the ones that are there are strategically placed for a challenge, and Horde Mode has all the mobbing you could want.

Enough combat moves are available to keep you alive, but face it, all you really need is that badass Elbow Drop! Snake getting grabby? Elbow Drop! Need to deflect a barrage of arrows? Elbow Drop! Vulture trying to eat you? ELBOW DROP IT OUT OF THE SKYYYYY!!!

The other moves are your basic slash attack, a useful 3-hit combo that sends enemies flying, an overhead swing useful for crowd control and deflecting arrows, and a midair spinning attack that multihits (I find it hard to pull off, the timing is weird). Check the Steam Community Discussion page for more info on the attacks. The main game is easy enough to play through with just the basic attack and occasional 3-hit combo, the extra moves are more for Horde Mode survival.

What else, what else... oh right, buy this game! The music fits the bill, the levels are well designed so they aren't monotonous, secrets aren't terribly hard to find thanks to the level design "hinting" at them, boss fights are entertaining, there are nekkid ladies, and that's about it. It's a simple and fun game that I'm sure is far from simple and fun to make, so throw your money at the developer so he can crank out those other Episodes.. Awesome game, and Three more episodes coming! To me it felt more like a hybrid of 8 and 16bit, as opposed to just an NES title, as many suggest. Really tight and fluid controls - I never died and screamed at my controller. Kickass music, some humorous scenes. Has Wallchicken. Has Epic boss battles.

Honestly I wasn't impressed at first but it just got better and better. This episode took me about two hours, but I enjoyed it enough to want to go through again and see if I can raise in the leaderboards, maybe even do some Horde Mode. Even at 2 hours, with 3 more episodes it will hopefully add a good amount of time, and I'm actually hyped to wait for another.

If you're an Oldschool Gamer, this is not a let-down.. Play this game. It is Conan incarnate! Bring doom upon the sons of Set, as you were meant!. Like crunchy neoretro? How about swords and sorcery? Tongue-in-cheek humor too? Then this leathery tough pixel platformer is just for you! Tiny Barbarian is a bit much for most of the kids in the crowd, but all you aging NES brats who burn a candle for Robert E. Howard will cop a stuzzy high from it.

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LOVE IT!

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