
FranknJohn Full Crack [Xforce]



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About This Game

FranknJohn is a horror inspired action roguelike, where your head **is** your weapon! Young FranknJohn is a failed experiment of a demented scientist, Dr Harmin. He wakes, with no memory, in a cell, with a head that can only stay on his body with the help of a chain. FranknJohn is far from helpless however, as his flaw becomes his strength - he can swing his head wildly round to smash away the plethora of strange creatures that roam the house of horror...

Current Features

- Smash enemies with FranknJohn's weaponized head
- Experiment with 20 different Skullcaps that alter gameplay in many different ways
- Huge skill tree. Collect Dr. Harmin's mysterious ooze and use it to upgrade your body and mind
- Randomly generated environments. A new experience with each new life
- Local co-op - play with a friend!
- Battle through the first area two areas of the game, "The Garden of Denial" and "The Furnace of Anger"
- Perma-death, challenging enemies will test the sternest of players

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- Glorious soundtrack by Ben Prunty (FTL/Gravity Ghost)
 - Pills to temporally upgrade your stats
 - Explore FrankJohn's underground hideout

Planned Features Content

- More areas - The Cistern of Depression and the final showdown with Dr. Harmin in the "The Lab of Isolation"
- More variety, challenges and secrets - We have lot's of fun stuff in store
- More Skullcaps - these are so much fun to make we want to keep making them forever
- More enemies - Each new area will have roughly the same amount of enemies currently available
- More bosses - Dr. Harmin's most prized creations are being readied for battle
- More glorious soundtrack by Ben Prunty

Bug Fixing

- We have put a lot of effort into making sure FranknJohn is as bug free as possible, however the game is in Early Access so it is unavoidable. We will do our best to squish them as soon as they present their ugly heads.

Balancing

- A game like this lives or dies on it's balance, so expect a lot of tweaking to occur throughout Early Access.

Title: FranknJohn
Genre: Action, Indie, RPG, Early Access
Developer:
bitSmith Games
Publisher:
bitSmith Games
Release Date: 4 Mar, 2015

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Minimum:

OS: Windows Vista/7/8

Processor: Intel Core i3 or AMD equivalent or better

Memory: 2 GB RAM

Graphics: Intel HD 4400 or Nvidia or AMD equivalent or better

DirectX: Version 9.0

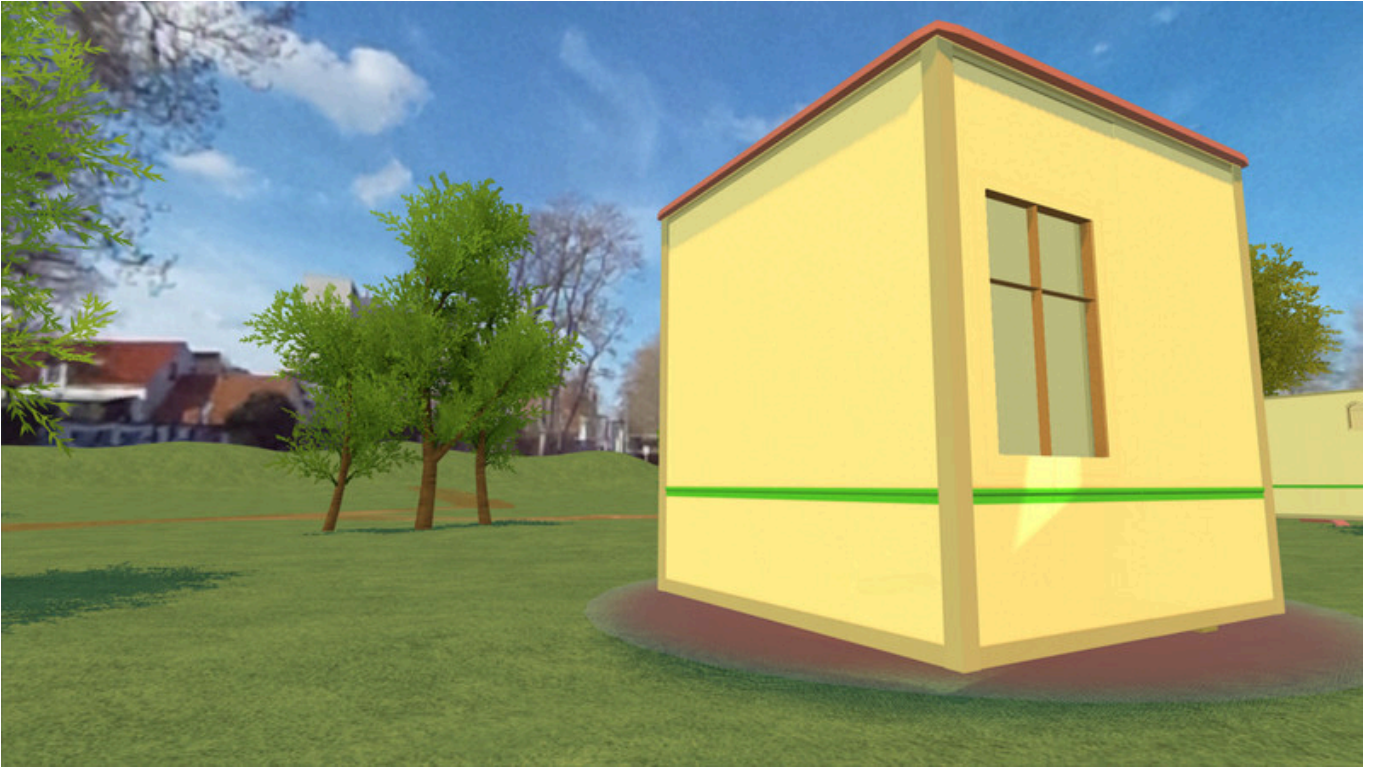
Storage: 516 MB available space

Sound Card: DirectX compatible Sound Card

Additional Notes: Should work on Windows Xp but not officially supported

English







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This is dlc for Princess Evangile. You can get P.E. from Magna Gamer or a censored version from Steam. It would be foolish to buy this unless you have read P.E. Get P.E. and if you like it get this and if not save your money. To make it real simple this v.n. is like the first season of Game of Thrones and the most recent season bundled together with none of the seasons in the middle.. If you like RPG fantasy and Total war series all in one game this is it. I liked this one a lot. Also the expansions.. NEPGYAAAAAAAAA. Its an older game, i was going to let them pass.....NO LEAVE THEM TO ME.. Been waiting for a new game from these guys for so long! The puzzles are hard, the ambiance is spooky, the story is interesting. A good old style point and click game that drags you in and makes you want to play more and more; Should definitely give this one a try.

frankly i would not recommend this game in the slightest. this game was a total let down due to the lack of content. i beat the game in 3 hours and half of that was me just screwing around exploring. I'm quite disappointed i paid \$20 for this and I can't even return it now.. A cute and lovely story-telling game, not worth 10 but I got it on sale for 5 and that is worth it. The sound is very well done, a capella, really adds sphere:

and for everyone who says the game is too short, there are several paths you can take not just one so the game is made to play through several times.

I've had 3 paths, in a little less than an hour, so I think there is 2-3 hr gameplay in this game.

Play it if you're looking for a simple, cute, minimalistic, story-telling game.

If you're looking for challenges, tough puzzles, very deep story telling than this is not the game for you.. Simple game, not much to it. Kinda fun for the first few levels then it's just rinse and repeat. Also the input lag is really bad. Not worth 20 bucks that's for sure.. Surprisingly fun.. After beating the game, I feel I can chip in my two cents about it.

Story, setting and general content has been covered by the product description and other reviewers, so I'll refrain from going through all that again and instead focus on the good and the bad.

PROs

- + Quite a unique setting - only other game that comes anywhere near it seems to be Kairosoft's Dungeon Village
- + Decent graphics for such a small game - no great animations, but the texture quality is really okay
- + Light-hearted humor - I love me some smiles and chuckles while playing
- + Actually really nice music - normally, I'll turn of music within minutes. Here I didn't. Says something, at least for me.

CONs

- Lack of variety - it feels kind of repetitive to organize your heroes and thus makes the game very shallow
- Becomes a drag after the early game - after you research everything and equip your heroes, you spend most of your time waiting for the next thing to happen. Which often felt to be too long.
- The end - while I didn't expect much of a story (and didn't get one), the end was very... unsatisfying, especially after the long and forced wait until it actually triggered.

Conclusion:

It actually feels difficult to give a simple "yes or no" answer to the question whether I recommend this game.

It has its weaknesses. Annoying and very time-consuming weaknesses. It lacks depth in terms of content and possibilities. If you're into complex simulations, steer clear of this, you'd be disappointed.

However, if you're looking for a quite entertaining simple little pastime in a unique setting, you'll probably get your money's worth. I feel like I did. That's why it gets a thumbs-up from me.

. Did you play Street Fighter 2 as a kid and never get to pick Akuma? Well now you can. It also comes with 5 other fighters, battle outfits and more free color choices. Great package.. more like..... i dont ♥♥♥♥ing know. A beautiful game, with well-designed UI and a 30-second learning curve. Much thought went into the ambience, the music, the tone and presentation. This game is polished in a way that few games in its class are, the rough corners sanded down to create a truly pleasant experience second only to Osmos, IMHO.

So it was a surprise and annoyance to find that the level of care and creativity that went into making the game didn't map over to the pacing of the game. The first two sections of the first level are excellent, everything I could ask for in a casual game like this. Then the third section, the 'Spikey Rivers', jumps several orders in difficulty. You must navigate a slim river, without touching the sides, as it goes through a dozen hair-pin turns, another dozen tricky rapids, and ever-changing water currents coming out of nowhere, and if you touch the sides once you get sent back to the start of the river.

After the 20th try, I shut the game down and looked online to see: is it just me, or did the game really jump from something kids can play to something experienced hardcore gamers are abandoning after unsuccessfully navigating the Spikey Rivers? As it turns out, it wasn't just me. Every page of reviews I looked at, from many diverse sources, was full of posts filled with words like "frustrated" and "ragequit", and people resignedly abandoning the game because you cannot proceed further until you finish the Spikey Rivers quest. The pacing in this game - in the 3 parts of the first level that are all most people ever see - is analogous to being taught to play checkers, then to play Osmos, then being told you can go no further unless you master Russian Roulette. If you think I am exaggerating, look up any other review... the only ones saying they didn't stop playing after the frustration of the Spikey Rivers either say they'll try again later, or say they won't play again until the makers fix The Problem. But aside from giving players the ability to treat some quests as optional, I don't see how they can fix it. The game is beautifully and consciously designed, every part fits the rest perfectly. Except for the part where any fun you were having falls down the oubliette never to

be seen again.

Loads of promise, a few fun levels, and then... that.. This is so cute.

Play as the cat, direct the human to solve the puzzles by meowing and breaking things.

Simple, elegant and cute.

<https://youtu.be/vwMsXs4l8DQ>. Made bad choices and died :/ Would play again to hopefully not die.

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