Ku: Shroud Of The Morrigan Crack Cd

Download >>> http://bit.ly/2HZOhie

About This Game

Forged from an ancient tale of Celtic mythology. An action-adventure set in a future Ireland devastated by technomagical war and economic collapse, humanity clings on by using the remnants of technology that survive. When their ancient spring of life begins to fail, an unwanted orphan child must leave the safety of his villages' mountaintop refuge. With only an ancient sword and a mysterious metal glove, he ventures into lands unexplored and twisted by strange ancient powers.

Features

- Celtic-punk – a fusion of Celtic and steampunk aesthetics

- A rich and intriguing world, brought to life by beautiful hand-drawn sketches, lovingly painted and animated in high resolution

- A lush world populated with strange creatures and vicious enemies, born in the cauldron of war

- Fast-paced combat and epic boss encounters

- Combat Arena with unlockable arenas and high scores

- Critically acclaimed original soundtrack – Music from Irelands premier independent electronic artists

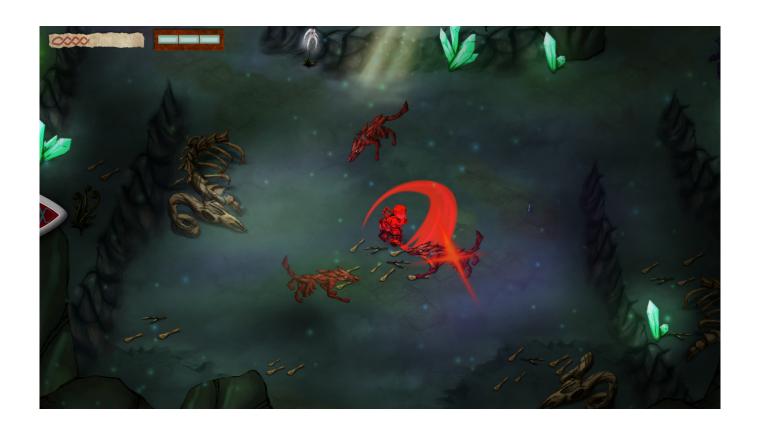- Play in Irish – a full Irish translation of the game.

Title: Ku: Shroud of the Morrigan
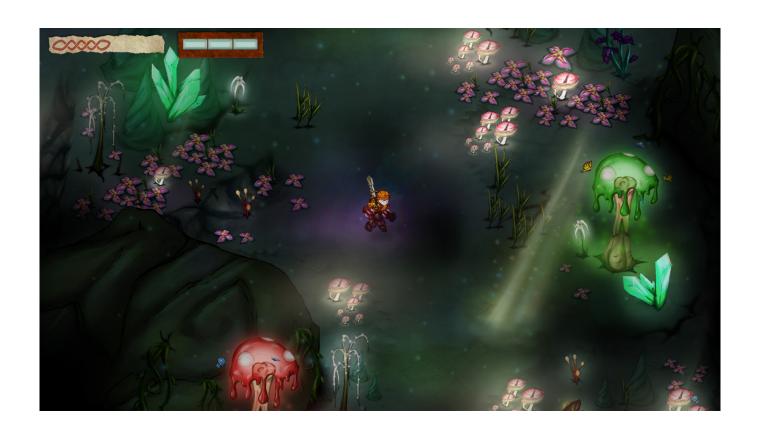Genre: Action, Adventure, Indie
Developer:
bitSmith Games
Publisher:
bitSmith Games
Release Date: 17 Mar, 2014

7ad7b8b382

English

ku shroud of the morrigan. ku shroud of the morrigan. ku shroud of the morrigan apk. ku shroud of the morrigan apk

This game looks like it is a blast, seems like an Irish Bastion right? It turns out to be a terrible port and not worth a 5 dollar price.

Pros:
-Intriging story
-New setting
-Great art style
-Intresting concept

Cons:
-Terrible textures, texutes don't all match, some have darker outlines and some don't, no shadows, everything looks flat
-Poor sound effects, I had to turn down the footsteps, they are not smooth and the chain hit sound blasts louder than the others
-Horrible controls, says full controller support but I had issues with the controller sticking and the buttons it says to press dont work (example it said to push "a" but the actually button was the trigger) also it wanted me to middle click which is not intuitive at all
-Dialouge boxes don't work well, I had problems navigating through the lines and when they closed they would flash for a frame or two
-Dialouge is written like a tumblr fan fic, early on the dialouge said " *Ku walks forward and raises his had* " which brings us to our next con
-Animations are not smooth, they don't flow with the movment and the cutscenses are just controlled walking.
-Music played by the early npc musicians was incredibly repititive, literally 4 seconds and looped for multiple npcs. I did not hear any other music after this so I do not know the quality later on
-Dialouge is written is a script like context, instead of a box at the top it says like "Culan: Ku, blah blah blah" and the name is the same color as the rest of the text.

This game is a tossed together ios port with an asking price that is not worth it. I could recommend the game at around $2.50 but not at $5, This was written on March 17 so the game might get future updates to improve. I would love to play this game but the flaws are too much at this current point. I hope they update to fix some of these issues.. The visual design is typically nice, unique and artistic. However every other aspect of this game... from sound design to npc interaction to core gameplay is unremarkable and leans toward being annoying. Your money can be better spent elsewhere.. Ku:SOTM is a point and click action and puzzle game in which you control Ku, a 12 year old troublesome boy who is sent on a quest to retrieve a ring of power to keep your village sustained with energy. Filled with puzzles, combat and set in a unique world it's surely a winning recipe, right?

When you first emerge from the tunnels you are greeted with a colourful, friendly village full of interactive characters (make sure you speak to them all and you will be rewarded with an achievement). Speaking to them provides you with information about the main protagonist Ku who is an unruly youth constantly getting himself into trouble. Your first mission is to head out to find the leader of the village. Once you speak with him about the ring that went missing, he explains that it is the main energy source for the village and without it they are doomed. That is where your quest begins, you are ordered to head into the wilderness and hunt down a replacement ring from the North.

As you travel through the lands you are pitted against a variety of enemies and puzzles that block your path. You must hack and slash your way through your foes and chain together combos in order to do more damage and finish them off quicker.

The combat system actually turned out to be a lot of fun as it involved quickly stunning enemies, getting as many hits in as possible and then diving back out before you get hit. This can lead to some very tense albeit short battles that involve you having to be brave and tactical. The Combat Arena takes the combat to the next level pitting you against constant hordes of enemies to win score based on the number of enemies you defeat and rounds you clear. There are 4 levels to be played within the Combat Arena, each of which gets progressively more difficult. There is a leaderboard function on the game also, for you to compare your standing in the world however it was not working at the time of writing.

As I mentioned the game does not revolve entirely around the combat, there are in fact puzzles to solve in order to progress through the game. Although incredibly simple to solve they do offer a well needed variety to the game. They usually involved

dragging an item with your mouse, or hitting certain posts to open a door, nothing too challenging but fun all the same.

The whole game is controlled by only the mouse which in fairness was all the game needed. You left click to move and attack, right click to roll\/dodge and hit the middle button to fire your stun laser. Unfortunately the controls do feel clunky at times, especially when you are in the middle of combat and you really need to react quickly!

Musically the game felt very vacant and desolate. The music that was playing in the background was generally quiet and didn't really create much of an atmosphere. A large portion of the time I found myself concentrating more on the sounds of my own footsteps than the music itself. The only real exception to this is when you are in the village and you stand near someone playing an instrument.

Artistically is where the game really shows it's true potential. The artwork in this game is brilliant with some very interesting character designs, however the graphics really don't do them justice. Its a shame really as the game shows some true artistic potential which really hasn't been utilised.

Overall I think the game had a lot of potential but unfortunately it wasn't able to capitalise on it's strengths. The price at time of writing is \u00a33.99 on Steam which isn't too steep but it could do with being longer. Taking only around 2 hours complete you barely feel as though the game has begun when the end credits begin to roll.

5\/10 - Fun to play while it lasted but could do with polishing.. I purchased this game as it mentioned it was available in Irish language (Gaelige). It isn't often one finds a video game available in this langauge and as a language learner, it can be helpful to immerse yourself in the language. This includes taking advantage of entertainment in the language you are learning.

The language use is great. The game play is straight forward and am looking forward to playing more of this game.While I can understand some of the concerns reagrading the audio track, I would still recommend giving this a shot.. The game has nice art, but everything else sucks horribly.
* the engine is so bug-ridden that it took a lot of creativity to be able to finish it, even though it is very short (probably possible to finish in two hours, if not for the bugs). The protagonist gets stuck in walls, walks to the wrong place and dies or gets stuck during cinematics, quest progress is reset when leaving an area (e.g. at the beginning do the tasks required by the weapon master, leave the area and return; the guards once again won't let you leave the camp and you have to do all the tasks once more). The controls are erratic, evasive action does not work half the time.
* the enemies are boring, there is absolutely no challange in fighting them, even before obtaining the ranged weapon. The bosses take a lot of hits, but still do not require anything more sophisticated than attack-evade-repeat.
* there is barely even an attempt at creating a story, you are just told to go and do stuff and you go and do it, without any attempt at explanation or involving the player emotionally. Also, as nice as the visuals are, just throwing in a bunch of random names from Irish mythology is not world-building. The game is very short, and just stops halfway ("to be continued" - I would expect the description to at least mention that you are only buying episode 1).. I purchased this game as it mentioned it was available in Irish language (Gaelige). It isn't often one finds a video game available in this langauge and as a language learner, it can be helpful to immerse yourself in the language. This includes taking advantage of entertainment in the language you are learning.

The language use is great. The game play is straight forward and am looking forward to playing more of this game.While I can understand some of the concerns reagrading the audio track, I would still recommend giving this a shot.. Before you read the review be warned that I will be grading this on an "Indie curve" meaning less than 5 developers

Sound 5\/10

The sound is position based and is confusing as to the point of origin of the sound most of the time, not to mention the sounds are comparitive to sound samples from a bad EDM song.

Battle system 6\/10

Lacks any real depth, and most of the battle system is learning how to bug the enemies out so they can't hit you. Also your primary "slash" attack has the awesome ability to get you stuck in walls and in other places you don't belong and can't escape.

Bosses 2\/10

The bosses of this game are all incredibly easy and short lived, and feel like normal enemies, except the final boss which felt more like the first real boss in the game, but still exceptionally easy. One of my major complaints is you don't heal your health after a boss though.

Artwork 9\/10

The art is gorgeous and was my primary attraction to the game, however it is hindered by bad coding to fit different screen resolutions and can look a little distorted depending on the resolution you are playing in, which disappointed me greatly.

Storyline 2\/10

I started out with a great concept of what needed to be done and I talked to the whole village. I was continually disappointed by how everyone didn't react to any changes in the plot at the start, or the fact you had a sword. Then after you left the village none of it really related to the rest of the game and soon as you finish the "prologue" there wasn't really much of anything to the story besides run through a bunch of areas as fast as you can, and if you want, kill some enemies. Sure people would talk, but it didn't really mean much of anything, and made no real sense when you string all the sequences together. This is disappointing for an indie action adventure game as one of the easier tasks is to write dialogue that makes the story actually mean something and connect the pieces.

Bugs squashed 3\/10

contains spoilers

One of the major things I have always looked for, be it a flash game, or a normal game, is both major and minor bugs that inhibit the game, as well as exploits, crashes, etc. Well your main slash ability can put you in an area you can't move, enemies can sometimes still hit you even if you dodge roll away, double dialogues to someone that you're only supposed to talk to once, at the start of the game if you leave the sword training area you have to go through the whole screen's process again including all the training to get through the gate. In the final boss the "laser fields" are sometimes passable and sometimes not, and sometimes enemies get stuck on them making your slash the only way to get to them, leaving no way back if you don't leave an enemy around to slash to. Also at one point after exiting and reentering the game to get around this I had no HUD and couldn't see my health, which was great after the boss when I died first hit to one of the small mobs. Also as another note, in my display resolution (1366x768) I couldn't see discriptions for the hover overs in the escape menu either.

end spoilers

Overall 5\/10

Between the bugs, the general ease of the game to beat it in <1 hour of time, and the lack of engaging story, I rate this extremely low, even with an indie curve. Some may not share my sympathies, but this could of been polished a lot more to make it far better than it ended up being.. I really liked this game. Yeah it is short, but it is interesting and different. The idea is very itresting and sad showing a deep and pleasurable experience that shows in some ways the plight of the Irish and celts in general. Can't wait for part 2 and considering this game is 5 dollars why haven't you bought it.

Poor Steam controller support (though it's marked otherwise), clunky gameplay, and derivative writing. Nothing to see, here.. Before you read the review be warned that I will be grading this on an "Indie curve" meaning less than 5 developers

Sound 5\/10

The sound is position based and is confusing as to the point of origin of the sound most of the time, not to mention the sounds are comparitive to sound samples from a bad EDM song.

Battle system 6\/10

Lacks any real depth, and most of the battle system is learning how to bug the enemies out so they can't hit you. Also your primary "slash" attack has the awesome ability to get you stuck in walls and in other places you don't belong and can't escape.

Bosses 2\/10

The bosses of this game are all incredibly easy and short lived, and feel like normal enemies, except the final boss which felt more like the first real boss in the game, but still exceptionally easy. One of my major complaints is you don't heal your health after a boss though.

Artwork 9\/10

The art is gorgeous and was my primary attraction to the game, however it is hindered by bad coding to fit different screen resolutions and can look a little distorted depending on the resolution you are playing in, which disappointed me greatly.

Storyline 2\/10

I started out with a great concept of what needed to be done and I talked to the whole village. I was continually disappointed by how everyone didn't react to any changes in the plot at the start, or the fact you had a sword. Then after you left the village none of it really related to the rest of the game and soon as you finish the "prologue" there wasn't really much of anything to the story besides run through a bunch of areas as fast as you can, and if you want, kill some enemies. Sure people would talk, but it didn't really mean much of anything, and made no real sense when you string all the sequences together. This is disappointing for an indie action adventure game as one of the easier tasks is to write dialogue that makes the story actually mean something and connect the pieces.

Bugs squashed 3\/10

contains spoilers

One of the major things I have always looked for, be it a flash game, or a normal game, is both major and minor bugs that inhibit the game, as well as exploits, crashes, etc. Well your main slash ability can put you in an area you can't move, enemies can sometimes still hit you even if you dodge roll away, double dialogues to someone that you're only supposed to talk to once, at the start of the game if you leave the sword training area you have to go through the whole screen's process again including all the training to get through the gate. In the final boss the "laser fields" are sometimes passable and sometimes not, and sometimes enemies get stuck on them making your slash the only way to get to them, leaving no way back if you don't leave an enemy around to slash to. Also at one point after exiting and reentering the game to get around this I had no HUD and couldn't see my health, which was great after the boss when I died first hit to one of the small mobs. Also as another note, in my display resolution (1366x768) I couldn't see discriptions for the hover overs in the escape menu either.

end spoilers

Overall 5\/10

Between the bugs, the general ease of the game to beat it in <1 hour of time, and the lack of engaging story, I rate this extremely low, even with an indie curve. Some may not share my sympathies, but this could of been polished a lot more to make it far better than it ended up being.. This game is no a good no good not even as an adventure.. It's a neat look and concept, but really

doesn't deliver on the promises. Too short, very linear with no ability to backtrack. But the worst thing is the controls. Offers full controller support, but the first controller I tried required both analog sticks just to move, and while the second didn't have that problem it was still difficult to operate. There is no in-game controller configuration, and I ended up having to use the mouse for ranged effects while moving with the controller (which is about as awkward and irritating as it sounds). Could still be a good game with some tuning, but it's unfinished and only marginally playable.. Graphical style and quality are very good. sadly can't say much more as the control system is horrid. 360 game pad sometimes works sometimes doesn't. Though not a \u00a330 AAA title i still expect games to atleast be polished enough to work as advertised. Sorry can't reccomend at the moment. save your money until it's either patched and fixed or buy a different title.. A pathetic hidden object game.. Ku:SOTM is a point and click action and puzzle game in which you control Ku, a 12 year old troublesome boy who is sent on a quest to retrieve a ring of power to keep your village sustained with energy. Filled with puzzles, combat and set in a unique world it's surely a winning recipe, right?

When you first emerge from the tunnels you are greeted with a colourful, friendly village full of interactive characters (make sure you speak to them all and you will be rewarded with an achievement). Speaking to them provides you with information about the main protagonist Ku who is an unruly youth constantly getting himself into trouble. Your first mission is to head out to find the leader of the village. Once you speak with him about the ring that went missing, he explains that it is the main energy source for the village and without it they are doomed. That is where your quest begins, you are ordered to head into the wilderness and hunt down a replacement ring from the North.

As you travel through the lands you are pitted against a variety of enemies and puzzles that block your path. You must hack and slash your way through your foes and chain together combos in order to do more damage and finish them off quicker.

The combat system actually turned out to be a lot of fun as it involved quickly stunning enemies, getting as many hits in as possible and then diving back out before you get hit. This can lead to some very tense albeit short battles that involve you having to be brave and tactical. The Combat Arena takes the combat to the next level pitting you against constant hordes of enemies to win score based on the number of enemies you defeat and rounds you clear. There are 4 levels to be played within the Combat Arena, each of which gets progressively more difficult. There is a leaderboard function on the game also, for you to compare your standing in the world however it was not working at the time of writing.

As I mentioned the game does not revolve entirely around the combat, there are in fact puzzles to solve in order to progress through the game. Although incredibly simple to solve they do offer a well needed variety to the game. They usually involved dragging an item with your mouse, or hitting certain posts to open a door, nothing too challenging but fun all the same.

The whole game is controlled by only the mouse which in fairness was all the game needed. You left click to move and attack, right click to roll\/dodge and hit the middle button to fire your stun laser. Unfortunately the controls do feel clunky at times, especially when you are in the middle of combat and you really need to react quickly!

Musically the game felt very vacant and desolate. The music that was playing in the background was generally quiet and didn't really create much of an atmosphere. A large portion of the time I found myself concentrating more on the sounds of my own footsteps than the music itself. The only real exception to this is when you are in the village and you stand near someone playing an instrument.

Artistically is where the game really shows it's true potential. The artwork in this game is brilliant with some very interesting character designs, however the graphics really don't do them justice. Its a shame really as the game shows some true artistic potential which really hasn't been utilised.

Overall I think the game had a lot of potential but unfortunately it wasn't able to capitalise on it's strengths. The price at time of writing is \u00a33.99 on Steam which isn't too steep but it could do with being longer. Taking only around 2 hours complete you barely feel as though the game has begun when the end credits begin to roll.

5\/10 - Fun to play while it lasted but could do with polishing.. It's a neat look and concept, but really doesn't deliver on the promises. Too short, very linear with no ability to backtrack. But the worst thing is the controls. Offers full controller support, but the first controller I tried required both analog sticks just to move, and while the second didn't have that problem it was still difficult to operate. There is no in-game controller configuration, and I ended up having to use the mouse for ranged effects while moving with the controller (which is about as awkward and irritating as it sounds). Could still be a good game with some

tuning, but it's unfinished and only marginally playable.. The visual design is typically nice, unique and artistic. However every other aspect of this game... from sound design to npc interaction to core gameplay is unremarkable and leans toward being annoying. Your money can be better spent elsewhere.. Couldn't stand playing for more than about 10 minutes of this game. The first 5 minutes I've noticed some bugs like the steam pipes which were supposed to throwback your character, could be walked above without throwing the PC. Also the animations are badly made, like half of the frames were missing.

The movement is clunky, the dialogs are silly and from the little time I've played, seemed that this game was supposed to be something like Bastion, but it doesn't get any close.

I was sad when I played it because I was following this one since greenlight and I had good expectations. Too bad the game looks like it's unfinished and its features aren't well implemented, like the glove thing. Could be more fluid but it's a pain to control it.