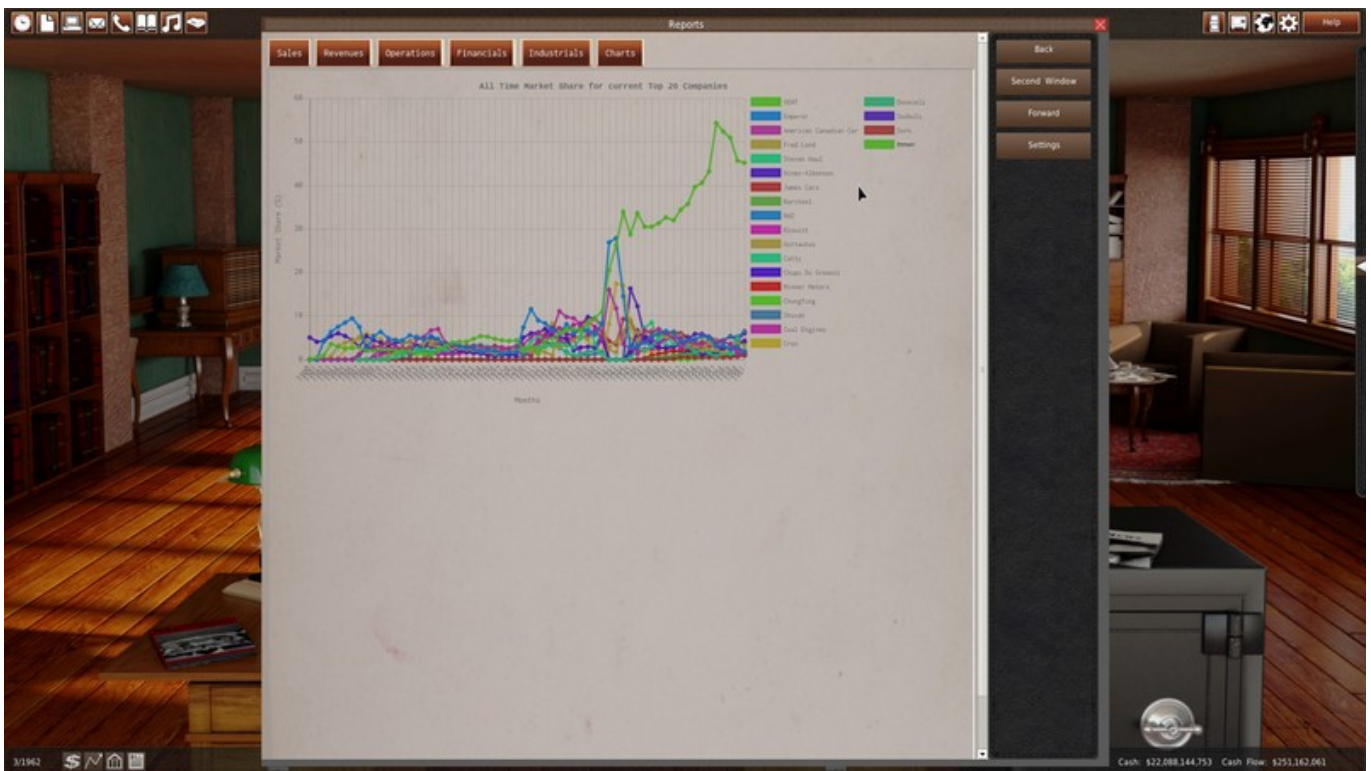


Asteion Nights Download] [portable Edition]



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About This Game

Since this work is RPG McVV work, the following functions can be used.

F4: Screen Entry / Unlock Entire

Orthodox RPG.

Preparing the equipment in town
Unlock the trick of a labyrinth with crystal
Battle with enemies with magic and skill
I will know about myself.

It is RPG of such common dot picture.

- Powerful boss to protect crystal is emerging
- There is a secret room in the dungeon
- Solve problems and mysteries such as keys and switches
- And the story reaches one end

Title: Asteion Nights
Genre: Casual, Indie, RPG
Developer:
sekuharazamurai
Publisher:
KCG
Release Date: 28 Feb, 2018

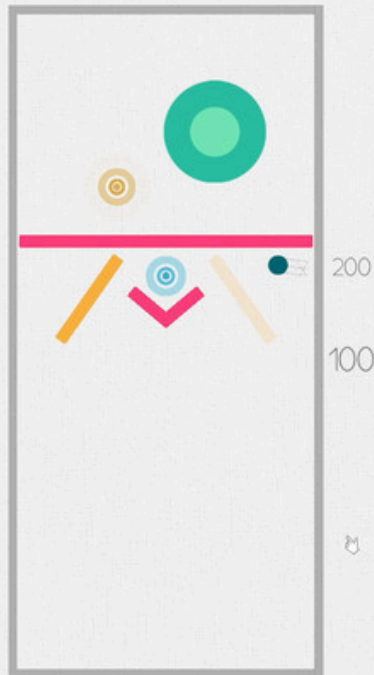
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English,Japanese



Leaderboard

1)	Dragonborn	2864
2)	Viper	2853
3)	Goblin	2716
4)	Hot Box	2671
5)	FisherMan	2453
6)	Mastodon	2304
7)	Vulture	2131
8)	Horsehide	2016
9)	Helmet	2012
10)	Longhorn	2000
11)	Wishbone	1727
12)	Meat	1671
13)	Hose	1555
14)	Bear Sam	1542
15)	Jack	1397
16)	Hammerhead	1301
17)	Prawn	1204
18)	Tackle	1186
19)	Raptor	989
20)	Canine	966
21)	Sticks	965
22)	Highlander	941
23)	Sabre-Tooth	850
24)	Ratman	842
25)	Yak	823



LEVEL-76

202





asteion nights

This game is pure fun!!! I very missed the voice-over, but the sounds and musics are fantastic! Recommended for every Bud Spencer and Terence Hill fan!!! As a Kickstarter backer I have to say it worth every penny!. Never before have I hated the letter I as much as I do now.. I picked this game up on sale and I'm kinda disappointed i did. Not because the game was bad, actually more the contrary, I felt like I wanted to give the developer more for what I played.

I've never played any of the original Castlevania games, so I don't have any context from them (Other than what i've seen in videos) and although I can confidently say this is definitely a different type of game, I can also say that I loved it every second of the way through.. This game is fantastic, and I would definitely recommend buying this game (or a previous PCM game) if you are a cycling fan. Make sure to download a "real name" database from the workshop, they are an absolute must for me!

There are some real improvements over the last PCM I played (2016). Gameplay during races feels much better, it is now a lot harder to win. Races in pro rider mode are much more entertaining with the rider development where you gain xp for completing "race goals".

While these improvements are significant from PCM 2016 and probably PCM 2017 I am not sure they justify the full retail price for what feels like the same game. The commentary during races has now been the same for many years, and by now has become very annoying!

I bought it during a sale with 75% off and that was definitely worth it.

. Cuco means.. lots of fun!! :)

Finally, a nice puzzle platformer like I love them, casual but also well-realized, with a nice soundtrack (which is definitely not something you can easily find around these days) and most of all a satisfying gameplay, which can easily catch you both as a casual player and as a hardcore puzzle platformer player :)

What is Cuco about?

Basically, we have many short levels taking place in a single environment - hence the absence of graphics settings; it's everything simple and relaxing, and it must be played full-screen as it comes.

You'll always start as a single block (by the way, you can play this one only with your keyboard and you'll be perfectly fine) which you can rotate with the directional keys - you basically want to put out a square with an empty side, just like a magnet. They will all be your main character, jumping around the screen and getting to the end blocks, but their direction will be fundamental since they'll throw a beam of light in the direction that you chose in the beginning, they will allow you to dash in one single direction etc. so even if the game is really short, it requires some strategy.

When you've chosen your small cube, you'll run and jump around with the directional keys and the X button, while the Z button will allow you to dash in a single direction. The game is almost 50-50 puzzle and platformer, so you'll have to deal with obstacles, walls, killing waters, I mean, the usual platformer obstacles, but also strong puzzle elements, with strategy and thinking included and of course, lots of restarts :)

By the way, a R for restart key would have been a nice addition, but it's fine as it is - basically if you screw up with your first cube, you have to manually use the directional keys until your base cube doesn't show "magnets" but rather a squarish symbol that means, well, restart xD

The game features lots of hints in a retro-style that I really enjoyed a lot, since they help you but they never make the levels easier.. it's like you're being guided and not left alone in learning the mechanics and so on, since you'll have new things by progressing through the levels, like combining dash and jump, bouncy platforms and so on (they look actually like blue mushrooms xD but graphics are definitely great if you're into a retro and colorful style).

The game relies a lot on keyboard controls and retro feelings, so really you must be into this state of mind - you'll control everything with your keyboard and you'll have no text at all for the whole game. But it's fine, in my view, although a little bit confusing especially for what concerns saves and checkpoints.

Anyways, it's short and this is its main flaw. It could have been way longer, with many more levels (we're at 15 real levels more or less and there are no editors or customization options) and with a better save feature - as it is, it can be easily played in just one session.

But for 0,99\$, this is way more than enough in my view to leave a highly positive review! :)

The game mechanics are really interesting, and in my 30 years many of them spent into videogames xD I've never seen such a puzzle/platformer. Nothing spectacular or brilliant of course, but everything's greatly realized and well-designed, there are no bugs or flaws and you'll need some strategy and thinking to get rid of the later levels, since for every level you'll only have a maximum of three single magnets/characters in order to get to/light up all the cubes/ends.

It's funny, and you'll learn everything by progressing through the game. For its price, it's definitely a refreshing title although a little bit short and with a complex save feature that could have been made much easier :)

i played this and it amazes me. the characters, the story mode, the stages, the music.
man. 10/10

also why isn't the soundtrack on steam Mr. Dan?. This a very cute puzzle platformer with good controls, cute graphics and some nifty ideas. And it has coop play!

The puzzles are entertaining and require some thinking, but should not be too hard. Most of them require figuring out how to do it rather than perfect execution (though some, notably the time travel puzzles, require a bit of precision).

Fun in cooperative play, if a tad on the short side. We did have some minor problems setting up controls with just the one gamepad, often requiring several attempts before the characters could be controlled properly, but since we got a second gamepad we have had no issues. It plays well with both keyboard and gamepad, it was just setting up which character used what that proved difficult.. Fun little on rails shooter. A lot of people seem to forget that this is a FREE 2 PLAY game.

And yes, the game has flaws, yes the game is short, yes more could be done.

But for me it was decent enough to give me some chills, and i know if the creator keep working hard

He is gonna improve !

+ Pros: Has a somewhat creep feeling to it
+ Free, fast and understandable!
+ A little story, not big, but gives the game meaning.

- Cons: Bad choice of font/handwriting (Hard to read at some points)
- Not enough time to read the papers
- Not a skip options if you want to replay and don't read.
- sloppy V bad flow while playing, feels laggy (specially outside) even at low graphics.
- COULD HAVE BEEN MORE. But keep learning!

I will give this a YES on recommend, no reason not to.

Check out my gameplay video in 2 parts, and tell me what you think yourself.

<https://www.youtube.com/watch?v=smJsEf-jWRU>. 5 Bosses and 52 new levels. Now costs \$5, but the game has been updated a few times, and you keep your progression from the original game (Keep getting stronger)

[Also adds special abilities that can be aquired by killing each boss :\)](#)

[8/10 for this DLC](#)

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