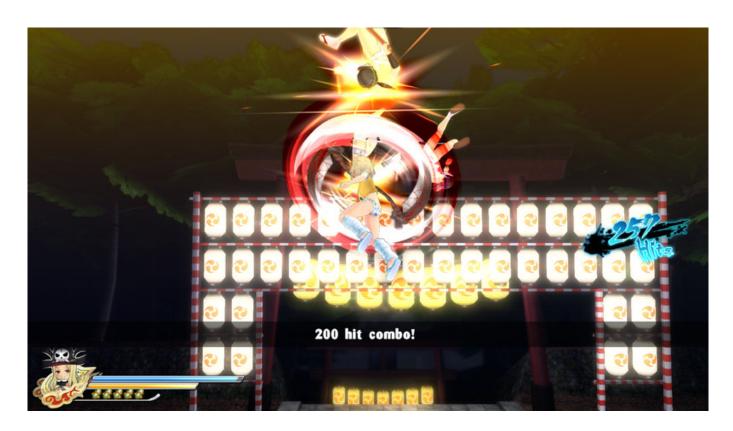
## DragoDino Activation Code [hacked]



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## **About This Game**

Fight your way to the top in DragoDino, an epic adventure set in an ever changing world!

Meet Bob, a DragoDino, and guide him through the 10 levels of the Forest Kingdom in a quest to recover his lost egg stuck atop a giant tree.

Explore and fight enemies to reach ever higher, collecting powers on your way up to help you in your quest. But be careful, the guardians you'll meet won't let you through that easily.

Mix and match power ups, play as various DragoDinos, taking advantage of each one's abilities. Enjoy 2 difficulty modes, plus a free mode to practice and improve. In solo or in co-op, rise to the challenge!

## **Key Features :**

- 10 levels
- 2 difficulty modes : normal (3 lives & checkpoints) / hardcore (1 life, no checkpoint)
- 2 playable characters with 2 skins
- 40 power Ups

- 50 enemies
- 3 bosses
- a local co-op mode
- a cartoon world
- 2 unlockable characters
- Special Items revealing Story Content
- original soundtrack

Title: DragoDino Genre: Action, Indie Developer: TealRocks Studio Publisher: Plug In Digital Franchise: Plug In Digital Release Date: 20 Jun, 2017

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English, French







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best fighting game, mortal kombat is my little pony compared to the savagery of this amazing title 11V10 should be \$60. Make more music. "Kalinka-Malinka" gets annoying.

Make the game more fair. I ragequit a few times.

Maybe make the background less of a pain.

More memes?

Add russian language support?. This was a really, really stupid My First RPGMaker Attempt kind of game. Humble was giving it away with sale purchases for some reason, but it was also not worth actual money, so there you go.

Anyway the plot is literally that people who live in cities are evil and people who live in the countryside are morally superior, and somehow living in a lush, idyllic woody setting surrounded by flourishing fields and wild animals is a form of oppression. The game wanted badly to tell a story about the poor being oppressed but couldn't even manage to figure out that maybe if it wanted us to think their lives were  $\forall \forall \forall \forall \forall \forall \forall i$  should make them  $\forall \forall \forall \forall \forall \forall \forall i$  instead of just making them whiny. The dialogue was just characters spewing laughably cheesey cliches at each other.

It was also badly made. For some reason you couldn't walk on aesthetic background tiles, so if there was a tile with like weeds on it you had to go around it, which meant every single map was a weird frustrating maze. The character sprites and the character portaits often didn't match -- the protag portrait wears a kimono, but for some reason her sprite is a sleeveless gown, for example. A+ attention to detail.

Anyway my favorite part was the opening where the protag's dad goes to the city gates and screams incoherently that he must see the king and then screams more incoherently when the guards are like, uh, no? And then they finally just shoot him because he's probably rabid or something. My second-favorite part was the two sisters named Marine and Marline, because why use two names for two characters when you could save energy by only using one.. Very cool game. 4 player local is sooo much fun. Its pure chaos and the best is you can enter the mech of the enemy. Slam dunk by cutting the rocket engine is also way to cool.. Game need more UI Elements and more Info for Quest.

Maybe Respawn of Zombie is to much :). going to be completely honest with you guys...

im kinda disapointed seen the dlc i was thinking hell yeah this is going to be awesome im going to be able to turbo cars and all that super charge cars and yeah

turns out theres only like 1 motor with a turbo.. theres no super charge upgraded no changable pullys for said super charger hardly anything for the i6 motor like come on guys... cant you just go all out for once... would be really really nice...

if u guys by any chance need some help hell message me... i have a tone of ideas for you guys that would make your game 110% better i can promise you that

on another note yes i do like this it dose change the game up abit im just disapointed on how little was in this pack really Reasonably solid, but the real value would be in multiplayer not single player. its good. i think i didnt even play it.. Open up the Steam folder...

> Tomoyo After

> Soundtrack

> Track 1, To the Same Heights

30 seconds later, crying.

Thank you for making this available through Steam, especially at such a good price & in both FLAC & MP3 (320kbps) variants. I hope we can also see the CLANNAD & Planetarian OST's available soon!. Not bad game. Is interesante I like it.. It's a good game. This game sucks so much... For 8 year olds and under.. Huh. For a free game I'm actually thoroughly impressed. I picked this up thinking it would be the dumb usual shovelware for Vive, but considering it's free, it's not bad. Having taken only 15 minutes to beat, I definitely wouldn't pay more than 2\$ for it. However, the gameplay is surprisingly solid enough that if it were more than an hour long, I'd actually pay upwards of 5-10\$ or so for it, which really isn't bad. The game runs remarkably smoothly compared to many worse-looking VR titles, the action is nice and responsive, and I felt immersed in the action. The game plays almost exactly like a classic arcade shooter. And I don't mean "arcade" like a steam "arcade" game- I mean this actually feels like one of the classic rail shooters that you play with friends at an arcade, paying tokens and being rewarded tickets. Surprisingly, very (VERY) few VR games actually take advantage of this type of game mechanic, clearly making the false assumption that it's not worth making it less immersive. The action makes you feel badass enough that it's borderline silly (similar to arcades- as long as you have good aim, you can see all the opponents collapse in almost an instant). Between the aesthetics, music, and action, this game feels \*exactly\* like a traditionalistic early 1980's sci-fi classic vibe. There are only two cons that I'd say are substantial:

 There are things that appear as fun, intimidating boss battles, of two kinds: A giant exosuit, and a powerful shielded knight. Apparently, the giant exosuit isn't implemented in the game yet, since shooting it immediately brings you to the next area without any fight. Although the shield knights would otherwise be badass, they go down in almost a single hit.
The reloading system feels a bit dumb. It's interesting- when you run out of ammo, a clip automatically appears in your nondominant hand and you have to slap it into the gun. This actually feels pretty cool. However, seeing as how bare-bones it is, I'd rather just press a button. I like it when vive games let you use only one controller. In this game, you need to use the second controller, but solely for this one purpose that isn't even necessary.

Overall, I've gone on too long seeing as this is a free game. I'd say it's 1000% worth downloading and playing. It's not spam, and I promise that it actually gave me a wholeheartedly FUN experience for a solid 20 minutes or so. It doesn't even take up too much disc space.. Funny story, great char's, worth a play for sure.

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