
FranknJohn Torrent Download [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

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- 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
 - 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 FrankJohn 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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Personally, I feel like this should have been an early access release as it has a lot of potential but I just can't recommend it in it's current state. I feel bad giving this a negative review as I appreciate this was made by a small team who have put a lot of effort into it but there are just too many negatives for me to recommend people pick it up.

Let's start with the positives:

- Decent level environments and graphics
- Great level of interactivity. There are a lot of small details, like being able to play fetch with the dog or cook a steak, that really add to the immersion
- Voice acting not too bad for a low budget game. Some voices are great and others are laughable (but that's the case for even greats like Skyrim).
- Good music in places
- I like the rhyme door puzzles.

Now the negatives:

- Combat has no weight to it and about 50% of my attacks didn't even land..or at least feel like they don't as the enemies barely react to getting hit. The enemy animations are very stiff and they usually do one or two of the same attacks that are painfully easy to block. I was really impressed a bit later in the game when I first fought a skeleton, as they were chaining multiple attacks together, which felt much more like a fight. Then I quickly realized they just chained together the exact same 3 moves over and over again.
- AI is very dumb. This ties into the above but there were plenty of times where enemies didn't even react to me, even when standing 5 feet from them. Projectile based enemies just stand on the spot and keep shooting at you until you hit them with about 7 arrows.
- The vast majority of the gameplay revolves around looting and finding runes. I thought that this was just for the opening of the game but it turns out each of the environments have loads of runes that you need to find to progress. These are hidden in trees, or on top of buildings, hidden in locked chests etc and it gets painful tedious, even by the end of the first area in the game. I would happily have paid for the game, even if it was half as long, if it had much better combat and a third of the rune finding/looting. This game is marketed as more of an action rpg but it's really more a looting game with some mediocre combat thrown in. Games like Gladius and especially Blade and Sorcery have really upped the anti and raised expectations for melee combat in games and those were both done by a single developer.
- Tacked on RPG mechanics.
- so so story

All in all, this game does have a lot of potential. The environments, graphics, interactivity and so on are a good starting point for a great game. It just needs to seriously work on amping up the action/combat, reducing the reliance on finding runes/looting and balancing. If this game had blade and sorcery's combat, AI and physics and focused more on the action than runes then it would be a classic VR experience.

I hope the devs take this as constructive criticism and not as a rant. I really do respect what you tried to achieve and was really looking forward to the game. I just feel like it needed a lot more time in the oven before release. Fingers crossed you've made

enough from sales to really invest in the game and/or your next project.. this game is really good and i believe that it is going to be better. Now this is a casual game. You can play it for 5 minutes, not even, and then shut it off to come back hours later to find them only a few "years" older or you can leave it for a day and it's the same thing really. I'm on the second generation and I still haven't purchased all upgrades. O_o. Saw the positive reviews and thought it'd be a fun game to pass some time. Realized about 10 min in that the entire game and all possible progression is entirely luck based. Having a good run isn't based so much on skill as it is on getting a sufficient number of powerups to randomly spawn, and not having too many of them be wasted on the useless ones like the missiles or the temporary enemy slow.

Yes it's cheap, but I know of dozens of better mobile and flash games that are not only more fun, balanced, and engaging but also free. I probably would've gotten more enjoyment spending the money on a king sized snickers.. Bob was hungry but he also died a lot. 10/10 platforms. A nice add-on for flavor.. Pros:I can't get enough of this game! Beautifully designed graphics and nice gameplay. Also the battles are huge! Should keep me playing for a long time.

Cons:Can be a bit hard to learn for some(I got it really easy because I play lots of these games). Was expecting♥♥♥♥♥tier game, actually first game i didn't get earraped when opened.

10/10 Its pretty fun. I apologize devs if I played an earlier, crappy version, but I did not enjoy this. I did play for several hours because I wanted to give it a chance, and I figured there was more to the game than I knew. But no, what you see is what you get.. This isn't usually my type of game, but a friend suggested it. I'm glad I gave it a try. Super neat!

I like the game... but the multiplier is so laggy please if anyone has a fix or can help please let me know.. Once again the player takes control of Frederic Chopin, now transformed to a hip rockstar, who must rescue his three muses from an(other) evil villain and, same as the first game, must battle through a group of global musicians who stand in his way.

It seems that the developers were going for an original take on the music for the game(there are no remixes of Chopin compositions here, unlike the first game). The music is just as addicting and exciting as the first game, but it's quite disappointing that they removed Chopin's music that made the first game so special and memorable. It's slightly more difficult, but other than that, it's exactly the same game. Gameplay has not changed, plot is just as laughably over the top with the same cheesy animation and voice acting, only this time with twice the amount of pop culture references including Michael Jackson, Kiss, Lady Gaga, etc. But, nevertheless, a fun game to try out.

In fact, it's the only game where you will see Frederic Chopin, a Polish composer who suffered from tuberculosis throughout his entire life, transform into a muscular rockstar and battle against a gigantic robot with his awesome musicality.

7/10

. I've only had this game for very little time as you can tell from my hours. But so far, I can easily say it's worth every penny and it's a great game, especially for its age. Unexpectedly, the graphics are decent and from what I can see the game seems very unforgiving as of now with no help or explanation. However, you can find some guides in the inactive discussions page (let's get it more active, guys!) which will help you out. Once again, buy it. Even better if you buy it on sale. I got it for about 50 cents.. ESEA LOL XD. I'm a puzzle game addict, but I kind of hate this game.

Maybe it's just the way my brain works and something just doesn't click, but the puzzles were either laughably easy or impossible to get a gold rating on without brute forcing or looking up the answer. Or maybe it was just that the gameplay mechanics were so unfun it wasn't enjoyable to spend more time solving harder puzzles.

It was cute at first, but the cutscenes really drag on and are just not funny or engaging, and if you skip them it says "Skip this darling bit of theater?" which is just irritating. Plus there are cutesy and slow animations when interacting with the menu/map which makes things take even longer.

The final straw is the last achievement which is just to fiddle with an interactive screensaver for approximately 5 hours. No thank you.. I am a big HOG lover and couldn't wait to add this game to my collection. It is an HOG with a little horror element in the story and the music helps a lot to point it more out, but here are my thoughts:

- Pro
- Music
- Art (The HO-scenes are especially beautiful.
- Achievements! (I am an achievement collector and love to get them even if they are autocollect like in this game)
- Con
- Story. For me it isn't only important that the HO scenes are great but also the story needs to be interesting and fit with the scenes. Sadly this time it wasn't so great. It started with an interesting plot like a horror movie and seems to continue but you never get a reason till the end why the villain won't kill you? (OK if you die it is Game Over but come on you only get blocked and scared a little no danger at all. You get told "she wanted to lure you (the main character) into her lair but for what? She only needs the children and the Main character is an adult. Also why is the child still alive? She killed a guardian who lives there without a reason (only to scare the MC a little? but lets the child which enzyme she wants alive? Ok it helps you get a good ending but doesn't make sense.)
- Main character. You hear sometimes a few thoughts of the character but overall nothing. No real comments input and

feelings.

- NO MAP. In many HOG you dont need a map but in this it would have helped a lot. You have to go back often a few places and you often are without a clue where to go next. I wanted to earn the achievements "without hints" but it cost me a lot of patience to finish this game and not use the hint button.
- Finished places. Like in the point above. In most HOG you cant enter places where you are finished but in this there isnt this option. Which makes it harder to find out where you can do something and where not. Often you search with your mouse and click wildly around.

Overall not a bad game. I read a few reviews with some bugs. I got lucky and got none. I bought it on discount and would only recommend to get it if it is on sale even if the price isnt that high it isnt the best but far from the worst HOG. If you love HOG and are a veteran this could be a game for you, for beginners try some others which are more fun.

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