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Tiny Barbarian DX Activation Code [pack]

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## About This Game

A Kick-Ass Blast of 16-Bit Sword-and-Sorcery Action!

Steel yourself for a relentless display of might and muscle...of brawn and bravery...of magic and mayhem! Can you cleave your enemies' skulls, plunder all the booty and flex to impress the barbarienne of your dreams? Inspired by heroic fantasy fiction, Tiny Barbarian DX combines engaging 2D platform action and combo-based hack-and-slash combat with retro-style pixel art and a loincloth-stirring chiptune soundtrack.

Tiny Barbarian DX is now officially complete! The current version includes all four Episodes, new unlockable game modes and an all-new two-player cooperative mode to double your barbarian brawn!

- Four lengthy episodes with dramatic boss battles and secret surprises!
- Two-player cooperative mode to double your barbarian brawn!
- Bonus game mode "vs. The Horde" plus top-secret unlockable game modes!
- Hidden health-power-ups, valuable coins and mysterious diamonds to collect!
- Multiple homages to classic 8- and 16-bit action games in each episode!
- 2.13:1 super widescreen presentation!

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Title: Tiny Barbarian DX  
Genre: Action, Adventure  
Developer:  
StarQuail Games  
Publisher:  
Nicalis, Inc  
Release Date: 3 Dec, 2013

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English







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It's really hard for me to recommend this game to anyone, but I will say a few things about it. Replay value isn't really big here, unless you absolutely love the game. One thing is that this game has 3 additional episodes planned. The first episode obviously, and the 2nd was just added to the game. So I really like that, but some people might be unhappy to learn they aren't all already available. The first episode, is rather short actually, took me about 1.5 hours to actually finish it from the start. Granted, it took me a handful of angry tries before I actually finished it. Plus I haven't even touched Ep.2 yet, I'll save that rage-fest for another date.

This game is really hard. What makes it hard? It's all about timing, patience and knowledge. Taking damage not only hurts, but it gives you that classic knockback we all know and hate. I told my friend, only play this game if you're OK with pulling out your hair.

The music is AWESOME. Seriously, this is my favorite part (besides flexing).. I love this game!

Obviously there's tons of tributes to Conan, mainly the 80s Governor movie. One thing by the end boss was really awesome!

Still there's more to it than that. Lots of other fantasy influences, most will recognize the thief and riding beast from Golden Axe. I imagine the sorcerers who appear later in the game are a tip of the helmet to Tar'hai wizards from the "Airtight Garage".

The game is brutal, punishing and at the same time fun and exhilarating. It's perfectly designed levels, tons of platforming such as finding all the diamonds, and has the control it demands. Only two levels as I write this - found another incredible Golden Axe tribute part way through, a hidden area.

This game is SOOOO worth the money and I hope they make more levels, but well worth it for one, certainly two. The beginning mini-game "Against the Horde" is feature enough for some casual gaming fun!. This game has very responsive and well designed controls, and really if you are a fan of the fantasy barbarian genre it is a must buy decision.. I mean I'm not totally binning it, it's just for a barbarian game with a bunch of combos and elbow drops mostly what I'm doing is obnoxious platforming.

A lot of good energy, solid and engaging look and animation but a bunch of little things feel off; I-frames feel like a roulette, mantling is begrudging (kudos to the team making auto grab a feature though), no blood spurt or animation to let you know you've killed an enemy mid combo so you can move on to the next one.

Oh and a game with hack and slash elements but all enemies damaging you upon contact feels goofy and tedious. Like trying to juggle enemies and then you get hurt because you touched them etc.

Just a lot of moments where it feels you got nailed and you didn't really see what you did wrong this time compared to the time before where you didn't.

If you exit mid chapter and then continue checkpoints are not the same as the ones you start from after dying. There's less of them.

Which seems really pointless? Is that a challenge feature? Really?

Look if you like a lot of classic platforming\* and are okay with things feeling just a tad janky at times, it's a personable game that is some how is hard to hate.

Needs more fighting.

\*medusa heads". Where's the game? There's hardly anything IN it!!

So sparse :/. Play this game. It is Conan incarnate! Bring doom upon the sons of Set, as you were meant!

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This game is simply amazing and I am going to give simple bullet points to explain why you should buy it.

- Amazing Music
- Very fluid and tight controls
- Interesting combat
- Fun bosses
- REPLAYABILITY VALUE TO THE MAXIMUM

Honestly now, this game is 10/10 in my eyes, but I am a sucker for oldschool platformers.. A very short, but VERY solid action platformer with a killer soundtrack. It controls smoothly and is very quick to understand. The only reason I would say to maybe not get it is because of the length; my first playthrough took only an hour. The game promises more episodes are coming, but right now it's a very quick experience. Still really good, though.. This game looks and sounds great and the gameplay is fun and exciting. But only get it if you are ok with a high price and the insane, barbaric difficulty spikes that are by no means Tiny. Like super frustratingly difficult. I mean it, if you aren't ready for a challenge then keep on walking.

Look at the DX tilting your head to right, and that's the feeling you will have over and over.. Great pixelart and catchy soundtrack. Feels like Conan the barbarian was teleported into the NES area.

Reminds me of the old Castlevania titles before they went "Metroidvania" ;-)

Not as unforgiving as Super Meat Boy, AVGN Adventures or similar platforming games but still demanding on the skills.

At this time only the first episode is playable. But with the game being available at Desura for quite some time now, I believe more chapters are just around the corner.. Like crunchy neoretro? How about swords and sorcery? Tongue-in-cheek humor too? Then this leathery tough pixel platformer is just for you! Tiny Barbarian is a bit much for most of the kids in the crowd, but all you aging NES brats who burn a candle for Robert E. Howard will cop a stuzzy high from it.

LOVE IT!. this game is definitely worth playing! the first what attract me in it is the smart characters and that's why i bought it! the fluent hit actions cooperated with exciting music and sounds form the heaven's product!

FIT Difficulty for most

u will disappoint me if u miss this cute game!!!

GOOD FOR U!. About 2/5 levels have been finished. There is very little content but it is really good despite how little there is. Regardless, it is not worth buying until this game gets properly finished (highly doubtful).

This is for all intents and purposes an early access game even if it doesn't say it. So you know the drill.. PUMPING SOUNDTRACK!!!!!! PIXELS!!!!!! PUNCHING GNOMES IN THE FACE!!!!!! BABES!!!!!! MORE PIXELS!!!!!! what else is there to say? it is an instant hit with me and i would recommend it to anyone who wants to sit back for a few hours and listen to some amazing music whilst playing a challenging (but not rage inducing) game. Somewhere in a desert wasteland, a tiny barbarian hangs crudely nailed to a tree. He contemplates the shifting of the sands, the hungry gleam in vultures' eyes, and the sweet brutal revenge he must take. Break free in as dramatic a way as possible! Your adventure begins!

Within 15 seconds of playing, you'll have savaged the local wildlife, defiled ancient ruins, and most likely\u2665\u2665\u2665\u2665\u2665\u2665\u2665off about a dozen evil warlocks just by being alive. A few steps later you'll already be discovering secrets as you bash through cracking rocks to uncover coins, gems, and... meat! Collect treasure for score, and replenish health by eating strange meats you find hidden in crevices, or even just laying on the ground! Fearsome barbarians eat whatever they want!

Battle wizards and their beastly minions! Punch rocks until they turn into diamonds! Hack away at vicious armored soldiers intent on slaying you and taking away your totally sweet loincloth! Discover wondrous and deadly ancient mechanisms! Tame ferocious beasts! Flex your guns and pecs indiscriminately! Dangle from chains 1-handed like a true badass! Handle explosives with little to no care whatsoever! Dodge snake-based traps, the most fiendish kind of traps known to man! Experience love, lust, and loss! Followed by triumph! Possibly followed by even more lust, the most important emotion!

All this excitement (And more! So much more!...eventually!) is packed into an experience just under 2 hours long, with 3 more adventures (episodes) to follow once they're finished and released by the developer. All future episodes will be available to you for free by buying this game (Episode 1), with the second coming very soon as of the time of this review (and I use the term

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"review" loosely!).

If you can't wait that long because you're an impatient prick or have Restless Gamer-Finger Syndrome, this game includes an endless Horde Mode that strands you atop of a pyramid and pits you against an endless army of goblins, skeleton archers, and trolls! (Or possibly very large hairy barbarians, I can't tell, but they bleed all the same!) You might rage at the constant potshots the archers take, I find myself losing most of my health to them, but YMMV.

Enemy variety is alright, we'll probably see different enemies in the upcoming episodes. I'm more annoyed that there aren't that many enemies hanging out in the main game's levels. However, the ones that are there are strategically placed for a challenge, and Horde Mode has all the mobbing you could want.

Enough combat moves are available to keep you alive, but face it, all you really need is that badass Elbow Drop! Snake getting grabby? Elbow Drop! Need to deflect a barrage of arrows? Elbow Drop! Vulture trying to eat you? ELBOW DROP IT OUT OF THE SKYYYYY!!!

The other moves are your basic slash attack, a useful 3-hit combo that sends enemies flying, an overhead swing useful for crowd control and deflecting arrows, and a midair spinning attack that multihits (I find it hard to pull off, the timing is weird). Check the [Steam Community Discussion page](#) for more info on the attacks. The main game is easy enough to play through with just the basic attack and occasional 3-hit combo, the extra moves are more for Horde Mode survival.

What else, what else... oh right, buy this game! The music fits the bill, the levels are well designed so they aren't monotonous, secrets aren't terribly hard to find thanks to the level design "hinting" at them, boss fights are entertaining, there are nekkid ladies, and that's about it. It's a simple and fun game that I'm sure is far from simple and fun to make, so throw your money at the developer so he can crank out those other Episodes.. I wanted to like this game, but my experince with it has been a frustrating one, and not the kind of frustrating that makes your success that much sweeter when you finally beat the level.

I should mention that for the most part I was playing with a controller, because I usually play action games with a controller if it's an option, and that make the experience a thousand times worse. I don't think I've ever played a game with worse optimized gamepad controls, if you do decide to play do yourself a favor and stick to the keyboard. I did eventually switch to keyboard and I was immediately happier.

Pretty much the only thing about Tiny Barbarian that impressed me was the variety in the level design. Many of the sections feel very different from the rest.



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