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Silver Knight Ativador Download [License]



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## About This Game



Silver Knight is a unique isometric mini-RPG with randomized enemy spawn placement that offers a challenging new experience each time you play. Any second can become your last in this dangerous land. Think twice before making your move — lives are extremely hard to come by in these parts.

But above all, remember; the Black Knight must die.

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Key Features

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- 30+ enemies, with beautiful designs and varying abilities.
    - Over 4 bosses.
  - Rooms packed with eggs and boxes !
    - A new experience each time!
    - Gallons of Pixel blood !
  - Hidden item shop for your Knight.
    - Secret bosses.

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I made this game for you! Join me my friend, and find your princess!

Developer  
~ Wojciech Krupinski

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Title: Silver Knight  
Genre: Action, Adventure, Casual, Indie, RPG, Early Access  
Developer:  
Wojciech Krupinski  
Publisher:  
KrupinskiArt  
Release Date: 15 Jan, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** CPU Pentium 3, 800 Mhz

**Memory:** 128 MB RAM

**Graphics:** Video Any 3D capable card

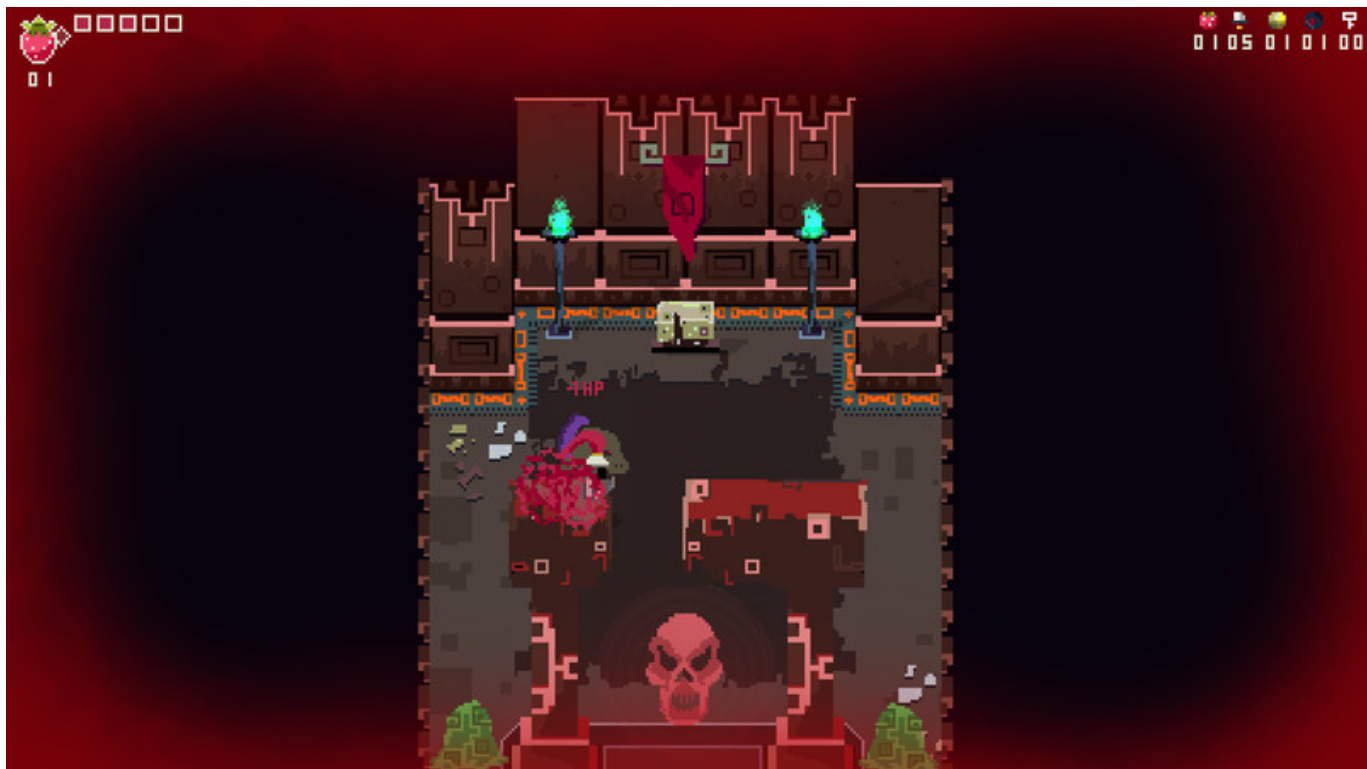
**DirectX:** Version 9.0

**Storage:** 50 GB available space

English







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Game is nice but it dont have any chekpoint.When u die u need to play again.But game is fun for me.. Very nice game. A little bit confusing and empty, but it's in early acces. Hope you will release it! \*thumbs up\*. (Author asked me to see if I liked the "new" updates, and asked for a new review...)

So here is a video review too: <https://www.youtube.com/watch?v=em6E-s8oe-0>

[Game crashes at the intro when trying to watch it.](#)

[Game is incredibly unbalanced.](#)

[Little explenations on what happens when picking up items, bombs are bombs, I get that but a yellow potion I pick up and hear a ding kind of sound and nothing happens.. Sure!](#)

[Still annoyed at the music starts over whenever you die and press new game. I turned it off once, let it be that way please.](#)

[Pros:](#)

[Decent music.](#)

[Adorable art if you're into that.](#)

[No longer crashes for me during a gameplay \(Only in intro\)](#)

[Cons:](#)

[It's a priced game.](#)

[unbalanced.](#)

[Little to no info about items them selves other than controls.](#)

[Music restarts at "new game" instead of kept being turned off.](#)

[Randomly crashes at the intro.](#)

[0V10 still from me, but that doesn't mean someone else could enjoy it. I just generally dislike this game. Respect that, as I respect those who find this enjoyable to play.](#)

[\(My old review before author contacted me.\)](#)

[Not worth a cent, it's broken beyond and if you get it running then it's beyond unforgiving.. Just started playing the game, and I'm already quite disappointed.](#)

[It has a very lazy feeling to it. Like it was some weekend/hackathon project that dev decided to publish, and earn some quick buck.](#)

[As per usual in these games, there's no tutorial or learning curve whatsoever. Game's glitchy and underwhelming. UI is non-existent \(you really don't understand what you're doing for, like, first 5-10 minutes\). Graphics are so-so, effects and sounds are dull and repetitive \(muted the game after playing around 15 minutes\).](#)

[Overall, I wouldn't recommend buying it right now. If dev would work hard \(and I mean, really hard\) on it for the next 6-7 months, it may become playable, or even interesting. As for now -- avoid it, it's unplayable for now.. The game looks great! If you like 320x240. How do I make it bigger resolution?. FULL EDIT:](#)

[Okay then, as new updates have come in, my opinion has now changed. The author seems to have really taken feedback into account. There is a large visual cue when damage is taken, and the use of a mouse in the control scheme has made the game much easier to control. The spelling and grammar mistakes have been corrected, and there's even a nice little death animation. Actually made some progress in the game now. Glad I held onto this one :\).](#)

[Overall: 7.8V10](#)

[Great to see a dev who is actively working to improve their game.. Given the ability to attack and sprint, aim of the game is](#)

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[simply to clear arenas and take down bosses while searching for your long lost love. Initially a little frustrating, after learning attack patterns it's much more enjoyable. Rooms didn't change drastically between rounds but enough to keep things interesting. Lovely pixelart and a decent game for the price. Now to find those easter eggs.](#)  
<https://www.youtube.com/watch?v=FiDLLLLuNYA0>

[@ Dev](#)

[Gamepad issues \(wired 360\).](#)

[Popup mentioned deadzone was out of range.](#)

[Soundfx needs a tweak, contact hits are too quiet.. I enjoyed it for a few minutes, but then got bored with how repetitive it is. As a roguelike I expected a lot more variety. Feels like more like a demo than an actual game, and it's probably better suited for early access. I did like the simple story about saving princesses. It's a nice refreshing change of pace to the convoluted mess that a lot of games try to do nowadays. Overall not a finished experience.. Silver Knight is an early access roguelite game very similar to The Binding of Isaac and Legend of Dungeon. In short you control a little knight who has to go through a randomly generated dungeon, killing dozens of enemies and picking random loot in order to save your princess.](#)

[In theory it sounds great but unfortunately the game is almost unplayable right now due to bugs and poor design choices. I had to reinstall it 2 times before it actually worked and even then I had a hard time playing it for 5 minutes without something weird such as the game over screen infinitely looping, my character getting instantly killed for no reason or having multiple background musics playing at the same time happening.](#)

[Even without any bugs the gameplay isn't that great but to be fairly honest it's somewhat better than quite a few other games in the same price range.](#)

[At least for now I'd say you should avoid this game even if it's on sale. Give the devs some more time to work on the game.](#)



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Doesn't feel like a completed game at all. It's missing a lot of little details that a game should really have before release (animations, soundfx, etc). This would be ok if this was early access but it's clearly not.

STory is pretty much nonexistent. I'd really like to see this fleshed out.

I also thought there'd be more variation in the room layout then there was.

Art is good. The retro pixel art style looks really nice for this type of game.. PORTUGU\u00caS

Um jogo bem legal com uma arte pixelada.

Em uma dungeon voc\u00ea tem que passar de uma parede para a outra (os n\u00e9veis) para matar os inimigos ,que em minha opini\u00e3o tem uma arte muito fofa .

Por ser um jogo em acesso Antecipado e estar t\u00e3o bom eu recomendo ele

## ENGLISH

A cool game with a pixelated art.

In a dungeon you have to pass from one wall to the other (levels) to kill enemies, who in my opinion has a very cute art.

For being a game in early access and be so good I recommend it

. It is a well game I enjoy it and its slightly difficult which gives a good challenge!!!. Loving this game so far BUT one thing, why is the health so low and why am i randomly dying is it timed or something? If so then that needs removed immediatly because I hate just randomly dying.

One thing I think you should add is the ability to upgrade different stats of your character I.E Health, Stamina, Damage, you get the jist but other than that I do like this game. I came across this game for a dollar while I was looking for a decent action\adventure game. What I was found gave me mixed feelings. The game "Silver Knight," while looking like a school project thrown together in a week at first look, is actually a decent game. Its nice, simple use of pixelated graphics compliment it nicely with the environments. However, the gameplay can be rather dull. It boils down to you entering room after room, killing all inside before moving on. I've yet to find powerups or anything that could spice it up a bit. It feels slower than it should be, but that issue is easily fixable through the game's "dash" action. Something I actually haven't seen much use of in other RPGs. The battle is pretty hit and miss, but the rooms being so small limit your ability to actually do much first off without falling flat on your face and having to start over. Each enemy will aimlessly rush you with no sense of surprise or actual strategy, and bombs will be the lifeblood of your playthrough. The controls, to be blunt, are awkward and shoddy, the whole character stops moving when you swing your sword in a decently-lengthed animation, but in crowds this becomes a futile task that only dashing out or using a bomb will fix.

Overall?: 6/10 as a game, 7/10 for the price, even on sale.

It's something that will fill the gap of boredom, but won't leave you with a lasting impact or sense of replay. The mechanics are iffy, and combat is hit-and-miss.. I feel like my last review wasn't clear enough about what I disliked about the game, so I will edit it down to be more concise:

The game itself feels unfinished, like it was a weekend project being churned out to make a quick buck, in this case literally, since the game itself, upon this review, is about \$1.79 to play.

So, what makes this game unfinished? Well, many of the sounds are missing, mainly around the player character. Considering the character is a knight, it's generally expected you'd have a "whoosh" whenever you swing, but in this case, there's no sound. When you take damage, there aren't any indicators, visibly nor audibly, which makes managing how many hits you've taken rather difficult to maintain. Minor complaint, but it serves as a disconnect to the gameplay, in my opinion. Also, for some reason, there isn't even a death animation, so when you die, it says "Game Over", but you can still move around and attack.

As for the layout, it's rather linear. A lot of the rooms appear to have other areas to explore, but in reality, it's just a small cell where you defeat enemies and move on, much like Binding of Isaac, without the variation.

Story-wise, well, there isn't much of one, to be honest. The main antagonist apparently kidnaps and tortures princesses, but in the illustrations, it shows him murdering, maiming, and dismembering them, FAR from what the story leads to believe. And

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apparently your role is to save your princess...as far as from what I can tell, she's probably already dead. Apart from the story, as this game is being catered to an English-literate community, more effort needs to be made into proofreading, since there are many mistakes that need correction in that regard.

Overall, the game is an interesting concept, despite the flaws. For now though, unless the developer adds more content and variety, asking for people to pay, even the current \$1.79 as of the re-writing of this review, is not acceptable in the game's current state. Until more is added and the game is better completed, I cannot recommend the game.

UPDATE: 2-3-2016

Black death potions have an unnecessarily large hitbox, being miles away when I accidentally pick them up. Updates don't seem to have done much to the overall gameplay, except you don't go straight to the title screen anymore, which is a huge plus.

UPDATE: 3-13-2016

Game hasn't been updated in well over a month. Hope the game dev hasn't abandoned it and run with our money. Guess that's the risk with Early Access games though, isn't it.

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