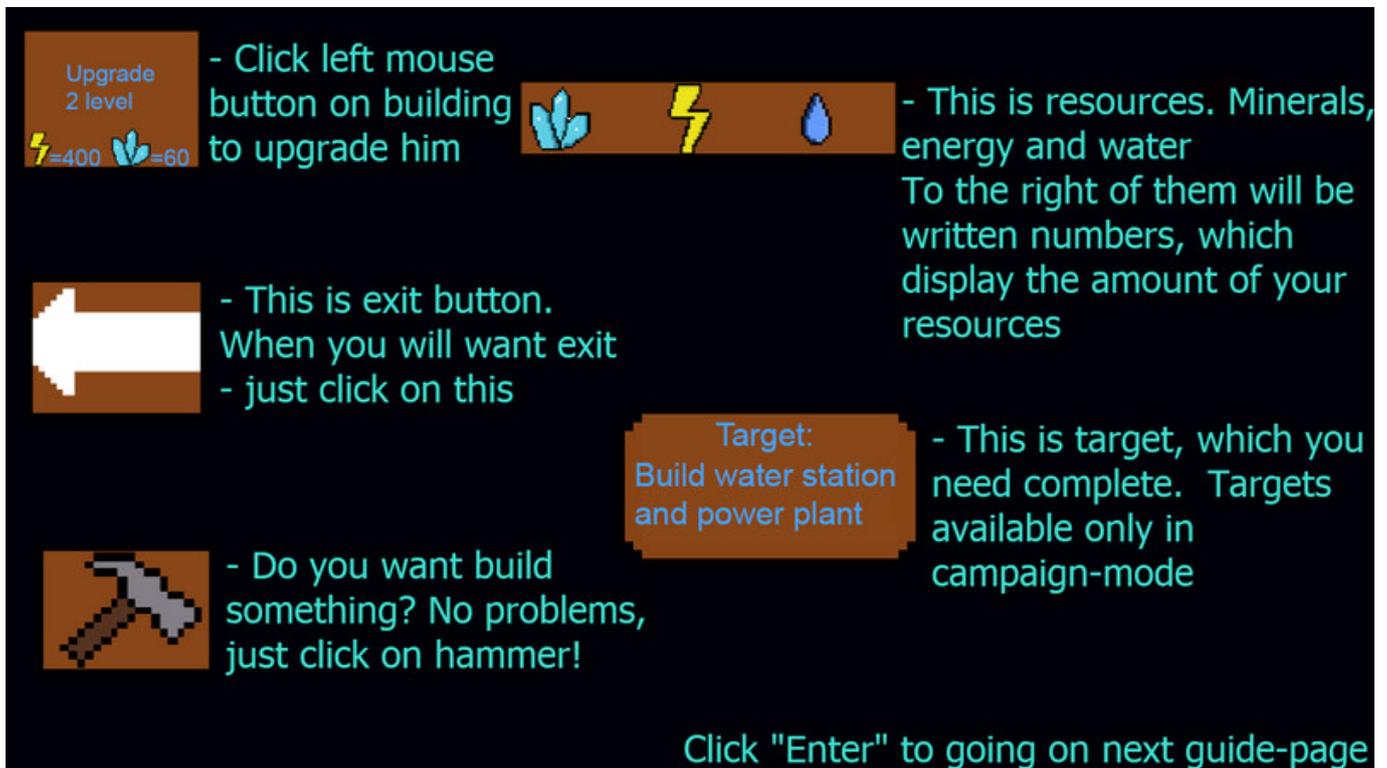

Lucid Dream Activation Key



The image shows a dark background with several UI elements and their functions explained in cyan text:

- Upgrade 2 level**: A button with a lightning bolt icon and the text "7=400" and a tree icon with "60".
 - Click left mouse button on building to upgrade him
- Resources**: A bar with icons for minerals (tree), energy (lightning bolt), and water (drop).
 - This is resources. Minerals, energy and water
 - To the right of them will be written numbers, which display the amount of your resources
- Exit button**: A white arrow pointing left on a brown background.
 - This is exit button.
 - When you will want exit
 - just click on this
- Target**: A brown box with the text "Target: Build water station and power plant".
 - This is target, which you need complete. Targets available only in campaign-mode
- Hammer**: A hammer icon on a brown background.
 - Do you want build something? No problems, just click on hammer!

Click "Enter" to going on next guide-page

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About This Game

Lucid Dream is the story of little Lucy, who goes on an adventure into the world of dreams with the mission to save her mother.

Lucid Dream is an award-nominated, handcrafted, colorful and emotional point&click adventure game. During the mission to save Lucy's mother, you will discover worlds such as:

- Lunar roofs - where Mr. Moon will ask you for some help.
- Oneiromancer's Planet - where you will awaken the mysterious Dream Interpreter.
- Land of Souls - where you will help a lost spirit find peace.
- Hills of Grief - where you will rescue the centaur Chiron from eternal pain.
- Mind's Atelier - where you will solve dr Frank's riddle.
- Deserts of Time - where, despite warnings from Watchmaker of Light, you will try to change your fate.
- Swamps of Seeing - where you will find your way through the stars and face your fears.

You will find almost 200 items in the game and meet lots of amazing characters, such as: Oneiromancer, Watchmaker of Light, Angle Metatron, Blind Manticore, or The Dreamweaver.

Title: Lucid Dream
Genre: Adventure, Indie
Developer:
Dali Games
Publisher:
Dali Games
Release Date: 8 Oct, 2018

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Minimum:

OS: Microsoft® Windows® Vista/7/8/10

Processor: Dual Core 2,3 GHz

Memory: 3 GB RAM

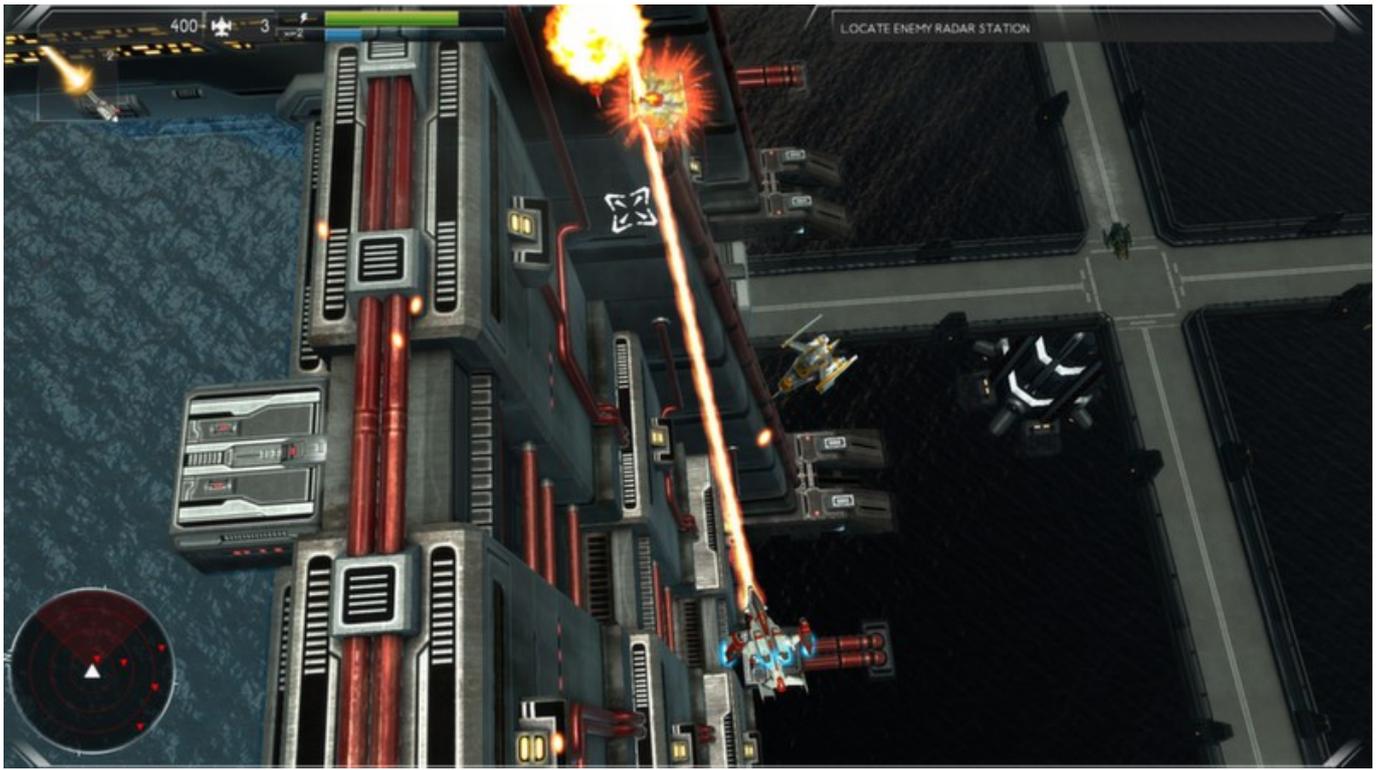
Graphics: Intel HD Graphics 4000

DirectX: Version 11

Storage: 1500 MB available space

English,Polish,French,Russian







Crazy, Funny Puzzle Game!. It's with a heavy heart that I cannot ultimately recommend this game. It's got a good concept backed by good music and pretty decent artwork, and the basics of the action combat are kind of neat, too. But only the basics.

Things go a bit south when you have to switch spells, which with these keyboard/mouse controls are done with the same hand as your movement. I can't tell you how many times I accidentally selected the wrong spell because I couldn't stop moving (or enemies would swarm me) while I did it. And that's before adding summons to the mix, which require you to control even more things at once. I only have two hands, and controlling my pets while casting the right spells, all while moving - because you really can't afford to stop moving in combat - is just not happening. At least, not happening very well.

On top of that, regular spells are weak. The game is set up so that you really have to rely on your summoned creatures - which, again, are hard to control - if only to keep enemies from swarming you as you wait for your mana to recharge. You have an attack that'll recharge some mana for you, but it requires you to get dangerously close to the enemies you should be avoiding at all costs. This makes combat drag on a bit since enemies won't go down fast.

Then there's the weird spawning system. The points are pretty close together, and the same group can and will spawn multiple times without you even having to leave the area. This makes thorough exploration of any area more of a chore than it should be. I got to a point where my spells were weak, enemies were strong, and my summons were taking a huge beating from a single group. Accidentally triggering an additional group while running was a death sentence. Not fun.

I want to like it. I really do. But the controls are too awkward, with too much to keep up with in the midst of an active battle situation when you only have two hands. And the encounter balance is very much not in your favor. It honestly just ended up being an exercise in frustration.. It was enjoyable, though basic. A little over priced but since it appears the developer is small and potentially has a small number of people interested in the Hindenburg, I can see why it is priced as such.

The textures are not detailed enough and need work. The ship is actually very well done, overall.. I liked this game for the old school point & click adventure-ness of it all. The story kept my interest and had quite a few twists and turns to it. I did think the end was tiny bit rushed. When I get that much of a twist, I would have liked a bit more time to process. Also - don't want to give spoilers, but you aren't playing a hero here. Your character is a not so great person who does not so great things.

Game time is estimated in the description at 8 hours. Don't see who finishes their 1st run in that time if they explore everything and don't use a walkthrough. It took me about 19 hrs and most of the reviews here so far I see are at 15+ hrs. Play time is definitely worth the price.

The most challenging part of the game for me was in the adventuring of how do I solve the story goals/predicaments. One I particularly liked was being locked in a group of 3 rooms. The devs load up your inventory with about 30 items making it difficult to toss inventory items at the problem! They also gave you 3 ways of getting out of the rooms so you get to take your pick. The in-game puzzles I thought were creative and very doable.

Manual saves! I like those but loading them got glitchy for me mid-game. The first save slot always loaded so I developed a workaround. I saved game progress in whatever slots I wanted, but when I was opening the game, I loaded the first save slot and then went back to the main menu and loaded my most current save to avoid being kicked out with an error message. This was a fun and creative point & click that was worth dealing with it.. This game... does stuff to my body.... Charismatic characters. It seems that this is Gandalf. Joyful gameplay, i like this game. Neat little game that's a lot of fun with 3-4 players. My only complaint is that is a little lacking in content.. I have played for a very short period of time, but, this game is great. If you've played any metroidvania, particularly SOTN, you'll be right at home with this game. The art is really nice, music is great, and the gameplay mechanics are really easy to get a hang of.. This is more just a series of pictures for you to write a story too. I expected more of a game.. So I played Tales of Escape for free because I really wanted an online VR escape room. First one was alright and then I heard this was a good add-on. Bought it and it well beat my expectation. It is a long 100 minute multi room puzzle that really gets you thinking and sets the mood. Great with playing with others. Totally worth the purchase.

I'm gonna be honest, it wasn't my proudest fap.. A nice cosmetic pack which adds four USMC outfits for your agent to wear. Consists of boots, scarves, jackets, undershirts, pants, helmets and a cap which can all be mishmashed to create unique outfits. For example winter jacket and helmet combined with the woodland pants and undershirts gives the look of a marine with limited winter equipment etc.

Only bad thing about it is the price.. Pros:

+Price--I only paid 60 cents for this game with a steam coupon. I only decided to purchase this game because it's such a small amount of money, and plus cards = more steam exp... ..

Cons:

- Music...The music consists of one short little tune that repeats over and over again ad infinitum. It's a sort of industrial, dark tune at that, which I do not believe fits the lighthearted graphics at all.
- Lack of graphic diversity...There are quite a few levels, but they all use the exact same models. Same enemies, same hanging chain thingy, same hanging moss, SAME COLOR (rusty orange) stone.
- No character customization...You have a single little guy you control, who is quite bland, but a little cute, that is minimal.
- Gameplay...You only get one mechanic--the ability to teleport, which for no given reason you're not allowed to use in certain parts of some levels.. 8/10

Great game. The only thing that lets it down sometimes is the level design. It ain't fun to trawl through the same levels looking for things to progress with. Sometimes the game is a little unfair in the way it hides passwords and keys etc.

Earlier: I have only just started this, and I will update my review at the end, but I have to say that this is an exceptionally good game. All of the negative reviews here don't make any sense!

Re: The bow and arrow not performing like in other games (?!?!?) of course it doesn't, it's a sci-fi bow and arrow. Do you want everything to be the same in every game you play?!?!?

Re: Controls. They are brilliant. I haven't come across a VR control system that operates so well (?!?!).

I can only think that the people who are writing negative reviews for this and other VR games (they're the same people) are operating with an agenda. Try it for yourself.. I bought this game some time ago in a Steam sale but never really got round to playing it. Well I installed it a little over a week ago and have been playing it most evenings since. I have just completed my play-through of it and absolutely loved it. The story is very well written and superbly executed with the exact right amount of pace; the characters are lovable, charming and quirky in their own rights; the gameplay, whilst basic and fairly easy, is appealing and harks back to the days of classic JRPGs on the SNES \ Mega Drive; all-in-all, a very strong game that will easily keep you captivated for at least 15-20 hours. Word of advice... INT! :D Recommend this game no end!. Good game to feel like a tamer!

After years of no digimon world games this is a great throwback !

Typical MMO style gameplay , a bit generic and based on the data squad season, only criticism is that you cant start as any of the tamers in the anime other seasons .

World of Warcraft but with our favourite anime :D. Not my Cup of team but since i bought this program might aswell just say this the App is somewhat useful but it does not go indepth on your rig performance, You may use This Program If you have a Laptop or some generic office PC other than that for me i didnt find this useful.. Alright this game took my "refund virginity".

Cons:

- Menues seem to enter into a cooldown period whenever you click any button.
- Huge loading times, some sort of PSX level.
- Can't change keys.
- Game won't save the full screen option, wich you must enable each time you go to main screen.
- When you lose there is a retry option that will send you to the stage select menu instead of restarting the fight.
- When completing a stage, sometimes you have a picture covering the "next stage" button and it stays there for too much time
- In some stages you spawn right on top of an enemy causing you to lose a life for free.
- Controls are extremelly clunky.

- The slow time powerup not only slows the enemies but yourself as well making it totally pointless, and in addition you're not able to pick up stamina power ups during this effect. Like really wtf were they thinking?

Pros:

- It's cheap...?

I strongly believe that the NES version of this game they failed to remake has better graphics, gameplay and AI. I'm strongly disappointed. Correct hidden objects game.

No shadows, no lights.

Good graphics. We understand that the DLC is still not up to standard and you guys are being safe about it but the DELAY is a move not gonna lie.

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