
Rising Dusk Crack Game Download



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About This Game

Enter the world of Rising Dusk. A land permanently in the hours of twilight and inhabited by an assortment of ghouls. The only way out may be to avoid every coin.

As the day shines the last of its golden light over the land an eerie realm begins to form in the shadows. This spectral world is home to the Yokai. An assortment of ghosts, ghouls and demons that rise in the dusk and play through the night. When a young girl, Tamako, spots one of these yokai she finds herself trapped in their world. If she can navigate this perilous land, the key to returning home may lie on the strange new mountain on the horizon.

- Explore the world of Rising Dusk **over 20+ levels** traveling through Rice Fields, Castle Towns, Hot Springs, and more.
- **Avoid the coins!** A unique mechanic that will have you battling every instinct to get everything. There's a multitude of collectables, but can you resist collecting them all?
- **16-bit meets Studio Ghibli** art style. Encounter all sorts of ghosts and demons drawn from Japanese mythology.
- Hidden Items, Secret Exits and more. This game is **bursting with secrets and easter eggs**.
- Releasing for **PC & MAC** in 2018.

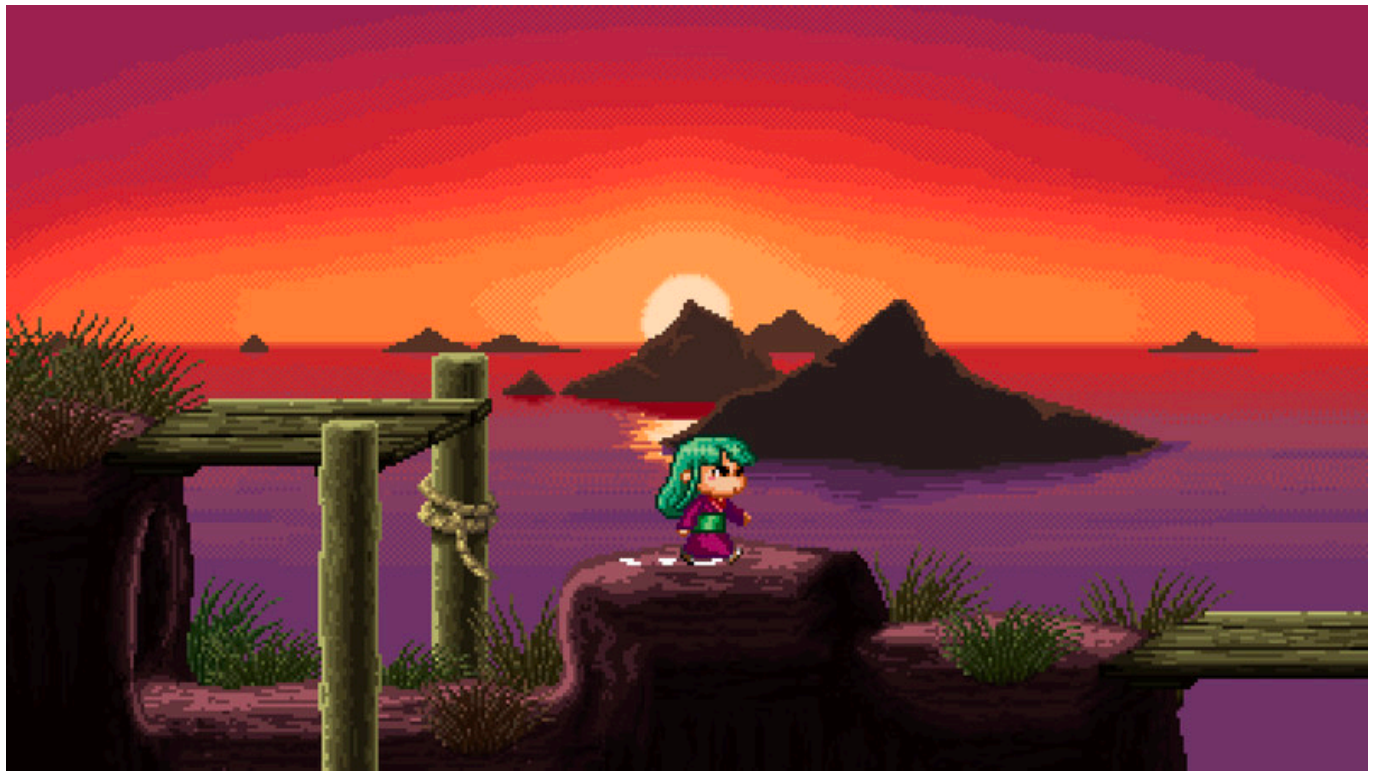
Title: Rising Dusk
Genre: Indie
Developer:
Studio Stobie
Publisher:
Studio Stobie
Release Date: 26 Jul, 2018

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English







sun rising dusk. dusk rising destiny 2. moon rising dusk. dark rising 2 dusk stone. flight rising dusk jadevine. rising dusk steam. flight rising dusklight alchemist tools. rising dusk game. pokemon phoenix rising dusk stone. rising dusk. rising dusk walkthrough. flight rising duskkrat. rising dusk pc. rising dusk kickstarter. rising dusk gameplay

This game has a lot of soul, and I love it. It all meshes together really well, and gives me the vibe of "random game I rented on SNES and wound up loving". The music is great, the pixel art is pleasing, the levels are interesting and thought out, and the aspect of the collectibles are well placed and take some thinking. Not a lot of games invoke this kind of feeling out of me.

Super charming! Highly suggest this game.. I've played a lot of 'retro' games over the past decade but this is the first game that's felt like a proper new release on the SNES shelves in Babbages back in the 90's

RD is a puzzle platformer featuring numbered blocks

The number on the block notes how many coins you can collect before that block vanishes making it useless for crossing gaps or standing on to get to higher areas.

There's an overhead map inspired by Super Mario Brothers 3 but you have more freedom to look around it to uncover some hidden locals.

Each stage holds several golden cats (the one most commonly next to a register in a Chinese restaurant). At the very start of the game there is a locked temple requiring you to return later with the requested amount of cat statues gathered throughout your travels. There are other items to keep returning back to stages for like a cassette tape and red hot chili pepper although I am not yet sure what these do but if you got one item you probably had to disband the blocks necessary to acquire the others hence many happy returns to each stage in attempt to explore the alternate paths.. To be fair, it is quite possible that I didn't understand what this game actually WAS. That being said...bored me to tears.. Rising Dusk is an Anti-Coin Platformer inspired by Japanese folktales, with beautiful Studio Ghibli style 16-bit art. Developed and published by Studio Stobie. Heads up if you plan on playing with a controller, you will need to go into the options menu and set the controller button binding manually, since the game currently has partial controller support. It also starts in windowed mode, but settings will fix that too.

You are a young girl named Tamako who finds a Yokai and gets herself trapped in their world, the world of Rising Dusk is a land permanently shrouded in the hours of twilight and inhabited by an assortment of ghouls and demons. And the only way out may be to avoid every coin, The key to returning home lies atop the strange new mountain on the horizon. Rising Dusk's art style is a beautiful vibrant mix of 16-bit pixel art and Studio Ghibli charm, the background and level art is detailed and vivid, And the animations and characters are charming and very adorable. The overworld is lush and delightful, accompanied by calming music and full of little animations like the silhouettes of moving clouds and grass brushing in the wind, giving it a relaxing vibe. The soundtrack in this game is great, a mix of fantastic relaxing tunes and mystifying tracks.

What sets Rising Dusk apart from the average platformer/puzzle platformer, is the main theme of anti-coin platforming. This mechanic is very original and makes Rising Dusk one of the most unique platformers I've played in the past few years. The way it works is simple enough, the blocks are all numbered, so if a platform is marked with a 2 and you've collected 2 coins, that platform will disappear when touched, There are also platforms that only appear once you have collected a specific amount of coins. This will also be used to open up alternative pathways used to retrieve secrets and collectibles. There are collectibles in every level such as golden cat statues (that you will need to access the dojo challenges), cassette tapes that can be played at the radio station in the overworld, and finally quest items that can be turned in to the villagers of the local town. you will need to strategically choose which coins you are going to collect if you want to get the collectibles as well as pass the level.

Challenges can be unlocked at the dojo, these are more difficult than most levels and play out more like puzzles. The goal is to collect every coin in a certain order, maneuvering around the platforms as they appear and disappear. There are a total of 10 dojo challenges each harder than the last, and each requiring more golden cat statues to access. There is a reward for completing all of them, I won't spoil it but it's not really worth it if you weren't already going for a 100% completion, it's more of a nod of appreciation for getting all the collectibles and beating all the challenges. The level designs are clever but not very hard once you've got the pattern down, apart from managing coins collected, you also have to watch out for enemies or other characters rather as they don't attack you directly and there is no real combat in the game. There are dudes that push you around or throw you, turtle/platypus things that change direction when their head is jumped on, racoon like creatures that steal your coins, and a few others.

There are a couple of side-scrolling levels that felt tedious and too long, because they were moving so slowly, I got kind of bored during a few of these levels but thankfully they don't take up the majority of the game. The last level is a side-scrolling segment followed up by a very disappointingly easy boss fight. there are 3 bosses you must find and defeat before facing the final boss, sadly they are all very easy to overcome and can be finished in about 15 seconds or less. This is the weakest point of Rising Dusk, not only are the bosses ridiculously unchallenging, but so are a good chunk of the levels. Multiple checkpoints are placed throughout every level (Checkpoints have an absolutely adorable animation), so even harder areas aren't that hard to overcome. The mechanic that drives this game has so much potential to be something amazing, but it almost falls flat in this instance. I feel like if the developers ever decide to make a sequel, they could improve upon the groundwork they've already created for themselves and make something truly special.

Rising Dusk is a wonderfully charming and stylish platformer with beautiful art and a great concept that definitely needs some work, but nonetheless is a very enjoyable game from start to finish. I feel like if the developers ever decided to make a sequel, using the groundwork they've already laid out for themselves with Rising Dusk, they could build upon the mechanics and world they've created and make something truly special. Rising Dusk is available for the small price of \$6.99 on Pc/Steam and Mac. If you love good design and great puzzle platformers, and don't mind a slower pace. than this is something you shouldn't miss out on.. Like a grand story of old, Rising Dusk is a game that evokes the same emotional output as those with which it drew inspiration from. Despite any similarities, there's an undeniable charm to the entire presentation and execution of its simple, but worthwhile tagline of anti-collection. What it manages to accomplish with such limited material is a testament to the developer's appreciation for challenge and charisma, both of which are well apparent here. Wonderfully varied and deceptively difficult to fully complete, gamers of old should take solace in Rising Dusk, even if the game isn't a work of perfection.

- + Does a lot with a little
- + Great optimization of its gimmick and homages
- + Very good soundtrack
- + Most levels are great fun

- Hub world/game in its entirety could have included more to do
- Controls can be finnick

Read the full review at https://www.keengamer.com/article/20181_rising-dusk-review. A cute wholesome platform game about a little girl lost in the world of youkai. Puzzle elements involving having to collect the right number of coins and in many cases, intentionally avoiding them. \u2665. Adorable little puzzle platformer. Especially love the sfx/soundtrack!. This was one of the first games I backed on Kickstarter and I was really excited to finally get to play it. It was worth the wait.

The soundtrack is stellar and the level design is top-notch. The game has more content than I thought it would but at the same time I think it's shorter than I expected it to be, I think I'm already at the final boss. That being said, there are plenty of collectibles and side levels that I haven't done yet so I'm sure I'll continue to come back to this game for quite some time.

TL;DR: is gud. guys this game is cute and fun

good atmosphere
bangin soundtrack
cute
folklore tidbits
good
cute

honestly it's seven bucks just buy it, it's great

To be fair, it is quite possible that I didn't understand what this game actually WAS. That being said...bored me to tears.. Very novel puzzle mechanic where blocks appear or disappear based on the number of coins collected. Some very difficult puzzle platforming for the optional objectives, but pretty easy for the main objectives. Cute art style and good, if eclectic, music. Lots of really nice nods to Japanese folklore, but if you're not already familiar with the folklore you won't learn it from this game as the yokai are not explicitly named and their stories are not told. Very good atmosphere (if you're into yokai and pixel art) and pretty good puzzles.

If you like this game, I'd also recommend the anime/manga series Natsume's Book of Friends which has a very similar vibe.. Brilliant, vibrant, adventurous game crammed full of ideas! Has a great overworld map that allows you to explore and discover new levels and secrets tucked away in all the nooks and crannies. Every level is distinct, with its own music and sense of place, and lots of different mechanics and structural setups. The world oozes charm, especially all of the cool characters you meet.. Rising Dusk is an excellent platformer with a unique rule: AVOID the coins in order to progress.

With that being said, the game isn't just simply dodging coins. If you want to progress through certain levels, and especially if you want to collect everything, you need to collect some coins. Which coins? Well, you'll need to figure that out.

The game very cleverly subverts video game tropes by challenging everyone's magpie tendencies with the promise of reward and adventure. Collect any small treasure you see and you lose the chance to get the bigger ones. It puts your mind and skill to the test in a way no other game has done before, and therein lies the true genius of its design.

The world is so charming. The 16-bit sprites of classic Japanese folklore are all very cute and detailed, and their animations are great. The sound effects are all perfectly evocative and the music is uniquely atmospheric and absorbing. Not to mention each level has its own theme. It's hard to believe a game that looks and sounds this good was all done by one man, but he really pulled it off.

Each and every level manages to feel fresh and new, in no small part to its music. Each one brings in a new theme, enemy or gimmick that makes it stand out amongst all the other levels. It keeps you guessing and never feels repetitive. Likewise, collecting each and every treasure is a unique challenge. Very few are easy-to-get and require you to wrap your mind around each one, but it rarely feels exhausting or tedious to grab a treasure. The game also never holds your hand; you need to rely on your own wit to get these treasures. I managed to complete the game - all 60 Cat Statues and 5 Yokai Parts - however I'm still missing 5 Cassette Tapes and I'm honestly at an impasse as to how to get them.

The only criticisms I have towards the game are little niggles that don't detract from the game heavily, but would be nice if they were corrected. Like how most of the platforms in the game have rounded off corners so it's easy to fall off them when you land on their edges. Talking to characters requires waiting next to them for them to finish, which is a little boring. And admittedly the final boss was pretty... meeehhhh.

One thing I will say that I genuinely don't like however are the items. For the most part, they aren't necessary; you can beat and nearly complete the game without using a single item from Tesso's Shop. EXCEPT for one level - the Dark Cave Level - which absolutely REQUIRES both Coin items in order to collect 2 Cat Statues that are otherwise impossible to collect. This took me long into the aftergame for me to figure this out, after beating the final boss and clearing all the Temple Challenges. It seems very inconsistent to have the items only be useful until that one particular point into the game. Furthermore, the items aren't labelled, so you won't have any idea what they do until you use them, which is kind of a waste.

But with all that being said, I'm truly very impressed. At this point in my life, I rarely set out to complete a game on my first go anymore. But this is one of those games where I felt so compelled to collect everything, because the design is excellent, the world is charming and the concept is incredibly unique. This is right up in the ranks with Undertale, Papers Please and Iconoclasts for being one of the best games ever to be directed by one person.

Congratulations Lukas Stobie, you've done an incredible job. Looking forward to seeing what you'll make next. :). A fun, and casual platformer with a neat anti coin collecting mechanic that allows you to play each level a different way.

The game has a vibrant art style, the pixel art and animations are great, accompanied with a very good soundtrack and collectibles to find. The game is not without its flaws however. The controls itself are fine, but there are platforms with rounded edges where if you land on the edges, you'll slip right off. Annoying but entirely avoidable. Moreover, the game could use some

more polish, enemies will glitch out, sound will cut out, so and so forth. Again, it happens few and far in between but something to keep note of.

If you like platformers, get this game. It's a short (but sweet) little game, and I enjoyed my time with it.

. 'Rising Dusk' is a clever and surprisingly deep puzzle platformer that takes a simple mechanic (parts of the level disappear when you collect a certain number of coins) and uses it to create very interesting challenges. The background environmental art is gorgeous, with clever use of dithering masking a surprisingly small colour palette. The levels are full of animation and movement, giving each area a distinct atmosphere and personality that screenshots don't do justice. Mechanics are introduced regularly but in an approachable manner, and the ability to rerun levels and take different routes mean that even messing up at the last minute isn't punishing. Also, as the other reviews mention, the soundtrack is fantastic; it's worth playing this game just to listen to the music in each environment.

If you're after a relaxed and thoughtful puzzler, 'Rising Dusk' is very much recommended.. Adorable little puzzle platformer. Especially love the sfx\soundtrack!

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