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## Return To Mysterious Island 2 Activation Code [Password]



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### About This Game

Mina's rescue from the end of the first game is cut dramatically short and she and primate pal Jep are left again on the mysterious island to fend for themselves! Mina needs to dress her wounds and keep safe against the local wildlife, but now she has the assistance of the player controlled Jep who can fit in smaller spaces, move deftly through the jungle and even communicate with other animals in their bid to survive. Using even more combinations of items throughout the island, Mina and Jep will need to recover from their traumatic circumstances and find another way, any way, off the mysterious island!

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Title: Return to Mysterious Island 2

Genre: Adventure, Casual

Developer:

Kheops Studio

Publisher:

Microids

Release Date: 6 Mar, 2014

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English,French,Italian,German,Polish,Russian







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A review from a dad on a budget check out my podcast Steam on the Cheap where I review Cheap games on steam and let you know if they are worth your time. <https://itunes.apple.com/us/podcast/steam-on-cheap-discovering/id899847567?mt=2>

[Check out my gameplay video and keep reading below for more.](https://www.youtube.com/watch?v=BtXfxNF2Ms8&feature=youtu.be)  
<https://www.youtube.com/watch?v=BtXfxNF2Ms8&feature=youtu.be>

[Instant Dungeon is an exploration maze game and for 2 bucks I had to try it out. I am glad I did because it is super fun. The game takes the new mechanics of procedural generation and mixes it with old 8 bit themes and gameplay. What results is a solid game with the right amount of addictiveness that will keep you entertained for hours.](#)

[You play as any number of the randomly generated heroes and your goal is to make it through the maze like levels and progress deeper and deeper into the dungeon. It is a roguelike with no carry over so after each death its a clean slate. As you delve deeper into the game it becomes much harder with larger levels and more and more baddies in each level. There are items, both offensive and defensive, that you can pick up to help you on your way. From axes, throwing knives and magic spells to shields helmets and torches to see better.](#)

[If this was all the game had it would be worth the money and then some but the creators decided to throw in even more awesomeness. There are several different game modes. There is a questing game mode where you have to kill x amount of a certain bad guy, there is a saviour mode where you have to save another hero from the boss and escape without dying plus quite a few more mode that I have not unlocked yet but fully intend on doing.](#)

[All in all this game is a \\$2 gem that everyone should play. Unfortunately I feel like it was overshadowed because it release the same time as this Thanksgiving steam sale.](#)

[If you found my review helpful let me know by clicking yes at the bottom. Until next time cheers](#)  
[. A relaxing puzzle game, takes a bit to get your head around, and then it's just simple fun getting the right parts in the right place. Picked it up during the Humble Bundle sale, finally got around to enjoying it. Worth a few bob for the chill-out session.. A really shameless wizardry clone. Almost everything is a clone of it and it seems, that there are even no new ideas at the game.](#)

[This is nothing wrong, better a good clone that a wizardry game that is made worse with bad ideas.](#)  
[But the game itself is made with RPG Maker, the visuals dont really match \(it seems to be made of different free art styles\). The most confusing thing are the char portraits at the dungeon crawling. Too big and they reduce the screen a lot.](#)

[The controls are not good either.](#)

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The balancing seems bad too. I walked into the dungeon, almost 10 minutes without any fight. Then finally a fight (one enemy). Then the next step the next fight. Again an easy one. Then a new step the next fight. Impossible one, i got killed from 5 other enemies at the first round.

Bad controls, bad mismatching art style and it seems no balancing at all.

The game is cheap, i like hard games and the old wizardry style.

So i will give the game a new chance at my next holidays.

Maybe i give it a thumbs up later, but i doubt it. This feels like a rushed game without any real soul or investment. Like a programmer has simply used a real good formula (wizardry) and put it together with all free or cheap media that he or she could found.. A very competent action-adventure 2d platformer. Challenging but not impossible, wonderful sprite art with equally good sound to boot and a one-to-one control, if you are using a mouse and keyboard.

A few concerns which to me, holds this gem down a bit:

This is not a "metroidvania" or even a open world game. This game is structured around missions you have to engage in the hub area, missions with submissions. Kill a boss, only use this weapon, kill 10 spiders, collect 5 of this item. And all of them got a time you need to beat if you want to complete every mission perfectly. Makes it impossible to "do it all" in your first and even 5th attempt. Designing every mission around these rules makes it kinda repetitive and after a while it feels like you are doing it all in your sleep.

You only got firearms, projectily based weapons if you don't count the melee (which is put on E by default, and really tricky to use when you walk right. Controls can be remapped thou)

Upgrading is useful, but you have to find blueprints and you can only apply gems in armor, buying weapons by walking far away to the end of the castle each time. Gets a bit annoying when you don't know if the blueprints you found is better then the items you already got on you.

Most concerns are small and if you can look past them you got a great **8 out of 10 game right here, deserves more recognition and a proper sequel with a little better design choices.**

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Quick update after 12 hours gameplay.

Game is entertaining thru the whole race. New game + gets unlocked after last boss is beaten and adds the option to replay the whole game and upgrading your weapons. This indie title is my biggest surprise so far in 2018.. Super Laser Racer was a hidden gem in an indie racing pack. Super fun arcade title that brought me back to playing Galaga & Tempest in Windows 3.1 (These are true classics for those who don't know). Loved it. 8/10 for an indie title.

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An intense game. This one will not be for everyone. Of my friends, and no cut on them, I can safely say it wont be a large number of them enjoying this.

It is an EA I noticed sometime ago. Like most of us these days I try and watch a bit before I grab one. That doesnt always work out still, but every now and then.. yeah, it does. This is one I am glad at this point I grabbed. Even in the worse case scenario, its got enough going to make it worth the while now. But on that, the Dev is active ( yeah, also normal during the early days.. ) But! This Dev is not only acknowledging and commenting on bugs, and suggestions, he is working them. The record so far is " That is a great idea.. I am adding it " and it happens. " Wow, thats a bug I totally didnt think of.. " and its fixed. Plus he has been brutally honest. Its a one man show. He is working on this project. He does not have \$\$\$\$ to use at once. But what he is doing, is using it wisely so far. So.. Far.. I stress that because looking over the information, the guy wants to make this game. He is making this game. He has not been distracted so far.

Now onto the game. It is indeed a survival type game. But unlike that term thrown out so much of late, it really is getting about as close to the RL type of survival that has ocured before. Sure, it is still a game, but it's one that hits close to being life like.

To start. Our hero has no uber special talents. No magically acquired skills at building a full blown base V house V fortress. He doesnt know how to craft machineguns out of a pile of rocks and bubblegum. He is not a wonder ninja. He is just a guy who worked at trying to get by day to day, and was aware of the bad events going on in the RL Sierra at the time frame.. and was hoping to not see the storm of trouble come his way. But it did.

The guy is just trying to walk home to fix his boat, and finds the war has come. Now here is where the RL intense stuff starts.. he has nothing. Zip. Nada. The only things he finds at first are what you might indeed find in RL. An ignored handgun, a few dropped magazines, some small food items.. etc. You get the idea. No one man army start. No map, no compass, no GPS etc. The only ' unusual ' skill our guy has... he can fly a heli. He only can do that because he was a very basic pilot for a tour company before. Doesnt help in the slightest tho' at first... since he has no access to a heli just sitting around.

Now, survival. He has to eat, drink, rest, heal and watch his mental state. None of it is magical. If its not food he finds, he has to create it. He doesnt heal instantly from a bandage to a gunshot.. and getting shot hurts.. he staggers, falls.. fails to aim correctly. But so do the bad guys. On the badguys.. they are not some ' how the hell ' ones. They have a reason to be there, they are not uber soldiers, not amazing at what they do.. but if you approach a conflict like a normal game, you die. Simple. Run in like a guns blazing FPS hero... hope your save was not long ago. Because you are dead. Better figure a way to get by, or kill more of them before they gang up on you.. and they dont appear from thin air.. you get the jump on 4 and kill them. They are dead. You get the jump on 4 and forgot to find the guy on gaurd by the trees.. oops.

Gameplay.. is hard. I looked in on Easy, and played on Normal. No way am I trying out the Hardcore yet. There is a pacifist mode.. which is geared to explore, survive. But honestly, I dont see that holding many peoples attention long. Sure it is all about living minus the rebels.. but there is not that much to craft yet.. and even then, its not a base building survival game. Its a build to survive to get the hell away game. But that mode is great for learning some of the trickier things.. like INVENTORY.

Inventory. Its tricky at first. Its ' kind of ' realistic in limits. You can only carry so much, which is handled in management vs bulk. You can add to that amount and transport things for storage etc with extra things like an ammo can... but you have to sacrifice a hand.. The inventory is a bit tricky to learn to use also tho'. For example, to use the ammo can you have to hold it. then press fire. Not really complex.. but no documents about it yet.

Crafting. Its pretty basic. But so far only in the scope of realistic on what you can make. You can make your common mans items. Molotov V food V clean weapons V break things apart. No uber bases or auto cannons...

He can hunt, find fruit and food left, make a rain catcher ( he cant boil water yet, tho' he can cook. Boiling is coming )

Graphics are not bad at all.. the jungle is thick.. and while a great way to try and sneak around, the enemy cant see you. But you cant see them either. Step out of the dense bush, and dont be shocked to surprise a group standing around. Unreal 4 is the engine at work BTW

Now on the gameplay. Totally open. As in really and truly open. Do what you want. No maps. No quest target arrows. You are simply trying to either escape the conflict and no one is guiding you on how to do it. Or you are simply trying to get by and live



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as long as you can .. Also with no help from the game, quest etc.

Your HUD is not there. Yep. No HUD. Which is good. You have to know how many rounds are in your weapon. You have to know what direction you were facing. You dont know how to read a map? Better figure it out. Plus you better find one. You dont start with that. How many of us walk around with a map and a compass of our state in our purse √ pocket?

So yes. I am loving this concept. Even at this state of EA, missing things, and not being complete. Its worth it to me. Will this be a much loved game? Doubtful. But not because of the game being bad. Simply because this game is saying.. I am not a game of FPS. I am a sadistic journey into how much life can suck if you decide to buck the RL type situation and play one man hero. I will kill you. Often.

I am liking it. ( Saves can only be done in found safe houses √ shacks at this time. Death does go back to last save. So its not perma death.. ). The guide is very useful, and the table of contents is hyperlinked for easy access to specific sections. The bulk of it is a detailed walkthrough. Bright red chapter headings warn you away before you read spoilers for the next bit of the game.

It's a 16+ MB PDF file that is accessible two ways.

First, by launching the game through Steam. After purchasing the DLC, when you launch Midnight's Blessing directly from Steam you'll be asked whether you wish to start the game or 'View Walkthrough'. The latter option opens up the guide in whatever program you have associated with PDF files.

Second, you can just browse the game's local files and find it that way. Right-click on Midnight's Blessing in Steam, then click Properties->Local Files->Browse Local Files. The guide is the only file in the Guide directory.

(This might seem like information overkill, but at the time of writing the only other review implied the guide couldn't be accessed. The main reason for leaving my own review was to set the record straight.)

I bought it at 85% off and am happy with my purchase. I'm not sure I'd pay full price for it, but at a 50% off or more sale it's probably worth it.. One of the Wost Games i Ever Play.. I like the game. It's not that easy to get into it since it is quite challenging in its complexity. Nevertheless, I like the idea of this meadow where flowers grow on their own. It is weird, but the flowers are equipped with different weapons. It seems like they pass on those those weapons through their seeds to other flowers.

There are litte spheres with which I can do changes in the flowers. Soon I realized that this is a game with a highly strategic component. Different mods can be combined, but the meadow itself constantly brings challenges one has to handle. Brain-workers welcome ;). Crappy card fodder game.. This is the greatest game I have ever played!. Where to start. If you love Jump Scares this is the game for you. From the creepy background noises of \u201cYou will suffer\u201d, distinct \u201ccries of anguish\u201d and an overall just down right creepy vibe, to the evil Jawa like monsters that take great pleasure in driving you insane; this game is scary. I dare you to play this game in the dark with the volume up. The controls are easy to use, and the game is easily addictive. I highly recommend it.. 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 FREE DLC THAT GIVES YOU AMAZING NEW TROOPS TO KICK THE ENEMIES INTO THE FETAL POSITION WITH?!**

**WHY HAVEN'T YOU INFORMED ME OF THIS BEFORE?!** You play as Angelica, who is listening to her grandmother\u2019s story about her school days\u2026 when the tale calls forth a witch who tries to curse her grandmother. Angelica gets in the way, and is stripped of her youth in the process. Now, you have to get that youth back by revisiting your grandmother\u2019s boarding school and breaking the witch\u2019s curse.

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An exciting plot, fun HO scenes, and challenging minigames await.

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