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## Juno's Darkest Hour Download Winrar



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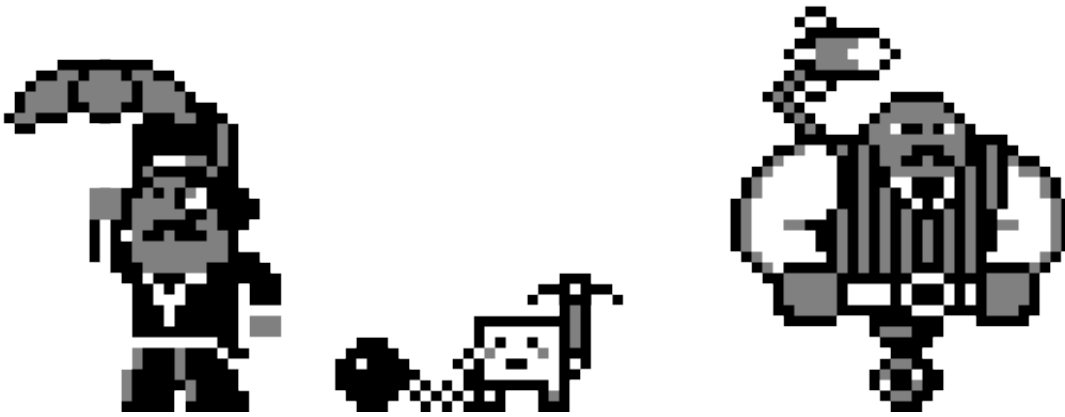
### About This Game

Canopia is in danger! The lizard wizard Glykon has stolen the world's essence to augment his powers and reshape the land at his will. If he captures and devours all four Essence Spirits, all will be lost... Our only hope lies in Juno, the last free Spirit!

Juno's Darkest Hour is a simple but challenging 2D action adventure platformer game inspired by the side-scrollers of the past. Explore the secrets of a vast monochromatic and pixelated world, accompanied by a nostalgia-driven soundtrack.

Guide little defenseless Juno through the strange and dangerous land of Canopia in order to rescue her friends and put a stop to Glykon's evil plans. Quick reflexes and sharp wits will be required to escape and defeat the wizard's minions. Combine different characters and items to access new areas and discover more and more treasures, until you are ready to confront Glykon!

Will you succeed against all odds, or will you die over and over again?



## Features

- Explore 40 levels with a wide variety in themes : a forest covered in snow, a pirate-infested lagoon, the cozy gentlemen's lounge, an abandoned temple built on a volcano, caverns made of crystal, a haunted palace soaring across the sky, and much more!
- Rescue additional playable characters to benefit from their unique abilities, such as being unable to climb ladders and only being able to say "Meow"!
- Hone your platforming skills to avoid enemies! Compensate for your lack of means of self-defense by equipping useful items like the Top Hat, which greatly increases your social standing.
- Copious amounts of bottomless pits to fall into!
- Over eight different bosses to defeat with unexpected strategies. Transform into a sonic assault butterfly to fight the evil spiders or go toe-to-toe against an immortal warrior in a fierce orb duel!
- Revisit levels with different character/item combinations to collect all the Season Fragments, unlocking pieces of lore and weakening the evil force corrupting the land!
- There are also probably some secret things to find?
- But you'll mostly find bottomless pits!



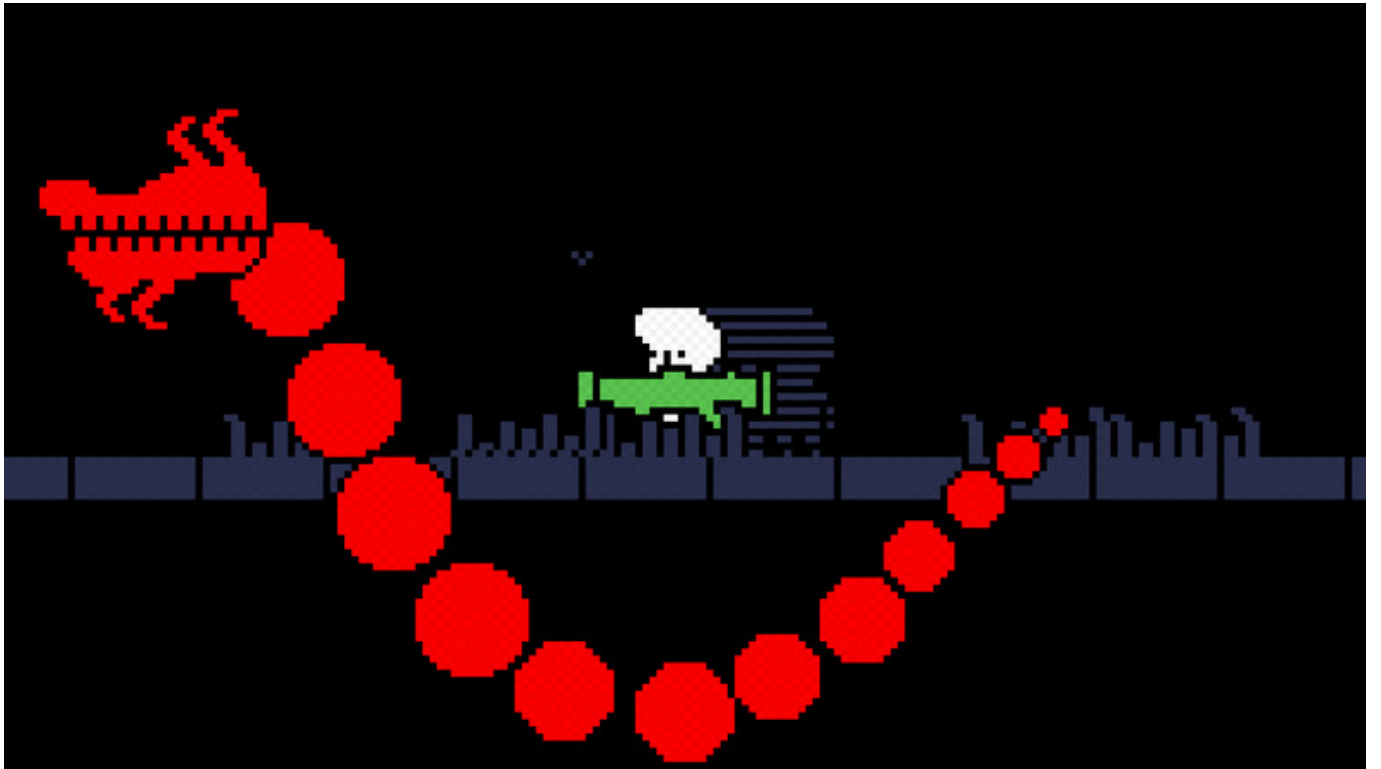
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Title: Juno's Darkest Hour  
Genre: Action, Adventure, Indie  
Developer:  
Antoine Bilodeau  
Publisher:  
Antoine Bilodeau  
Release Date: 19 Dec, 2016

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English







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Cute little HOG. Perfect for perhaps playing with kids. Some of the puzzles are surprisingly difficult considering the age of the market that the game seems to be aimed at and younger players will need assistance in places.

Overall, the game is nicely presented with strong voiceovers, sound effects and music. The graphics fit the setting and my one gripe is that the HO scenes seem to be lower definition than the rest of the game, making finding some objects more difficult than need be, due to low detailing.

Having said that, if you can deal with the "Disney Princess" theme and story, it's a solid HOG, even for more experienced players.. An antithesis of Facebook. Disturbing story frames a graphic-based social network. Instead of trying to represent yourself visually, entertain others and boost your ego by gaining their likes, in Selfie you reveal your inner thoughts anonymously without any ambition to gain popularity - and receive deep, honest reactions, that have real emotional value. A work of art.. I picked this up on a whim when the Lunar Pack was on sale, and I've been very pleasantly surprised and pleased with the game. It's a nice little platform-puzzler, especially for the Lunar pack price.

Enjoyable if:

- You like games with very little guidance--there's no tutorial and there are no hints or clues.
- You like games with an atmospheric story rather than a written or spoken dialogue (there are only a few symbols, no text, as far as I've played)
- You like games where you can find your own way
- You like pixel art.

If, on the other hand, you prefer games with lots of hints, levels, and a clear game trajectory, this is probably not a game you'll enjoy.

Small drawbacks: There's no way (that I've discovered) to restart the game if you get stuck in certain areas of the game, other than quitting and restarting the game. This is only a real problem at the beginning, though, before discovering moves like the double jump. As progress in the game is saved, this is only a minor annoyance. Also, occasionally the various filters are a bit much.

Overall: 8/10. Drawn is full of beautiful artwork, which is a good job because that's the premise of the game: enter magical paintings to gather clues and find ways of advancing up the tower to rescue Iris. It's a mixture of hidden object finding, using the right objects from your inventory in the right places, and solving a number of moderately taxing puzzles. Well ok, the puzzles aren't that hard to complete, but a number of achievements rely on solving them quickly, or within a certain number of moves, or without making any mistakes. That's actually quite difficult for some of the puzzles on your first attempt where you're trying to figure out what to do, but a second playthrough would snag those. Still, it's not the kind of game to play through more than once, it's a linear story, it's not particularly difficult, and it's over in a little over four hours. As for the ending... what just happened? It was all very rushed, a bit confusing, and left all kinds of questions hanging! I guess it was meant to be a cliffhanger for the sequel, but it felt a bit anticlimactic. Thanks for that. Still, great little puzzle game, pretty easy, looks great, nice music, I liked it. Speaking of the sequel, it doesn't appear to be on Steam yet.. pretty good game. It's very simple and well executed, but it's just "too little" for the price. Just a hand full of maps and four game modes that play very similar. It gets repetitive very fast.. This is a Russian River Raid. I felt like playing in my Atari 2600 again. Plus Vodka.

Each 100 planes killed = a shot of vodka (or apple juice).

Its a Brazilian developer. Buy it! Its worth a shot.. Entertaining little story about boobs, so many boobs everywhere. Do you like boobs? You will like this game.

Pros:

Auto skip feature to get past all those words and get to the boobs

Pause function for those special moments

Can be played with one hand



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Bonus FREE content patch: <http://razzartvisual.com/2016/10/14/catch-canvas-18-patch/>

Cons:

Mom wont ever understand and Dad will cry out in shame from the garage

Rating: Totally worth it.. I enjoyed the DLC, but as I prepurchased the game, I did not have to pay for it. It is rather short, but if you loved the main game, you will like the addon. I would only get it on sale due to the length. As other's have mentioned, your party is thrown in jail and loose all of their gear. What do you expect to happen though, when you are thrown in prison?? Especially with some of the most legendary weapons in the realm? Do you really think they would just throw them in a chest and leave them there? More than likely the ruler, would give them away to their trusted warriors\spellcasters. So basically deal with it and have fun.. what a horrible game, dont bother buying this even if its on sale what a waste of 2\$. its not even that the game is hard its the enemy characters which was a surprise, seeing as most would think this is a survival game not a resident evil clone. alot of potential in this game but needs to be re worked badly. please do not waste you life playing this game until the developers get a brain.

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Perfect!

If you are hesitating about buying this, don't!

This game is deep and takes you through the various levels in any order as you so wish. If a level seems undo-able, you can go back and upgrade to tackle it again when you feel ready to. There are many options as to where you place your upgrade points which means you can try various strategies. Best of all, you can change your mind and place the points elsewhere, without any penalties.

At times the game will through you a curve ball, which means you have to have a re-think as how you approach a particular level. IMHO this has been really thought out. There are options to ramp up the difficulty for extra point & prizes, should you so wish to.

The music draws from some of my favourite games, reminding me of DOOM, Serious Sam, Battlefield 1942 and Lost Vikings.

To summarise: HUGELY Addictive and a game you'll come back to time & time again. It has replayability in droves!. I bought the game based on several positive reviews.

Level 1 feels like a tutorial for the rest of the game... then Level 2 starts and you realize that it's the exact same thing with two additions:

1. A thing you can buy to boost a stat that as far as I can tell has no effect on the game
2. one extra item you can use to... I don't know... have more stuff on the screen?

Combine this with the music loop you can't turn off and the sound effects which are funny once but not the roughly eight thousand times you hear "That's your opinion man!" to clear an objective and it just makes the game not worth your time or money.

I made it to 1.5 hours before I requested a refund and maybe I missed the button in the options labeled "make game fun" but I couldn't find anything here. It's not even that the game is terrible, it's just mediocre.. its forgettable; so much so that I suspect the glowing reviews are not legitimate.. I wish steam had more games like this one.. At the point of writing this review, I have clocked 55 minutes into the game.

Now, let's talk about the game. I bought this game at the price of a special promotion, probably some launch discount of something. Frankly speaking, I enjoyed what I paid for and I'm not even done with the single player mode yet. There are some things in game that can be better improved on, or simply if it was different. But that's just my two-cents that you should hold an objective view to.

First off, music. It's a vital part of any music genre game and here's the verdict. What comes with the game are great and there's a few genres of it to fit the theme of the characters implemented. They sound great, and fluid. No stutter or rubbish. Now that's brilliant in my view. And if you prefer a little extra, you get to play your own songs you already own in your computer by dragging into a game specific folder, and calibrate the bpm(beats-per-minute) yourself in-game. I played Alexandra Stan's Mr. Saxo Beat for custom and it was a smooth process of preparation and play all the way to end with no faults on my loaded music after import. So music is a pass in my point.

Next, we have graphics. Runs well on my computer with fluidity and and no tearing or stuttering. It's colourful and attractive, and fits the overall theme conveyed by the game. Character textures are great, so there's no accidental intersection of the 3D models, or at least I don't really have time to look at the models while attempting to keep with what's happening. I have no complaints and don't really have much take on this, but it's still a pass in my view.

Then, we have the all important gameplay. I have a complaint or two, but it's nothing major. Or could be, but here's my take. It's relatively simple and easy to catch on, and the tutorials are short and sweet. Tthat's a plus. Now what's interesting and different about this game is that, you may compare Dance Magic to other music dance battle games like Bust-A-Groove, Audition, whatever. It's almost similar. But here, you don't just enter keys as quickly as you can to match the keys that grow increasingly long in length to finish within a beat. The keys are provided for you, and they're always there and same, but you must follow the beat of the flashing metronome or you'll strike a miss before you even know what's happening. It's fresh, and I like it. Although,

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I would consider it a plus if keys actually do change after every completion of a set. As per things are now, I could memorise the keys, close my eyes and follow the beats and still win because there's not much of a challenge, however enjoyable it still is.

There are two modes in the game. Battle and freestyle. Oh, how interesting isn't it. But really, it is. They're two completely different modes of gameplay. Battle would be close to the gameplay mechanic I have described above, and freestyle is more like the DDR(Dance Dance Revolution) kind of gameplay, except directional arrows don't float up or anywhere. It simply stays there. And since I'm on point with the freestyle, let me start from here. I have a major complaint about this mode, but some would think otherwise. Freestyle mode sets a pink window with the directional keys for tapping at the precise beat of the song as a single glowing blue bar repeatedly flows down and back from top again, signalling the time to hit your keys. The window is locked to the left of your screen. That's fine. You get to enjoy the view of your dancer and the vivid backgrounds. Unfortunately, my complaint is that sometimes the flashing of lights or even a whole screen full of confettis can distract you. Maybe I'm just more easily distracted. Fine. But sometimes these distractions affect so that I can't focus on where the blue glowing bar is because there's too much going on in the screen at that moment. Fine, maybe it's just me.

And here's about the battle mode. It's basically what you know about music dance battle games like the earlier examples I've aforementioned. But here's what makes Dance Magic stands out. Like I said, this isn't a test of your godspeed fingers. It's about recognising beats and with that, you battle out with your opponents with moves of attacks, defenses, and interruptions. These are fresh concepts, and I like them. There are specialty moves that deal extra damage or buffs you. They may also be a great way to boost combo meter, and only considerable if they are defense and interruptions. They can rack up combos easily and help break opponent shields to get attacks through. Combos can also help you deal extra damage, but attack specialties themselves can sometimes K.O. your opponent faster than racking combos and dishing damage. But that's sometimes. There's no timer if you don't press a key and that means no miss. So watch what's happening on screen, but be smart with the real time battle. So back on point with the mechanic, I've also mentioned earlier it's not anymore challenging with the same set of keys, lest the increase of bpm on difficulty. But if I've to make a choice, I prefer this mode over the freestyle.

Narrations are all over the game, which isn't that bad, but it isn't always great. In battle modes, I have found that with my focus everywhere when things get messy, they help you by letting you know what is happening at the moment. When you're missing, stunned, ready to stun or when you're doing fine, the narration can be all over but may help. When it comes to freestyle, I have no clue what it serves for. It's distracting, and sometimes narrated at a point it disrupts your rhythm and voila, I missed. I don't need a person to tell me I'm a legend or amazing or that my mom would be proud of me the whole time I'm trying to focus on where my glowing blue bar is to prevent a miss. So there, it's not that bad, but I wasn't a fan. At least his voice wasn't hard on my ears. A-ok. Perfects, greats and misses could have had different sound effects too.

You're probably wondering by now, "When are you going to talk about the multiplayer?" Well, here's your answer. I never got down to experience it because no servers were ever found for me. It's relatively sparse, considering the game is new and on assumption that not a lot of people own it. Here's hoping I'll find a friend or two to play with me so I can earn me some achievements along the way. But here's the good news. You can play multiplayer for both battle and freestyle. So take your pick guys, and get on those leaderboards when you find an opponent to play with.

Lastly, you're going to question about individuality in the game. Sure, customisations are minimal and most-importantly-not-ugly, and are readily available with no garbage micro-transactions. I sincerely hope there would be more than what's readily available in the future, but I have a good feeling that may come with micro-transactions. I mean, as much as we like an all-in-one package or freebies, you can't always expect a developer to dish out more than you're paying for. It's not always fair. But that's beside the point. One complaint I have, however minor, it would be extremely pleasing to eye if the developers could give each shop item their own skin icon instead of using the default skin icon for every single item listing. It's somewhat troublesome to click on every single item to see it dressed on your character in the shop, no matter the name of the item on list. It makes shopping easier, really.

So, I mean, all in all, it's not a bad game but may not be everyone's jam. It wasn't what I thought it was, but still enough fun to keep me going. I had secretly harboured the wish and desired that freestyle was closer to the battle mode, and similar to games like Bust-A-Groove or Audition instead of the DDR style, but here's what makes it unique as Dance Magic. There can be improvements, maybe new characters or songs, but for whatever it was priced and offered in game at release? Sure. I'll recommend it.. Not a bad game, not a great game but pretty good compared to most steam VN in my opinion.

Plenty of choices in the game and different endings..tho a lack of romance options i am happy that there atleast was one in the game.The puzzle game is not to hard and not to easy, perfect for

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me.. Quite an amazing game for it's price. Not too brain-racking at the start but it gets harder at the end trust me. ;) (The final stage got me raging a few times before finally completing it out of luck) But all-in-all it is a good strategy/puzzle game that will take your attention up for a few hours, so better prepare a few bottles of water before starting. :D

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