Flat Kingdom Paper's Cut Edition Cracked

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About This Game

A STORY ABOUT DIMENSIONS, SHAPES AND JEWELS

According to the Flat Kingdom's legends, the world was once filled with malice and chaos because the 3D realm dominated all. But one day, a wise sorcerer created six Magical Jewels that kept the effects of the third dimension at bay, granting peace and prosperity to the beautiful 2D world.

However, one day an evil masked thief named Hex stole one of those Jewels and kidnapped the princess. This disrupted the balance and made the chaos return.

The king of Flat Kingdom knew there was only one being able to save their land: Flat, the little shapeshifting hero! With his unique abilities, he's not only able to change his shape, but is also the only one in the kingdom capable of withstanding the 3D chaos.

Now the time has come. Flat must use his incredible powers to save the world and restore the Flat Kingdom to its former glory. Will he be able to stop Hex before it's too late?

GAMEPLAY

Flat Kingdom is filled with fun platforming action, puzzles and some Metroidvania elements. It also features a unique combat system! Instead of directly attacking your foes, you'll have to touch them while transformed in the correct shape to beat them! Kinda like a rock-paper-scissor game.

Every shape in Flat Kingdom beats the opposite, so sharp triangles can defeat the soft circles, heavy squares beat the fragile triangles and squishy circles can triumph over the slow squares. Both enemies and puzzles can be beaten using the correct shape and strategy, so you'll have to observe them and come up with the best solution.

You can also learn new abilities along the way that will help you solve even more puzzles, beat enemies faster and reach new areas that were inaccessible to you before!

FEATURES

- Jump into a beautiful papercraft world, filled with details and references to classic games.

- Test your might with epic and challenging battles against giant bosses.

- Uncover all of the game's secrets! There are side quests, upgrades and all kinds of surprises.

- Learn all about the kingdom's lore and history by finding hidden scrolls.

- Music by legendary composer Manami Matsumae! (Mega Man, Shovel Knight).

Title: Flat Kingdom Paper's Cut Edition
Genre: Action, Adventure, Indie
Developer:
Fat Panda Games
Publisher:
Games Starter
Release Date: 7 Apr, 2016

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Minimum:

OS: Windows 7

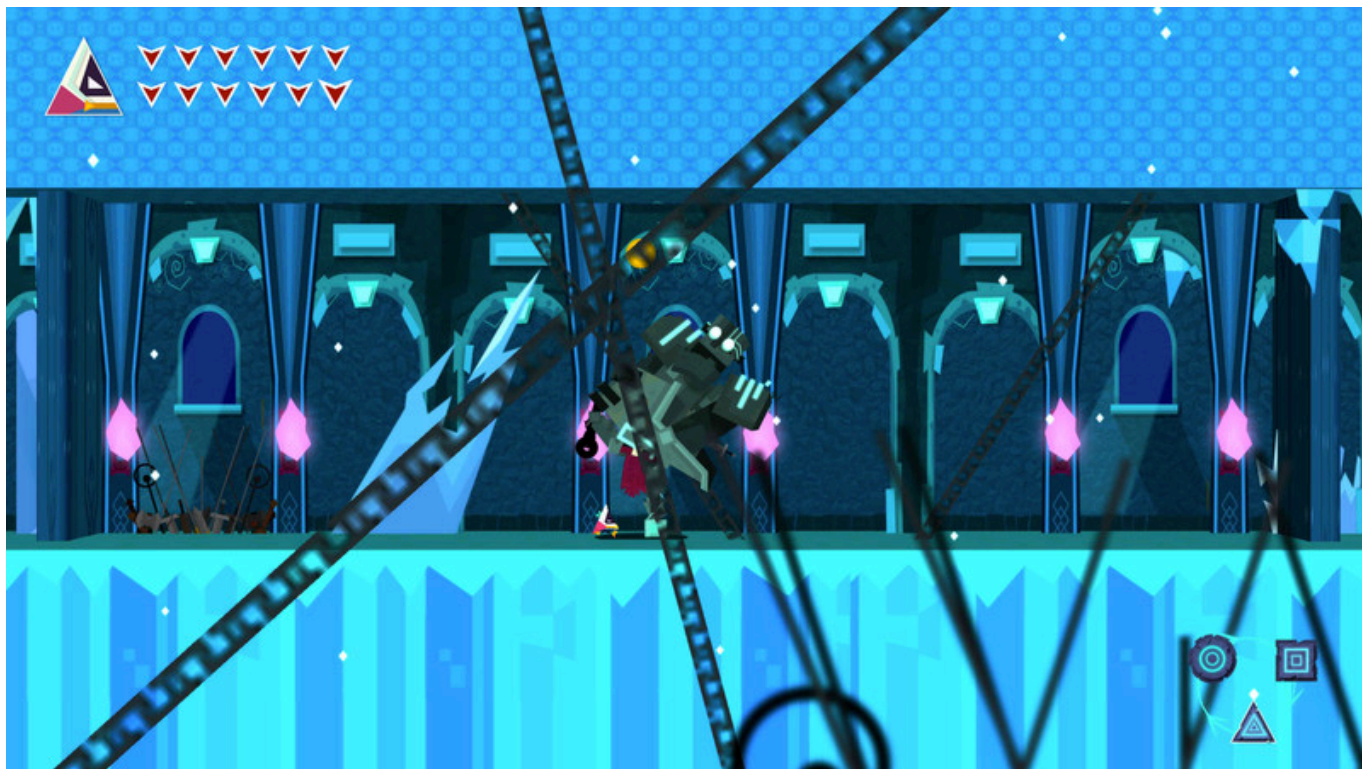**Processor:** 2.00GHz or faster x86-compatible

Memory: 4 GB RAM

Graphics: 512 MB

Storage: 4 GB available space

English,German,Russian,Portuguese,French

I played this game up to the first boss battle, for the price it isn't a bad little game. Check out my video to kind of see what it's about before spending your money if you aren't sure. https:\/\/youtu.be\/1yXMh-bvbV0. TL;DR - A decent game brought down a lot by the poor combat mechanics.

Flat Kingdom's simultaneous strength and weakness is in its three different forms your hero can take - Circle, Triangle, and Square. Each of these forms has their own abilities and purposes, but they are forced into a unintuitive rock-paper-scissors combat system where you must quickly remember which shape beats which in order to deal or avoid damage. This is further complicated by some enemies and projectiles not being clearly defined as one shape or another. The game really could have used some kind of mnemonic for the combat system, because you frequently don't have the time to glance at the "shape guide," an optional animated UI element showing the rock-paper-scissors hierarchy.

The game is a collectathon, but not to the extent that you stress out, and it's entirely optional - the coins you collect only go towards extending your max health, and the items you collect for NPCs do the same, so you can opt out to challenge yourself if you like. The game also makes it clear that you won't be able to get every collectible in a level until you return with more abilities, so you can just play through without being needled by your OCD. Adding to the replay value, the game actually changes enemy layouts and attack patterns as you change difficulty levels, although I'm not sure they got playtested as much as they needed.

In fact, a number of things in the game needed more playtesting. Several levels have jumps that are just barely possible, jumping while dashing up a wall will lodge you in it, you can simultaneously die and defeat a boss, bosses either don't telegraph their moves or have the same tell for multiple moves, some of the final boss' attacks actually can't be dodged, one boss will moonwalk out of the fight so that you'll have to restart, and some things don't reset properly when you respawn at a checkpoint.

One thing I would like to note is that the artbook is mostly just what appears in the final game, and a decent chunk of it appears to be Google Translated, so if you're getting the DLC, do it for the soundtrack (which is pretty good).. Great game, enjoyed the story, music, art and the dificulty. Original work that is worth the money and time invested. This is a game that isn't that popular, but this is a good game. It has interesting art styles and interesting story lines. I would recommend this to anyone who wants to play a game that plays oddly but familiar.. Combat system isn't fun and the platafoming system is confusing. I can't recommend this game.. Definitely a cool looking platformer. Bosses are kinda tricky, but beatable after a few tries. Checkpoints placed in reasonable spots. Worth the buy.. Really fun game, cool mechanics, works on my macbook air.. Good platformer. If you played this game or a demo before the paprer's cut edition and didn't like it, you should give it another chance because the game is much better now.
It combines the feeling of an action platformer and a puzzle platformer.
It has some gameplay mechanics that translates into a very interesting gameplay dynamics: Flat can transform into 3 shapes, each shape has different properties and different ways to interact with the world. Most of them are very intuitive and provides some depth while still being simple.
Also, some times its visual style is outstanding.
Unfortunately the first levels feels a little unpolished, but after beating them the game is pretty good.

Amazing game, really good music, gameplay and graphics! I give it a 8.5\/10 I would totally recomend to any indie fans!. Excelent game, really amazed by you guys. I saw your interview in "TOKEN PODCAST", That's how I found this game. The only thing I haven't liked so far is the fact that the text of the dialogue boxes cuts off when the button "E" appears and you can't read the whole thing, which are really entretaining.

THANK YOU!. I am extremely disappointed that I don't love this game:

Pros:
- Cute and unique art style
- Interesting game mechanic ideas

Cons:
- Controls are very slow and awkward to use
- Game mechanics were executed poorly

I really believe this game had a lot of potential but the poor execution of the main mechanics really killed the experience for me. On another note, the pricing of this game is fairly reasonable so if you are not too bothered by awkward controls, this game may be worth your time and money.. So much fun! Simple and enjoyable and I really love it.. Well the game still can be improved in some aspects but is really fun for people who like plattform, i reccomend it, good job and keep updating it because this game can be better with some more checkpoints, explanations and some few fixes. A good platformer with fitting music, some annoying enemies and a lot of frustration for people like me who suck at platforming.

Sometimes you aren't sure where to go and especially the time challenge bits with rising lava are frustrating as hell when you fail a jump once and have to do everything all over again. The bosses offer quite a challenge with the exception of the final boss for no apparent reason which was kind of a letdown.
A meh story but fun worlds which are all different in appearance make for an inviting look and fun platforming, defintely worth playing.

. Cute graphics but not so great at different resolutions. Gets really boring really fast. Annoying puzzles.

https:\/\/www.youtube.com\/watch?v=UOq9p1jaovk. Finished it. Pretty darn boring, the boss battles are the lowest lowpoint. Maybe ok for small children, but even little kids would get bored by the second boss. To me, this is a good example of poor level design.