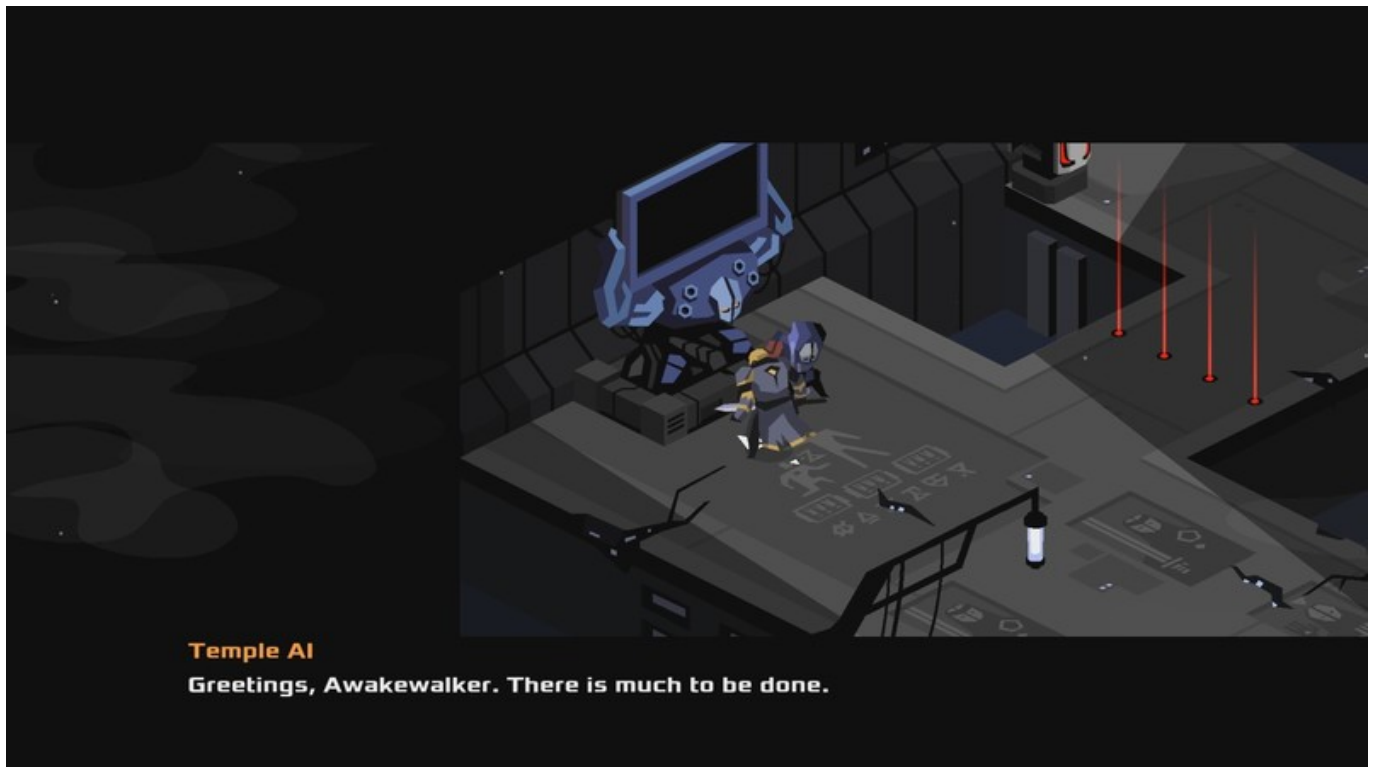


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## Immortal Planet Portable Edition



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### About This Game

On the icy surface of a forgotten planet stand ruined tombs where immortals sleep. While sleepless warriors roam the halls with their minds eroded by eternity, a lone Awakewalker emerges from cryosleep. With no memory of their past, it's up to them to forge their future, discover the planet's mysteries, and find a way out of this icy hell.



Fight against challenging enemies with complex behaviours while exploring levels built around single checkpoints. Gather Experiences from fallen enemies to upgrade your character. Fight and die repeatedly, but never lose progress by recovering Experiences lost upon death. Explore the world to discover the story and find many items, spells and weapons that will give you an edge against demanding boss enemies.



**Souls-like Progression:** Recover Experiences lost upon death and use them to upgrade your character. Customize your playstyle with dozens of items and spells.

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**Methodical Combat:** Patience and focus are much more important than reflexes. Block, dodge and tackle enemies while managing your stamina. You can see enemy stamina and exploit it to stun them when they are exhausted.

**Tight Level Design:** Levels are designed around single checkpoints from which you explore the area around it. Levels feature many unlockable shortcuts so you are always progressing no matter what.

**Intense Bossfights:** Every level features a powerful boss enemy. Fights with these enemies are multi-stage struggles that are a real test of skill and determination.

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Title: Immortal Planet  
Genre: Action, Adventure, Indie, RPG  
Developer:  
teedoubleuGAMES  
Publisher:  
teedoubleuGAMES  
Release Date: 27 Jul, 2017

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English







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TL;DR: Buy if you liked the Trailer, like challenging combat and you do not mind the price for around 6 to 12 hours playtime.

Completed all achievements, so basically finished the game once and then beat nightmare mode (new game+).  
Was rather short but enjoyable, took me 6 hours for the first playthrough and 3 hours for nightmare mode.

Combat is challenging, but fair. Monsters are quite diverse, none of which seemed to have an unfair advantage.  
Bosses and some "friendly" characters are really hard, expect to die here most often.  
Might have to do with me putting nearly all my points into Agility though.

Really liked the music and art style, made every boss really feel like a boss.  
Keyboard and mouse worked fine for me, no complaints here, it was a very smooth experience.  
Tutorial was adequate and most things were quite self-evident anyway.

Nightmare mode does not import your character, you start a new one.  
You do not need to choose a relic though, as you get all three and you can choose most weapons.  
In my first playthrough it was the Swordspear and Lightfoot, which I did not regret.

Other than that, probably the only thing I disliked a bit was the mechanic of getting stunned when dashing into enemies.  
At least if they still had too much stamina, might have been better that simply nothing happened then.

The story was a bit weak as well, but I'd say that would have not been the strong point of that game anyway.  
Just wonder if they ran out of time, as the game only has a "bad ending", as indicated by the achievement.

All in all a great game, quite a unique experience.  
Game seemed to be developed by one guy as well, excluding art, sound and writing.  
Therefore definitely a job well done :). Nice game, fun enough to spend some hours into it! Its graphics are awesome and its music fits great! Its a bit slow and not having a map makes it a bit difficult! The price is a bit high so grab it on sales! Its gameplay is awesome, the enemies have nice clear different patterns to learn and as you progress you get stronger and stronger! I am generally not a guy of exploration in games but i m having real fun with it! gg. Most criminally underrated soulslike game on the market. A must for anyone thirsting for the genre.. <https://www.youtube.com/watch?v=Z2b2yi-CsYA&t=1s>

[Video review above that goes into the meat of the game, otherwise here's some quick stats for you](#)

[Length: around 6 hours](#)

[What does it feel like: A mix of Bastion and Demon souls](#)

[What makes it special:](#)

[- Very polished well refined mechanics that feel like they came from a much bigger studio and budget then this game actually has](#)

[- A very rich background given through lore entries in this games version of a bestiary. A bit boring in terms of delivery method but you can tell that the game had an actual writer behind its theming](#)

[- A lot of replayability. just like with souls games when you beat it once you now have the toolset to break the game any number of ways you want to](#)

[Here is a review for immortal planet, a souls like indie game from the middle of last year that didn't get much recognition. It's pretty ok, it's made my teedoubleau games and had a bit of controversy on release, but the gameplay is very solid and I think the simplistic vector graphics are really charming and enjoyable, not as busy looking as most indie games. On top of that, the story and lore and much richer then expected for a 10 dollar release made by primarily 1 dude. I say buy it, it's pretty good. Pretty good game!. One of the better and true to the original Dark Souls-like games out there. Map design and stamina usage are both very comparable, which a lot of Souls-wannabes neglect. Controls are tight and the enemy types are varied enough that you develop a different plan of attack for each. Your deaths are learning experiences and at no time did I feel like it was 'unfair'; usually I just didn't react fast enough to a move combo or got too greedy. Would definitely recommend for Dark Souls+Indie fans alike.. FUN HACK & SLASH game  
sadly short and easy after u memorize the enemy patterns  
i spent bout 12 hours doing normal mode mostly figuring stuff out and dieing alot \(first like 3 hours just trying stuff\)](#)

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after that honest to go nightmare mode was way to ez i only died twice 1 to a special boss that shows and another bad position during a prisoner shout threw me off ledge but ya 100% the game and honestly its 2 ez after the first run through i was mostly just playing around during NM mode and still owning best challenge u can do is a never block or never slide dodge playthrough gets interesting then but still fun game bought on sale so super worth





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