
RED Full Crack [key Serial]



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About This Game

Summarize:

RED is a game which made by three university students. They use FLASH and RPG MAKER to make RED and the post-production is PS (PhotoShop). This game is an action and side-scrolling video game. The whole stroy is rewritten from the story "Little Red Riding Hood".

RED????????????FLASH?RPG MAKER????????????PS??

Thanks for Adrián Palomino del Moral 's help. Because his translation in Spanish, we are able to launch the Spanish version. We appreciate your help, the game in Spanish version is launched. We will tag you on our shopping page to present our gratitude.

??Adrián Palomino del Moral??

FB??

<https://www.facebook.com/?????-?????-300168673452940/>

Twitter??

<https://twitter.com/storyk21674/media>

A 變回芮德兒 (Change to Red)
S 變換獵人型態 (Change to Vermilion)
D 變換獵人型態20秒 (Change to Camellia)
Z 攻擊 (Attack)
X 集滿氣槽放出大絕招 (Skill)
C 防禦 (Defense)
SPACE 確認、對話鍵 (Check · Talk)

角色技能 skill

<p>芮德兒 Red : Z Z Z (需命中才成立派生) →Z ↓Z (Jump) Z (Jump) →Z (Jump) ↓Z X (Jump) X</p>	<p>法蜜莉歐 Vermilion (獵人) : Z Z →Z ↓ZZ (需命中才成立派生) (Jump) Z(*n) (Jump) X X →X</p>	<p>卡麥莉亞 Camellia (獵人) : Z Z Z (需命中才成立派生) →Z ↓Z (Jump) Z (Jump) →Z X ↓X (Jump) X</p>
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Information
 (RED)
 (2D side-scrolling Game)
 (About 20 minutes)
 (Both Endings)
 RPG Maker XP
 640 x 480 pixel
 Windows XP
 140MB
 English/Spanish
 *Alt+Enter Fullscreen
 *Shift+Enter Message Skip
 *Esc Pause

Title: RED
Genre: Action, Adventure, Free to Play, RPG
Developer:
storyk21674, STILILA, 鈇鈇
Publisher:
鈇鈇鈇鈇 鈇鈇鈇鈇
Release Date: 25 Dec, 2016

b4d347fde0

Minimum:

OS: Windows

Memory: 150 MB RAM

Network: Broadband Internet connection

Storage: 150 MB available space

English,Traditional Chinese







This is a really short game, which is not bad for a free-to-play game. Despite it's 30min length and (minor) translation issues, it's a fun experience. Not to mention the unique graphics and a fun battle system. 8/10. Enjoyable game, and even with my way of playing these kind of games (which can be compared to a monkey smashing at a typewriter) I managed to beat all difficulties without having to try again and again. The writing&character development fell a bit short every once in a while but the opening art and start made up for that and everything else was neat.

Very short game, so recommended even if you don't like these sort of games but have to kill 10min of your time.. i became a furry because of this game

(edit: wtf @me don't be unfunny tryhard)

but that doesn't mean that it's NOT GOOD!

it has a good amount of replay value. i would do true ending again (insert 10/10 here). It's a short game that actually has a cool little story. The translation isn't perfect at times but for a free game that is a college project it's pretty good.. If u like animu stuff, get this game.

Nice game. Sadly it's short. I would like to see this getting bigger and better as a full game. Under 30 minutes the story and the characters got me involved.. Has a DEP issue that cannot be resolved since DEP is disabled for x64 systems. I guess you receive what you pay.. OK, I've played through a single run on normal, and I've gotta say, I want more like this, I want more of these characters, more of their story.

The translation isn't the best, but it's good enough.

The combat was very well done.

The story while very short was again very nice.

Personally I can't find any fault in this one other than it's length, here's hoping for many sequels.. Good Fighting mechanics And not a bad story its interesting and a nice spinoff of the red riding hood story i give it a 9/10

For it being free aswell. Another free-to-play game that makes me appreciate having been born in such era. It is a fairly well-made 2D side-scroller with decent combat system, touching story, neat designs, and good music.

The combat system, while it feels a bit stiff, provides 3 different styles you can choose to your liking, features smooth combo chains that can be combined with special skills, and provides guard/dodge mechanics that enriches the battle experience.

The story, although the game is overall short, is surprisingly quite emotional with enough character development to make you like them.

The designs are pretty neat and cute to the point where people wouldn't likely think that this game is free-to-play just from the visuals. The main characters, bosses, and mobs are all uniquely designed and well-animated.

The music are unexpectedly dramatic, have a good variety, and are beautifully set up for different scenes to really amplify the players' immersion to the story.

Therefore, RED is definitely quite a well-designed game overall that will likely impress you how solid and decent of an experience free-to-play content can offer.. Allright im going to try my best to keep this spoiler free, but that might be a little hard because it's a really short game.

First of i would like to say the game is far from perfect, but that doesnt mean its anything but good. I rather enjoyed the several 20-30 minute play throughs i did, and i believe there is alot of potential in this game, if it continues to get updates and more content.

Throughout the game you will encounter different flaws such as the translations not being fully accurate, and maybe even a little cheesy and quite weird at some points. The combos can be a bit clunky at times. While there is a little variety, theres just not quite enough to make it a more fluent experience. However that could also just be me being crap at this sort of game. I also think they could have put a bit more effort in the characters names, and by this im not really talking about the main character Red, i mean others that are in the story, more notably green and brown. Also there is no voice acting, but that isnt so important in this type of game i would assume.

Ok so that's basically all the flaws i found with the game, except for the menu and lack of settings, but thats kind of expected in this type of game. Now lets get into some stuff i think are going well with the game.

You play as Red. A unique character that i think is a very strong point in this game. She shares her body with two other personalities, vermilion, and Camellia. They both have their own unique combat style and looks, and personalities.

While the story is a very simple go from point A to point B, it actually still has a pretty deep story jammed into the 20-30 minutes. You will find out the backstory of your own character and even several others. You will also come across several different monsters that all look magnificent, and bosses with their own attack patterns.

The game looks amazing with stunning environments filled filled different plants, and various things to find by pressing the space bar(This is how you unlock the 2nd ending, you have to find a specific item).

The sounds in the game are well put in, including the music. I didn't feel that it was so repetitive that i would want to turn off the

sound. Like many other games out there.

While there is no steam achievements, and the developer has stated there are no plans to add them, there are achievements in the actual game. The achievement option will appear in the main menu along with the challenge mode after finishing the game for the first time. The challenge mode is basically just vsing the bosses over, while they are scaled in difficulty, and speaking of difficulty, there are several options to choose from. Easy, Normal, Hard, Extreme. I only managed to play on normal, and I found it pretty easy. But as soon as I turned it up to hard, I couldn't even beat the first boss, so there is definitely a difference in what you pick.

So overall I think the game has potential and I would like to see more of it. The secret ending wasn't so good for me, because of how it handles the main characters. But that doesn't spoil it for me, it was still entertaining.

This is my first review so it's probably not done right, but oh well. Also there's probably a lot of mistakes made in this.. So far, all I have played is the tutorial and I can safely say that the combat in this game is very fluent and smooth. The story I have yet to experience but I hope that it is just as good.

I would however like to see the game maybe perhaps take a more serious route as I think that it would further develop the characters.

For combat, I think that a grapple of sorts would be much appreciated and maybe heavy and light attacks to vary it even further.. When you think about it, Red tackles race issues, mental health issues, gun ownership (Red's parents gave her a pump-action shotgun at the age of 10, great parenting), discrimination, family, society's obsession with beauty...

Or maybe I'm over analyzing this game and giving it too much credit.

10/10 would anime again.

Obligatory Plug :

<https://www.youtube.com/watch?v=3UpcumXnyeU>

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